

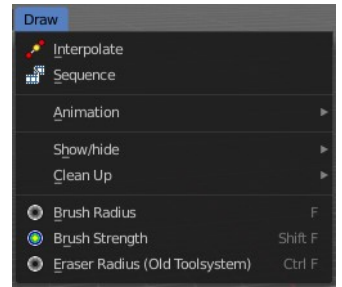
## 7.1.33 Editors - 3D View - Header - Grease Pencil - Draw mode - Draw menu

Draw Mode - Draw Menu.....	2
Interpolate.....	2
Sequence.....	2
Animation.....	2
Insert Blank Keyframe ( Active Layer ).....	2
Insert Blank Keyframe ( All Layers ).....	2
Last Operator Insert Blank Frame.....	2
All Layers.....	2
Duplicate Active Keyframe ( Active Layer ).....	2
Duplicate Active Keyframe ( All Layers ).....	2
Last Operator Insert Blank Frame.....	2
Mode.....	3
Delete Active Keyframe ( Active Layer ).....	3
Delete Active Keyframe ( All Layers ).....	3
Show/Hide.....	3
Show all Layers.....	3
Last Operator Hide Layers.....	3
Select.....	3
Hide Active Layer.....	3
Hide inactive Layers.....	3
Last Operator Hide Layers.....	3
Unselected.....	3
Clean Up.....	3
Delete loose Points.....	3
Last Operator Clean loose points.....	3
Limit.....	3
Boundary Strokes.....	4
Boundary Strokes all Frames.....	4
Last Operator Clean Fill Boundaries.....	4
Mode.....	4
Brush Radius.....	4
Brush Strength.....	4
Eraser Radius ( Old Toolsystem).....	4

## Draw Mode - Draw Menu

### Interpolate

Interpolates strokes between the previous and next keyframe by adding a single keyframe. When you are on a frame between two keyframes and click the Interpolate button a new breakdown keyframe will be added. This way you define the final interpolation for the new stroke.



### Sequence

Interpolate strokes between the previous and next keyframe by adding multiple keyframes. When you are on a frame between two keyframes and click the sequence button, then a breakdown keyframe will be added on every frame between the previous and next keyframe.

### Animation

#### Insert Blank Keyframe ( Active Layer )

Inserts a keyframe into the active layer.



#### Insert Blank Keyframe ( All Layers )

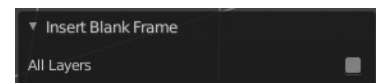
Inserts a keyframe into all layers.

#### Last Operator Insert Blank Frame

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

#### All Layers

Insert into active layer or into all layers.



#### Duplicate Active Keyframe ( Active Layer )

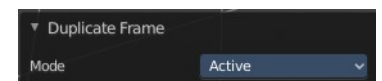
Duplicates the active keyframe in the active layer.

#### Duplicate Active Keyframe ( All Layers )

Duplicates the active keyframe in all layers.

#### Last Operator Insert Blank Frame

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



## Mode

Duplicate the active keyframe in the active layer or in all layers.

---

## Delete Active Keyframe ( Active Layer )

Deletes the active keyframe in the active layer.

## Delete Active Keyframe ( All Layers )

Deletes the active keyframe in all layers

---

## Show/Hide

### Show all Layers

Makes all layers in the scene visible .

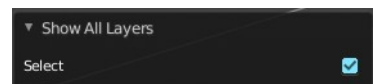


### Last Operator Hide Layers

#### Select

Shows just selected layers.

---



### Hide Active Layer

Hides the active layer.

### Hide inactive Layers

Hides the not selected layers. The selected layers stays visible.

### Last Operator Hide Layers

#### Unselected

Hides the not selected layers.

---



## Clean Up

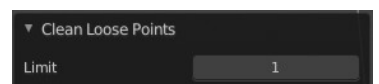
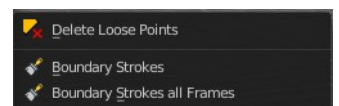
### Delete loose Points

Deletes loose stroke points.

### Last Operator Clean loose points

#### Limit

Here you can adjust with how much vertices a stroke gets count as loose



geometry.

---

## Boundary Strokes

Remove "no fill" boundary strokes from the active frame.

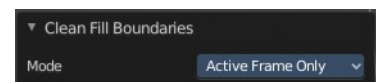
## Boundary Strokes all Frames

Remove "no fill" boundary strokes from all frames.

## *Last Operator Clean Fill Boundaries*

### Mode

Here you can again choose if you want to remove the "no fill" boundary strokes just from the active frame, or from all frames.



---

## Brush Radius

Adjust the brush radius by hotkey. Hotkey only tool! The menu entry just exists to tell you that the functionality is available.

## Brush Strength

Adjust the brush strength by hotkey. Hotkey only tool! The menu entry just exists to tell you that the functionality is available.

## Eraser Radius ( Old Toolsystem)

Adjust the eraser brush radius by hotkey. Hotkey only tool! The menu entry just exists to tell you that the functionality is available.