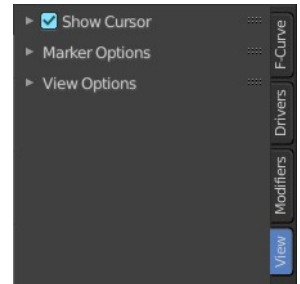


## 19.3.4 Editors - Driver Editor - Sidebar - View Tab

Sidebar - View tab.....	1
Show Cursor panel.....	1
Show Cursor checkbox.....	1
Cursor X.....	1
Cursor Y.....	1
Cursor to Selection.....	2
Sidebar - View options panel.....	2
Real-time Updates.....	2
Show Seconds.....	2
Sync visible range.....	2
Show Sliders.....	2
AutoMerge Keyframes.....	2
Use High Quality Display.....	2
Show Handles.....	2
Only selected Curve Keyframes.....	2
Only Selected Keyframes Handles.....	3

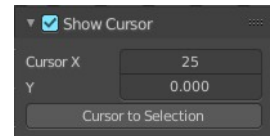
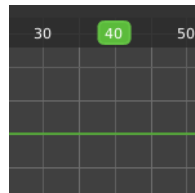
### Sidebar - View tab

The view tab contains further options.



### Show Cursor panel

The green playhead at the top is the time cursor. The horizontal green line is called the cursor. Or ground line cursor. Together they are the 2d cursor.



### Show Cursor checkbox

Hides the green ground line cursor.

### Cursor X

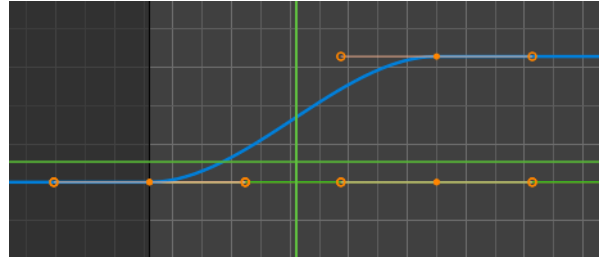
The frame position of the playhead cursor.

### Cursor Y

The Y position of the ground line cursor.

## Cursor to Selection

Sets both cursors to the center of the selection. This button also works when the ground line cursor is deactivated. In this case just the playhead cursor gets set to the center of the selection.

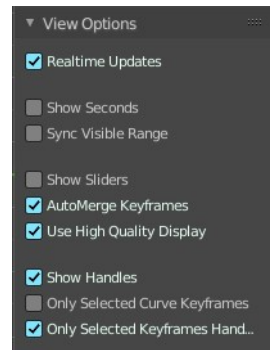


## Sidebar - View options panel

Some of these settings belongs to the Graph editor. But can also be changed from the Dope Sheet editor.

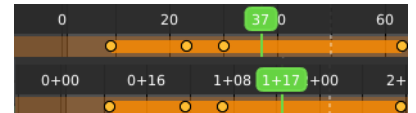
### Real-time Updates

When transforming keyframes then this transformation is also immediately visible in other editors.



### Show Seconds

Show the timing in the timeline area in seconds instead of frames.



### Sync visible range

Synchronize the visible timeline range with other visible time based editors.

### Show Sliders

Shows the value sliders for f-curve channels in the channel list.



### AutoMerge Keyframes

Automatically merge nearby keyframes.

### Use High Quality Display

Display the curves in highest quality.

### Show Handles

Show the handles at the keyframes

### Only selected Curve Keyframes

Just show the keyframes from the selected curves.

## **Only Selected Keyframes Handles**

Just show the handles of the keyframes from the selected curves.