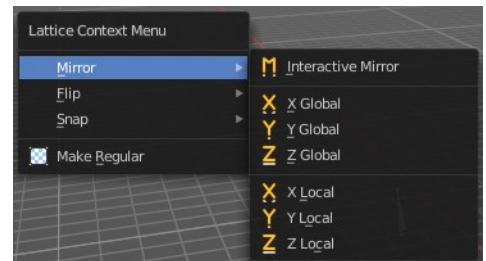


## 7.0.19 Editors - 3D View - Armature - Edit Mode - Lattice context menu

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### Edit Mode - Lattice Context Menu

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



#### Mirror

Mirror mirrors the selected geometry along the defined axis.

#### Interactive Mirror

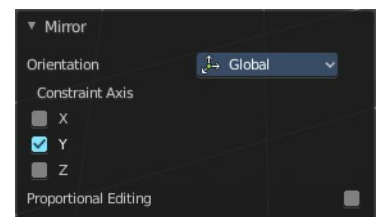
Mirror by hotkeys. You activate the tool, type in x for x global for example, or x x for x local. And the selection gets mirrored.

#### X Global, Y Global etc.

Mirrors the selection around the chosen axis.

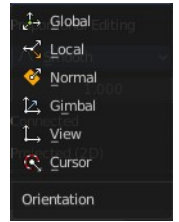
#### Last Operator Mirror

The Last Operator Mirror panel gives you tools to adjust the mirror action.



## Orientation

Orientation is a drop-down box choose the type of orientation for the mirroring action.

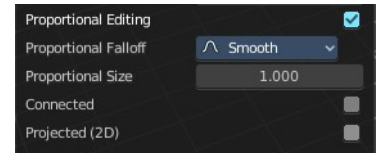


## Constraint Axis

Constraint Axis gives you again the possibility to define the mirror axis. You can choose more than one axis here.

## Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



## Proportional Falloff

Adjust the falloff methods.

## Proportional Size

See and adjust the falloff radius.

## Connected

The proportional falloff gets calculated for connected parts only.

## Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

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## Flip

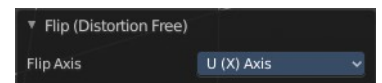
Flips the lattice object along the world axis X, Y or Z .



## Last Operator Flip (Distortion Free)

### Flip Axis

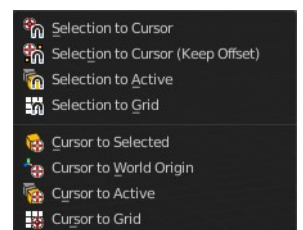
Flip the lattice object along the world axis X, Y or Z .



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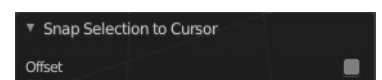
## Snap

Choose several methods to snap one element to another. The menu items should be self explaining.



## Last Operator Snap

Some snap operations shows a last operation panel, some not.



## **Offset**

If the selection should snap as a whole, or if each individual element of the selection should snap.

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## **Make Regular**

Set the UVW control points by a uniform distance apart.