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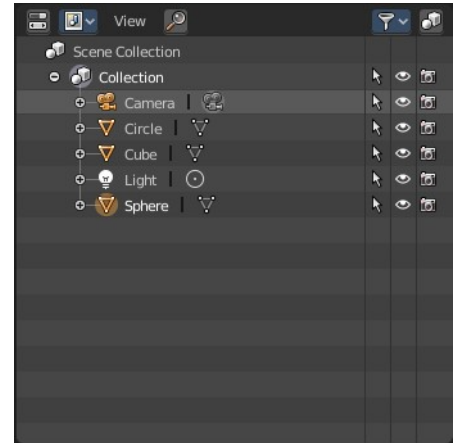
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Outliner

The Outliner is an editor where you can organize the data in your scene. It is in the View Layer mode basically a list of the available objects and data in the scene, which is organized in so called collections. Think of it as a container that carries the scene data. This also includes things like brushes, textures and materials.

The outliner not only lists the data. But you can modify the data in various ways. And it has more than one mode. We will go through them, one by one.

The outliner has some context menus that are available by a right click at an element. We will also cover them, one by one.



General hotkey functionality

There is some general hotkey functionality that works across the whole interface. And so it works in the outliner too.

Left click at an object selects it.

Shift + LMB adds to the selection, or can remove the clicked object from the selection.

Ctrl+LMB enters the rename mode for the object. You can also double click at it. In both cases the text becomes editable.



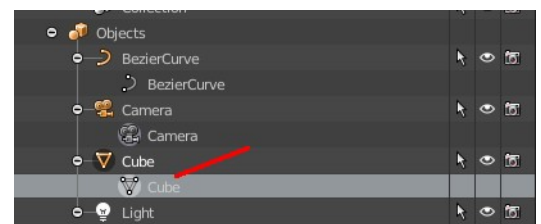
You can drag objects into the hierarchy of other objects, and make them a child object by that.

Extended Functionality

The outliner has some extended functionality in some modes.

Objects with a + sign at the left are hierarchical objects. Hierarchy can be expanded and collapsed by clicking at the + and - signs.

When you click at a data block of some object types object, like the mesh component for a mesh or a curve object, then you will jump from object mode into edit mode. And vice versa.

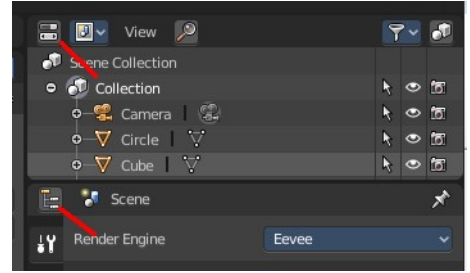


Header - All Modes

The header content changes, dependant of the display mode. Here we list the elements that are available in all display modes.

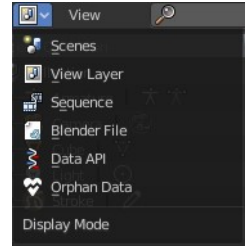
Switch to Properties Editor / Outliner

Sometimes you want to switch from Outliner to the Properties Editor , or vice versa. Since you sometimes don't have enough space for both, and end in dragging the borders of the editors around all the time. This two editors are connected by a menu that allows exactly that. A button in each header that switches to the other editor.



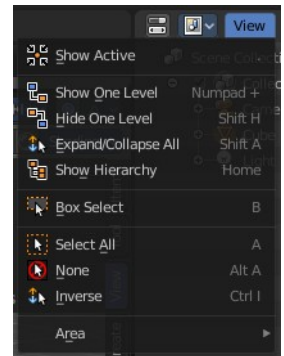
Display Mode

The Outliner has more than one purpose and workspace. Here you can switch to different display modes. The available Modes are Scenes, View Layer, Sequence, Blender File, Data API and Orphan Data. We will cover their functionality in their own chapters.



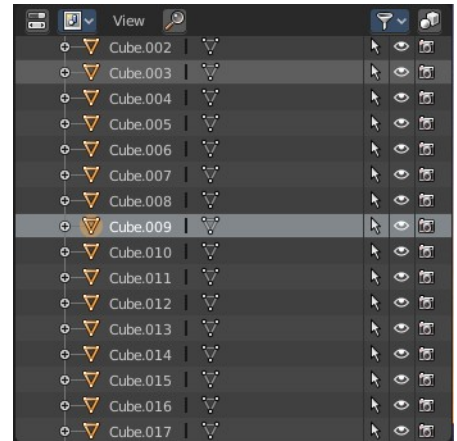
View Menu

The View menu contains general view related functionality.



Show Active

Centers the view of the list to the active object.

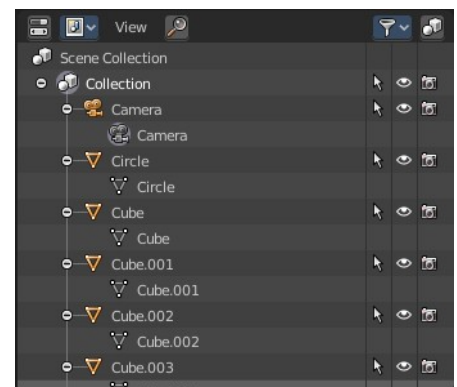


Show One Level

Expands the list hierarchy level by one.

Hide One Level

Collapses the list hierarchy level by one.



Expand / Collapse All

Expands or collapses all collapsed hierarchy. It's a toggle

Show Hierarchy

Open all object entries and close all others. For example, when you are in Scene view, and have the objects expanded, then the Show Hierarchy closes the objects hierarchy.

Box Select

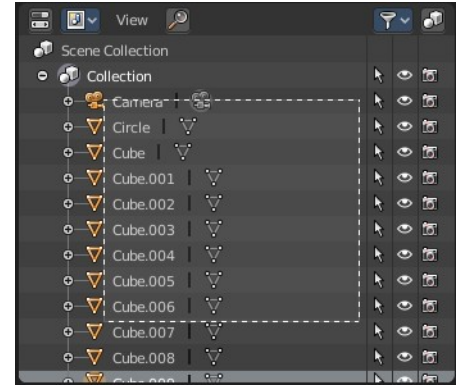
Box select items in the list.

Select All

Select all items in the list.

Deselect All

Deselect all items in the list.



Invert Selection

Inverts the selection. Unselected list items becomes selected, selected list items becomes unselected.

Area

Area is a menu with window related settings.

Horizontal Split

Splits the editor horizontally into two editors.

Vertical Split

Splits the editor vertically into two editors.

Duplicate Area into new Window

Creates a floating window out of the current editor

Toggle Maximize Area

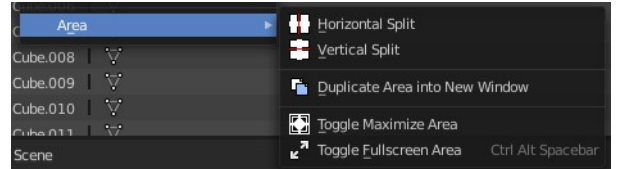
Displays the editor maximized with menus.

To return to split view press hotkey Ctrl Up Arrow, or reuse the menu item in the View menu.

Toggle Fullscreen Area

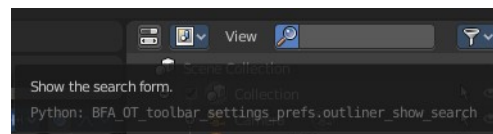
Displays the editor maximized without menus.

To return from the full screen view press hotkey Alt F10, or use the little button that appears up right when you move the mouse in this corner.



Search Field

Here you can search for specific terms in the list. When the search term matches a name in the list, then the list will center at the first entry with the match.



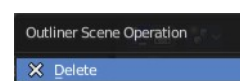
This search field is collapsible, and closed by default to free some UI space.

Right Click Menus

The Outliner comes with various right click functionality, dependant at what data you right click.

Outliner Scene Operation

This menu appears when you right click at a scene in Scene mode.

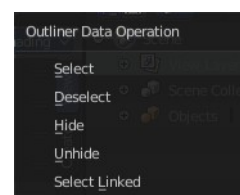


Delete

Deletes the currently selected scene.

Outliner Data Operation

This menu appears at various object types and when you for example right click at the View Layer. It also appears at objects in Data API mode.



This menu is work in progress, the functionality is not implemented yet! You will get a warning!

Select

Select the current element.

Deselect

Deselect the current element.

Hide

Hides the current element.

Unhide

Unhides the current element.

Select Linked

Selects the linked elements.

Collection

This menu appears when you right click at a collection. Clicking at a Scene collection will just give you a New menu item. Clicking at the Collection item lower in the hierarchy will give you a bigger menu then.



New

Create a new scene collection.

Duplicate Collection

Duplicates the currently selected collection, all its children, objects and the object data.

Duplicate Linked

Recursively duplicate the selected collection, all its children and objects, including linked object data.

Delete

Delete the collection. Objects in the hierarchy will remain.

Delete Hierarchy

Delete the collection. Objects in the hierarchy will be deleted too.

Select Objects

Select the objects in the collection.

Deselect Objects

Deselect the objects in the collection.

Instance to Scene

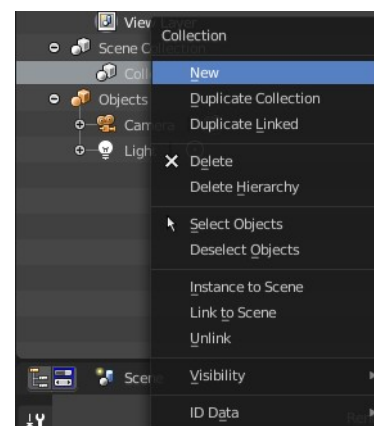
Instance selected collections to the active scene.

Link to Scene

Link selected collections to the active scene.

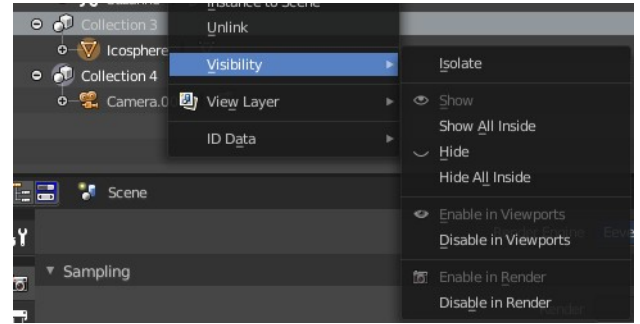
Unlink

Unlink selected collections from the active scene.



Visibility

Visibility is a sub menu with some visibility functionality. The greyed out menu items will become available when the functionality becomes available. For example, Show becomes available when something is hidden.



Isolate

Hide all but this collection and its parents.

Show

Reveals the collection.

Show All Inside

Reveals the collection and all its content.

Hide

Hides the collection.

Hide All Inside

Hides the collection and all its content.

Enable in Viewports / Disable in Viewports

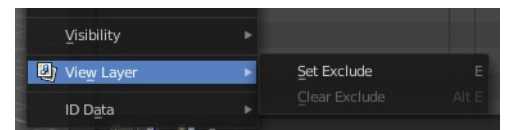
A toggle to enable or disable the collection. Here you can assign a hotkey.

Enable in Render / Disable in Render

A toggle to enable or disable the rendering of the collection. Here you can assign a hotkey.

View Layer

This menu shows when you right click at a collection in View Layer Mode.



Set Exclude

Exclude the collection from the active View Layer.

Clear Exclude

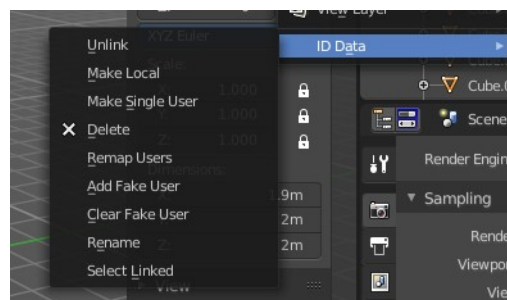
Include the excluded collection to the active View Layer.

ID Data

Data related operations. Note that the tooltips are currently missing here.

Unlink

Does basically the same than delete. It unlinks all data, and removes the object from the scene.



Make Local

For appended or linked data. Makes the selected object a local copy in the current blend file.

Make Single User

For duplicated content. Makes the data block of the selected object a single user.

Delete

Not functional in all situations. In the orphan data mode you can remove objects with this.

Remap Users

Remaps the user of a data block to another one of the same type. This allows you to replace all usages of a material or texture by another one.

Add Fake User

Adds a fake user to the selected object. Fake users is a odd concept to keep data in the scene even if it has no user somewhere. The fake user is then a dummy user so that the object is not deleted when saving the scene.

Clear Fake User

Removes the fake user from the selected object.

Rename

Rename the object in the outliner.

Select Linked

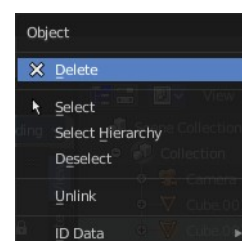
Selects all objects that are linked to the currently selected one.

Object Menu

This menu appears when you click at an object type. A mesh, a lamp, a camera ...

Delete

Deletes the selected object.



Select

Selects the object.

Select Hierarchy

Selects the object and its hierarchy.

Deselect

Deselects the object.

Unlink

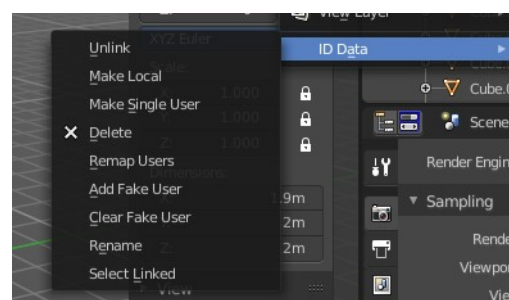
Deletes the selected object.

ID Data

Data related operations. Note that the tooltips are currently missing here.

Unlink

Does basically the same than delete. It unlinks all data, and removes the object from the scene.



Make Local

For appended or linked data. Makes the selected object a local copy in the current blend file.

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Clear Fake User

Removes the fake user from the selected object.

Rename

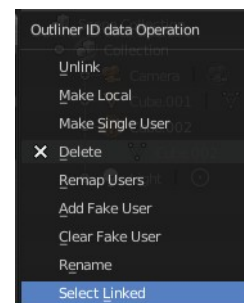
Rename the object in the outliner.

Select Linked

Selects all objects that are linked to the currently selected one.

Outliner ID Data Operation

This menu appears when you for example click at the mesh component of a mesh object. It is the same content than the ID Data menu from the Object menu.



Unlink

Does basically the same than delete. It unlinks all data, and removes the object from the scene.

Make Local

For appended or linked data. Makes the selected object a local copy in the current blend file.

Make Single User

For duplicated content. Makes the data block of the selected object a single user.

Delete

Not functional in all situations. In the orphan data mode you can remove objects with this.

Remap Users

Remaps the user of a data block to another one of the same type. This allows you to replace all usages of a material or texture by another one.

Add Fake User

Adds a fake user to the selected object. Fake users is a odd concept to keep data in the scene even if it has no user somewhere. The fake user is then a dummy user so that the object is not deleted when saving the scene.

Clear Fake User

Removes the fake user from the selected object.

Rename

Rename the object in the outliner.

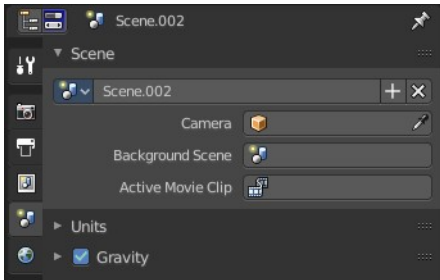
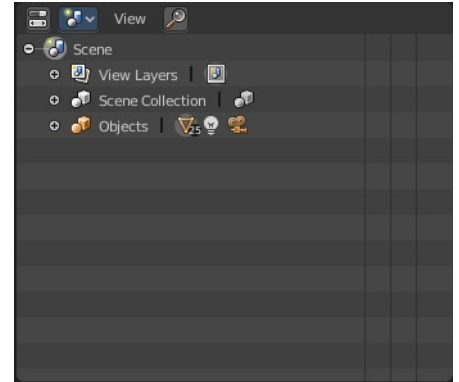
Select Linked

Selects all objects that are linked to the currently selected one.

Scenes Mode

The Scenes mode starts one hierarchy higher than the View Layer Mode. It shows all available scenes and their content.

Normally you work with one scene. And so the default starts with the View Layer mode of the scene. But you can create more scenes in the Properties Editor in the Scene tab.



Level Restrictions

Some list items have so called level restrictions. You can exclude the object from specific things.



Selectability

Makes the object unselectable in the viewport. Or disables it, in case of a collection for example

Hide from Viewport

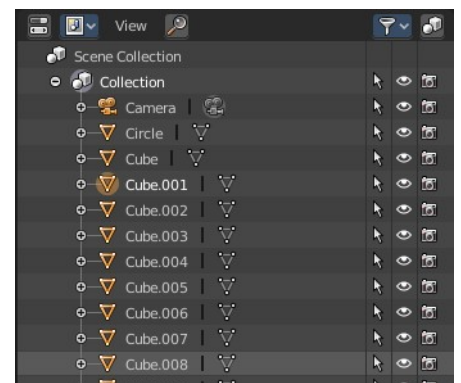
Hides the object from the Viewport.

Hide from Render

Excludes the object from rendering.

View Layer Mode

Shows the content of the current View Layer. This is the default mode.



Headertools

Outliner Filter

Here you can refine the search. And here you will find some options

Exact Match Search

The search result must fit exactly. For example, when you search for cam, then a camera should not display as a search result.

Case Sensitive Search

Search case sensitive.

Sort Alphabetically

Sorts the content of the outliner in alphabetically order.

Show Restriction Columns

Hides the Select, Visibility and Render functionality.

Collections, Objects, Lights, Cameras, Empties

Shows or hides the object types.

Object State Filter

Shows or hides objects by its state.

Object Contents

Displays the object hierarchy. Without it just displays the names.

Object Children

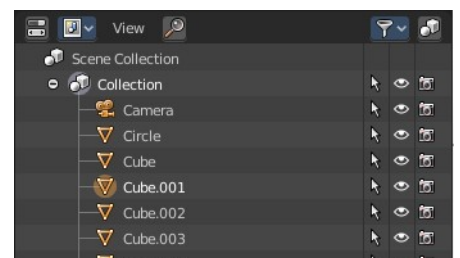
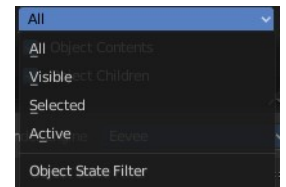
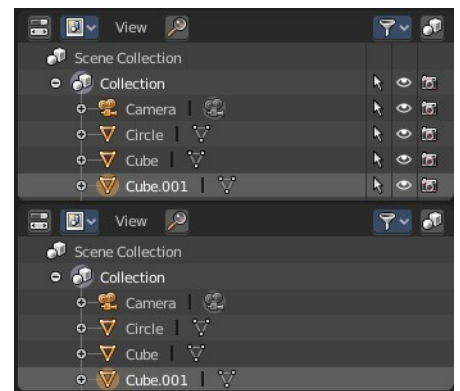
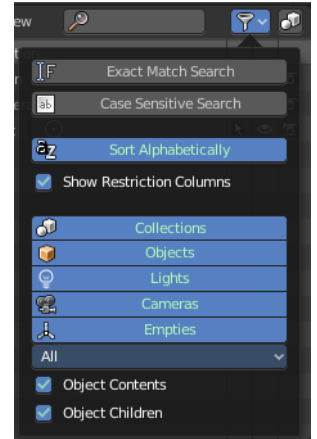
Displays the object children.

Add Collection

Add a collection inside of the current selected collection.

Level Restrictions

Some list items have so called level restrictions. You can exclude the object from specific things.



Selectability

Makes the object unselectable in the viewport. Or disables it, in case of a collection for example.

Hide from Viewport

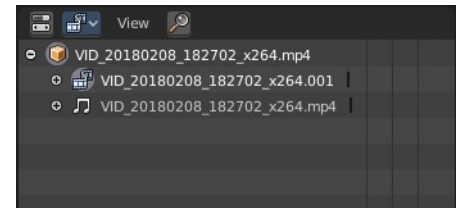
Hides the object from the Viewport.

Hide from Render

Excludes the object from rendering.

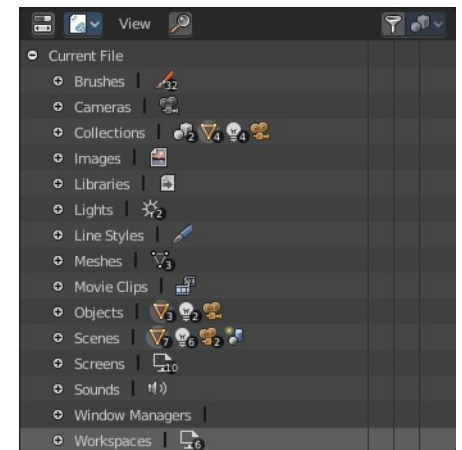
Sequence Mode

This mode lists the loaded files when you work with the sequencer layout and have video material loaded.



Blender File Mode

This mode lists the whole content of the current Blender file. It includes also things like the default brushes, which comes from the startup defaults.



Headertools

Filter

Here you can enable a filter to display a specific data type. You can just filter by one data type at a time. The rest will be hidden.

Filter ID Type

The menu where you can choose the data type that should be displayed.



Level Restrictions

Some list items have so called level restrictions. You can exclude the object from specific things.



Selectability

Makes the object unselectable in the viewport. Or disables it, in case of a collection for example.

Hide from Viewport

Hides the object from the Viewport.

Hide from Render

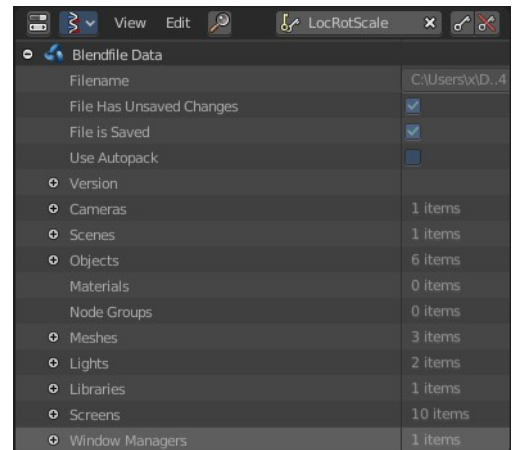
Excludes the object from rendering.

Data API Mode

Displays Low Level Blender data and its properties.

This view also reveals some properties. Like File is Saved or Use Autopack.

When no keying set is defined then you will get a No Keyingset Active message instead of the Keyingset element.



Headertools

Edit Menu

Keying Set Add Selected

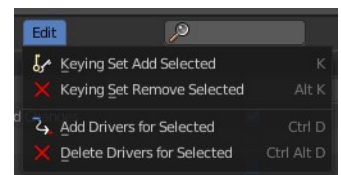
Add a keying set to the selected object.

Keying Set Remove Selected

Remove the keying set from the selected object.

Add Drivers to Selected

Add a driver to the selected object.



Delete Drivers for Selected

Delete a driver from the selected object.

Set Keyingset

Here you can choose a keyingset.

Add keyframe

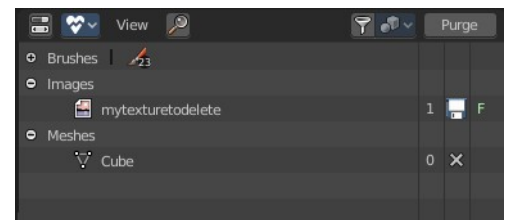
Adds a keyframe for the selected element.

Remove keyframe

Removes the current keyframe from the selected element.

Orphan Mode

Bforartists has a special system to treat not longer used data. Unused data will normally remain in the scene as long as you haven't saved it and reloaded it. Means delete does not immediately remove a mesh completely from the scene for example. It will be orphan data now. Until you save and reopen the scene. The cleanup process happens at saving the blend file.



The Orphan Mode allows you to clean up the unused data without to save and reload the blend file. It lists all data that has no user in the scene. This includes the standard brushes from the startup configuration.

Headertools

Filter

Here you can enable a filter to display a specific data type. You can just filter by one data type at a time. The rest will be hidden.

Filter ID Type

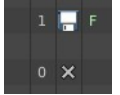
The menu where you can choose the data type that should be displayed.



Purge

Normally you would need to save the blend file and reload it to get rid of the orphan data. Purge removes all orphan data from the blend file immediately. Note that this does not remove objects with a fake user associated.

Statuscolumn



The number at the left tells you how many users the object has. Objects with a save icon and a F have a fake user assigned. Objects with an X in the second row is orphan data, and will be removed with the next save and reload of the blend file.

To remove the Fake User at an object click at the Save icon. Be careful, this operation cannot be undone.