

## 5.1.4 Topbar and Statusbar - Window menu

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## Window Menu

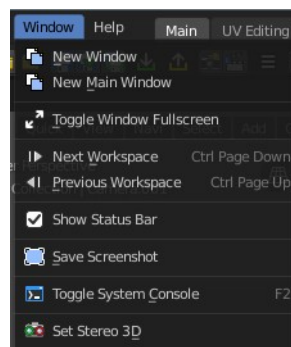
Window related functionality.

### New Window

Creates a new instance of Bforartists. But without Top Bar.

### New Main Window

Creates a new instance of Bforartists with its own workspace and scene settings and with the Top Bar.



### Toggle Window Full screen

Makes Bforartists full screen.

### Next Workspace

Cycle to next workspace.

### Previous Workspace

Cycle to previous workspace.

### Show Top Bar

Display the top bar.

### Show Status Bar

Display the footer.

### Save Screenshot

Saves a screenshot.

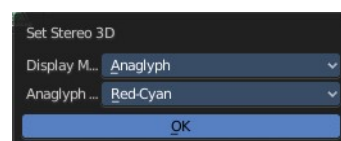
### Toggle System Console

Toggles the System console. This is a Windows feature. Under Linux and Mac you can use the bash.

### Set Stereo 3D

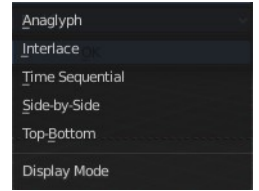
Just with Stereoscropy enabled. Calls a panel where you can adjust the stereoscropy display in the 3D view to preview the result.

This settings does not affect the output, just how the result gets displayed in the viewport!



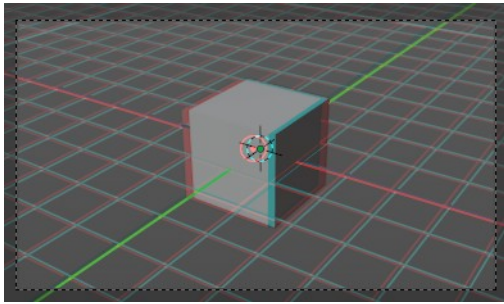
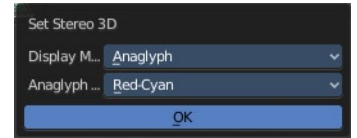
## Display Mode

How to display the stereoscopic image when viewing through the camera. This is the preview mode. You need a special monitor for some of the methods. There are five methods available.



### Display Mode Type Anaglyph

Render Views for left and right eyes as two differently filtered colors in a single image. You need anaglyph glasses to see the 3d effect.



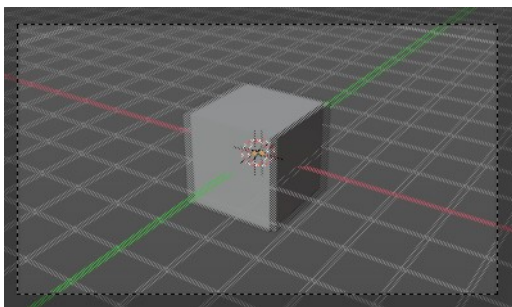
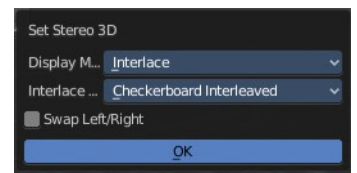
### Anaglyph Type

The color model to display the graphics.



### Display Mode Type Interlace

Render Views from left and right eyes interlaced into a single image. You need a 3D Ready monitor to see the stereo effect.

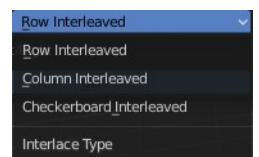


### Interlace Type

The interlace type that you can choose.

### Swap Left/Right

Swaps left and right camera view.



### Display Mode Type Time Sequential

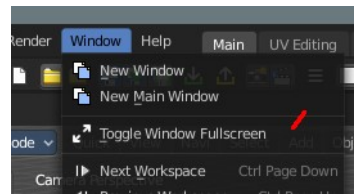
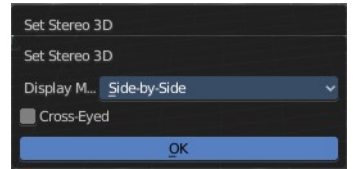
Render alternate eyes. Also known as page flip. Needs a graphics card that supports quad buffer.

## Display Mode Type Side by Side

Displays images of the two cameras side by side. You need to go into Window Full screen to see the effect.

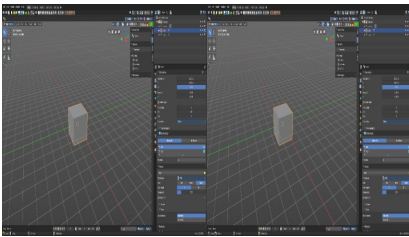
Don't use the full screen. feature in the View menu of the 3D view, but the Window toggle full screen. in the Window menu!

Attention! the menus becomes nearly unreadable then. The whole UI gets distorted by splitting the main window of Bforartists into two views. You might want to assign a shortcut here before trying.



## Cross Eyed

Swaps left and right camera view.



## Display Mode Type Top Bottom

Displays images of the two cameras top and bottom. You need to go into Window Full screen to see the effect.

Don't use the full screen. feature in the View menu of the 3D view, but the Window toggle full screen. in the Window menu!

Attention! the menus becomes nearly unreadable then. The whole UI gets distorted by splitting the main window of Bforartists into two views. You might want to assign a shortcut here before trying.

