

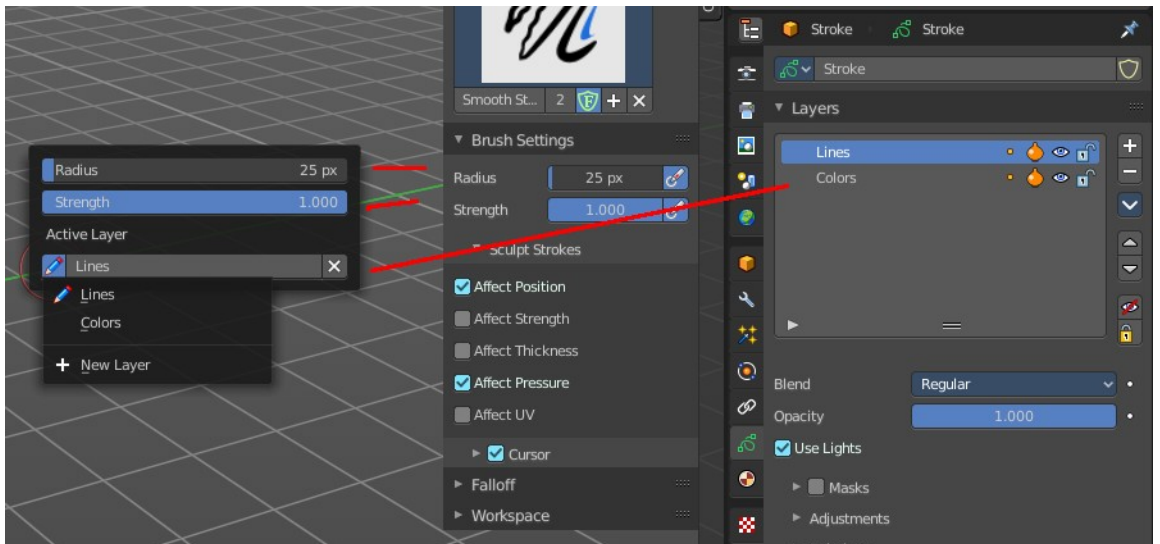
## 7.0.12 Editors - 3D View - Grease Pencil object - Edit Mode - Point context menu

Edit Mode - Point Context Menu.....	1
Radius.....	1
Strength.....	1
Active Layer.....	1

### Edit Mode - Point Context Menu

Call this menu with double right click in the 3D viewport. You need to be in Sculpt mode with a grease pencil object.

In Sculpt Paint mode you will call a context menu with the sliders from the Brush settings.



### Radius

The radius of the sculpt brush.

### Strength

The strength of the sculpt brush.

### Active Layer

The active grease pencil layer. You can choose another layer, and add new layers here too. It is the same content than in the Properties editor.

### Layer drop down box

The list of available layers.

### ***New Layer***

Add a new grease pencil layer.

### **Layer Edit Box**

The currently active grease pencil layer. Rename it by clicking into the field.

### **Remove Layer**

Remove the grease pencil layer.