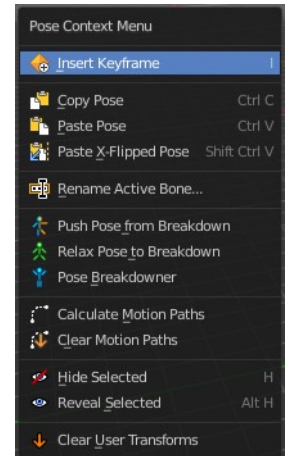


## 7.0.18 Editors - 3D View - Armature - Pose Mode - Pose context menu

Pose Mode - Pose Context Menu.....	2
Insert Keyframe.....	2
Copy Pose.....	2
Paste Pose.....	2
Paste X Flipped Pose.....	2
Last Operator Paste Pose.....	2
Flipped on X Axis.....	2
On Selected Only.....	2
Rename active Bone.....	3
Push Pose from Breakdown.....	3
Last Operator Push Pose.....	3
Percentage.....	3
Previous Keyframe.....	3
Next Keyframe.....	3
Channels.....	3
Axis Lock.....	3
Relax Pose to Breakdown.....	3
Last Operator Relax Pose to Breakdown.....	3
Percentage.....	3
Previous Keyframe.....	3
Next Keyframe.....	4
Channels.....	4
Axis Lock.....	4
Pose Breakdowner.....	4
Last Operator Pose Breakdowner.....	4
Percentage.....	4
Previous Keyframe.....	4
Next Keyframe.....	4
Channels.....	4
Axis Lock.....	4
Calculate Motion Paths.....	4
Last Operator Calculate Object Path.....	5
Start.....	5
End.....	5
Bake Location.....	5
Clear Motion Paths.....	5
Hide Selected.....	5
Show Hidden.....	5
Clear User Transforms.....	5

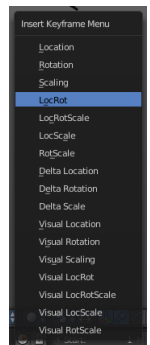
# Pose Mode - Pose Context Menu

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



## Insert Key frame

Opens a menu where you can insert a key frame with a defined keying set.



## Copy Pose

Copies the current pose. You copy what you have selected.



## Paste Pose

Pastes a previous copied pose.

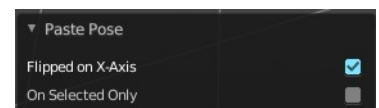
## Paste X Flipped Pose

Pastes a previous copied pose, but flipped along X axis.

## Last Operator Paste Pose

### *Flipped on X Axis*

Paste the pose flipped along X Axis.

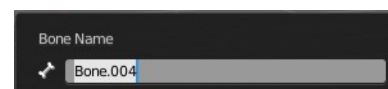


### *On Selected Only*

Paste just on the selected bones. Not on the unselected.

## Rename active Bone

Calls a dialog where you can rename the active bone.



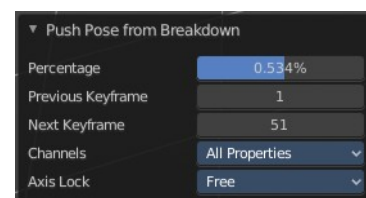
## Push Pose from Breakdown

Exaggerates the current pose. Pushes the current pose further away from the previous pose.

### Last Operator Push Pose

#### *Percentage*

The percentage of exaggeration.



#### *Previous Key frame*

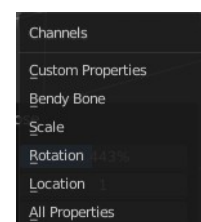
The key frame position before the current frame.

#### *Next Key frame*

The key frame position after the current frame.

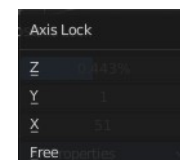
#### *Channels*

Limit the push effect to specific channels.



#### *Axis Lock*

Limit the push effect to specific axis.



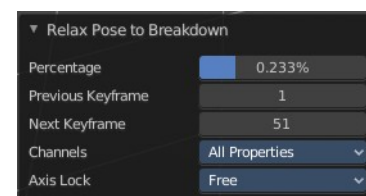
## Relax Pose to Breakdown

Relaxes the current pose.

### Last Operator Relax Pose to Breakdown

#### *Percentage*

The percentage of relaxing.



#### *Previous Key frame*

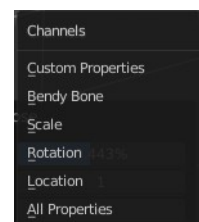
The key frame position before the current frame.

## ***Next Key frame***

The key frame position after the current frame.

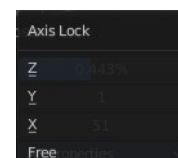
## ***Channels***

Limit the relax effect to specific channels.



## ***Axis Lock***

Limit the relax effect to specific axis.



## ***Pose Breakdowner***

Creates a suitable breakdowner pose on the current frame.

## **Last Operator Pose Breakdowner**

### ***Percentage***

The percentage of exaggeration.

### ***Previous Key frame***

The key frame position before the current frame.

### ***Next Key frame***

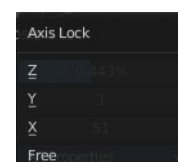
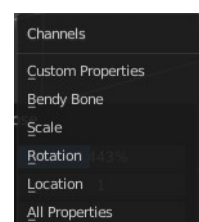
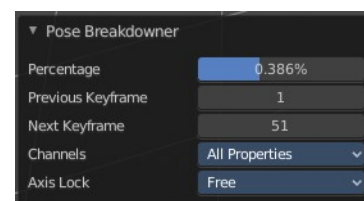
The key frame position after the current frame.

## ***Channels***

Limit the breakdowner pose to specific channels.

## ***Axis Lock***

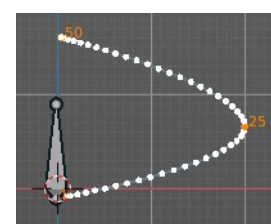
Limit the breakdowner pose to specific axis.



## **Calculate Motion Paths**

Objects can be animated. Let's say you send them from a to b to c. The object will move to b, then to c. Some kind of a path. This path is not visible by default.

With motion paths you can calculate this path, and make it visible.



## ***Last Operator Calculate Object Path***

### **Start**

Defines the start frame of the calculation.

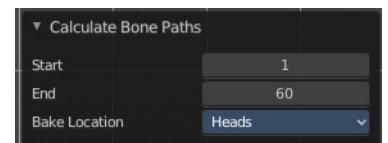
### **End**

Defines the end frame of the calculation.

### **Bake Location**

Where to draw the curve. At the head or at the tail of the bone(s)

---



## **Clear Motion Paths**

Clear remove the motion path from the object.

---

## **Hide Selected**

Hides the selected geometry.

---

## **Show Hidden**

Makes all hidden geometry visible again.

---

## **Clear User Transforms**

Resets Pose of selected bones back to key frame state.