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Select menu

The Select menu provides you with all functionality around selecting. The content differs, dependant in which mode you are, and what object type you have selected. Some select functionality is very special for just one object type in one special mode. But not every mode has a select menu.

Object Mode - Select menu

The select menu in Object mode is for all object types equal. It provides you with several selection methods.

All

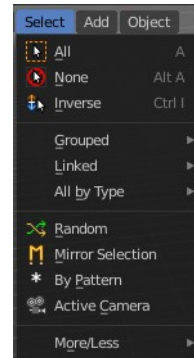
Select everything.

None

Select nothing.

Inverse

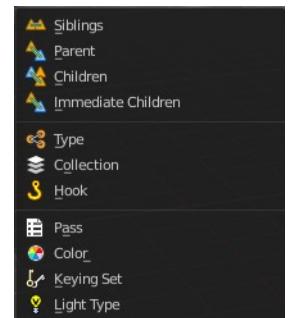
Invert the current selection.



Grouped

Here you can select different types of objects within the group. It requires to have a group selected.

The menu items are pretty self explaining. So we won't go into detail here.



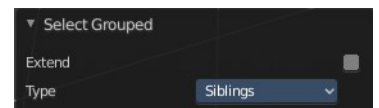
Last Operator Select Grouped

Extend

Extends existing selection instead of deselecting everything first.

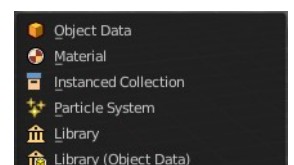
Type

Type is a drop-down list where you can choose the Linked type again.



Linked

Linked is a menu where you can select different types.



Here you can select all objects that shares a common data-block with the active object. *Select Linked* uses the active object as a basis to select all others.

Object Data

Selects every object that is linked to the same Object Data.

Material

Selects every object that is linked to the same material data-block.

Instanced Collection

Selects every object that is linked to the instanced collection.

Particle System

Selects all objects that use the same Particle System.

Library

Selects all objects that are in the same Library.

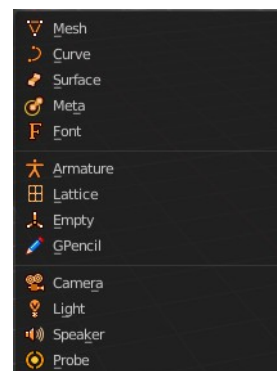
Library (Object Data)

Selects all objects that are in the same Library and limited to object data.

All by Type

Here you can select objects of a specific type.

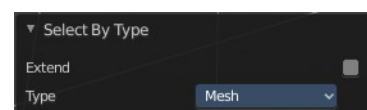
The menu items are pretty self explaining. So we won't cover every single menu item here.



Last Operator Select By Type

Extend

With this option activated the selection does not clear before performing the selection operation, but extends. This means when you have a mesh object selected, and want to select all objects by type curve, then the mesh object is still selected. Without Extend just the curve objects are selected. The mesh object gets deselected.



Type

Type is a drop-down box where you can choose the object type to select again.

Random

Selects random objects.

Last Operator Select Random

Percent

The Percentage of objects that should be selected randomly.

Random Seed

The Seed for the random number generator.

Action

Action is a drop-down box where you can choose if you want to select or to deselect random.



Mirror Selection

Select the mirrored parts of an object. For example for L.Sword it selects R.Sword.

Last Operator Select Mirror

Extend

Extends existing selection instead of deselecting everything first.



By Pattern

Selects all objects whose name matches the entered string. For missing parts you need to add an asterix.

For example, you have four cubes in the scene. Cube, Cube.001, Cube.002 and mycube3. Then the term " Cube " will just select the first cube. While the term " Cube* " will select the first three. And " *cube* " will select all four.

Supported wild-cards:

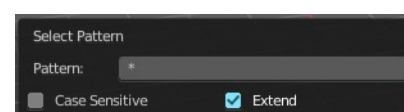
* matches everything

? matches any single character

[abc] matches characters in "abc"

[!abc] match any character not in "abc"

The tool operates immediately at entering the string.



Pattern

Here you can type in your string.

Case Sensitive

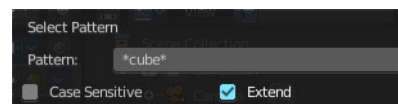
When ticked then the string comparison happens by taking upper and lower letters into account.

Extend

Extends existing selection instead of deselecting everything first.

Last Operator Select Pattern

The Last Operator Select Pattern contains the same menu items than the pop-up. So see above. Also, it does not appear in the 3D view. But when you call it from the edit menu or with hotkey.



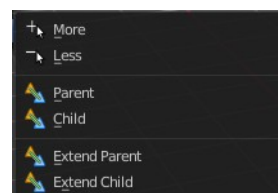
Active Camera

Selects the active camera.

More/ Less

More

More requires to have a parent or child relationship. It expands the selection.



Less

Less requires to have a parent or child relationship. It reduces the selection.

Parent

Parent requires to have a parent or child relationship. It selects the parent object of the currently selected object(s).

Child

Child requires to have a parent or child relationship. It selects the child object(s) of the currently selected object(s).

Parent extended

Parent extended requires to have a parent or child relationship. It selects the parent object of the currently selected object(s). But keeps the active object in the selection, even when it's not currently selected.

Child Extended

Child Extended requires to have a parent or child relationship. It selects the child object(s) of the currently

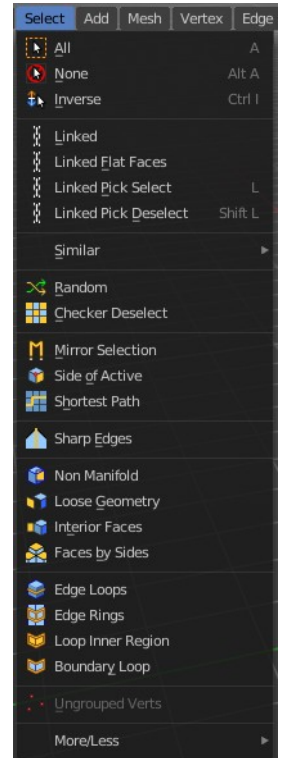
selected object(s). But keeps the active object in the selection, even when it's not currently selected.

Edit Mode - Mesh Menu

The select menu for a mesh object in Edit mode.

A few tools here acts different, dependant in which mesh select mode you are. For example, when you are in mesh select method vertices, then the Random operator picks random vertices.

So you might want to check the mesh select mode when something does not work in an expected way.



All

Select everything.

None

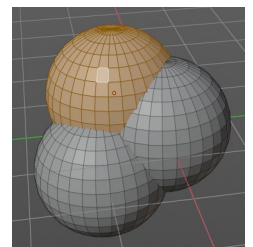
Select nothing.

Inverse

Invert the current selection.

Linked

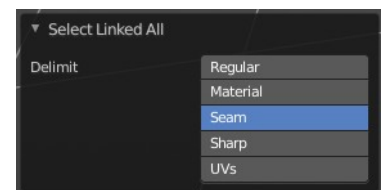
Select the geometry that is directly linked with the current geometry. You can for example have a mesh with several closed submeshes. Those submeshes are not linked together, but are part of the object.



Last Operator Select Linked All

Delimit

Here you can add a limit to the selection. For example, just select up to the next seam.



Linked Flat Faces

Select the geometry that is coplanar to the current selection. It works also in other selection modes, but you need to have face geometry selected.

Last Operator Select Linked Flat Faces

Here you can adjust the angle up to which a face counts as coplanar.



Linked Pick Select

Same as with Linked. But works with what is under the mouse cursor.

Linked Pick Deselect

Same as with Linked. But works with what is under the mouse cursor. And deselects the selection.

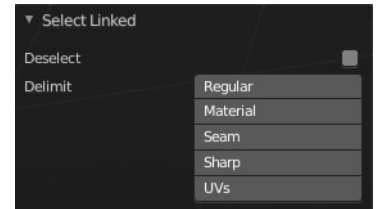
Last Operator Select Linked

Deselect

Select or deselect.

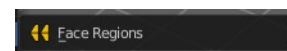
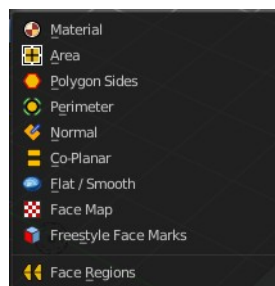
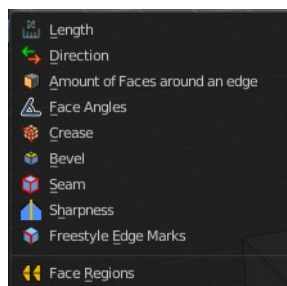
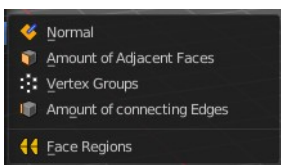
Delimit

Here you can add a limit to the selection. For example, just select up to the next seam.



Similar

Here you can select geometry based on how similar certain properties are to it. The methods changes, dependant in which mesh selection mode you are. There is a pitfall with having more than one mesh selection method selected. Then you just get the face regions type presented. Vertices, Edges, Faces, more than one ...



Last Operator Select Similar

Type

Here you can choose the select similar method again.

Compare

Compare with method less, greater or equal.



Threshold

Here you can adjust the threshold value after which the element counts as similar.

Random

Selects a random group of vertices, edges, or faces, dependant of the mesh selection method.

Last Operator Select Random

Percent

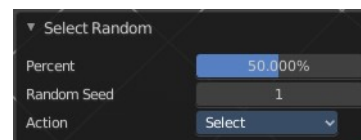
How much percent will be random selected.

Random Seed

The random seed value.

Action

Select or deselect.



Checker Deselect

Deselect alternating faces, edges or vertices to create a checker like pattern. The result is dependant of the mesh selection method.

Last Operator Checker Deselect

Nth Element

Here you can define how much elements gets unchecked. With 2 you have a checker board pattern. Every second element gets deselected.

Skip

Skip elements before the checker algorithm deselects again.

Offset

Here you can offset the deselected elements.



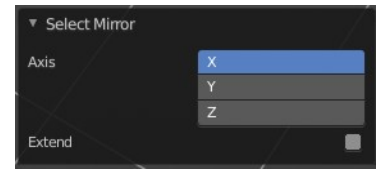
Mirror selection

Requires to have a symmetrical mesh. Selects the mirrored mesh parts from a selection.

Last Operator Select Mirror

Axis

The world axis to mirror at.



Extend

Keep the current selection. Without extend the current selection gets deselected.

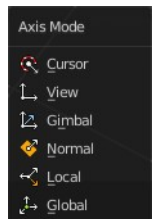
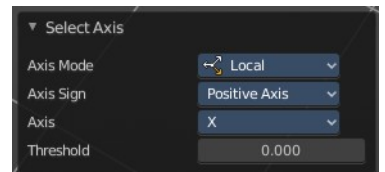
Side of Active

Selects all mesh data in direction of a single axis, starting from the current selection.

Last Operator Side of Active

Axis mode

The axis orientation to work with.



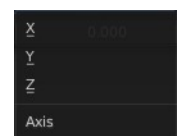
Axis Sign

In which direction to work from the current selection.



Axis

The axis to work with.

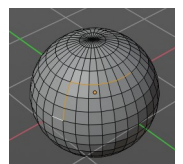


Threshold

Here you can define a threshold to extend the selection.

Shortest Path

Select the shortest edge path between two selected mesh elements. This can be vertices, edges or faces. A start and a end point must be selected.



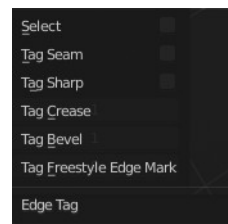
Last Operator Select shortest path



Edge Tag

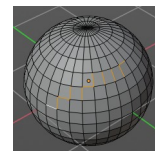
With Select shortest path you can not only select the shortest path, but also already modify it. Like mark it as seam.

The available methods should be pretty self explaining.



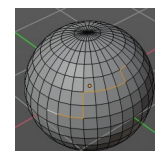
Face Stepping

Traverse connected faces.



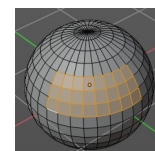
Topology Distance

Find the minimum number of steps instead of the shortest distance.



Fill Region

Select the region faces too.

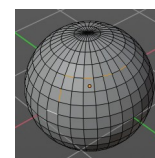


Nth Element

Don't select the whole path, but just every nth element of it.

Skip

This is connected to nth element. Number of elements to skip at once.



Offset

This is connected to nth element. Start with an offset.

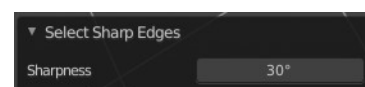
Sharp Edges

Select all edges that are marked as sharp.

Last Operator Select Sharp Edges

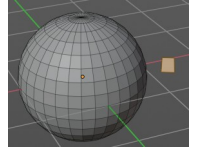
Sharpness

The angle after which a sharp edge gets selected.



Loose Geometry

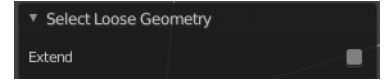
Selects loose geometry.



Last Operator Select Loose Geometry

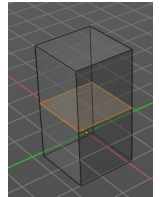
Extend

Extend the current selection.



Interior Faces

Select faces where all edges have more than 2 faces. In the picture here we have inlaying faces by joining two cubes together, then merge the vertices by distance. So the two faces from the former two cubes are now interior faces. That's usually unwanted geometry that you want to select and to remove.



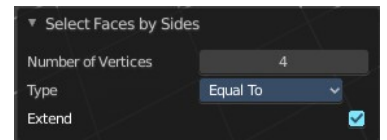
Faces by Sides

Selects faces that has the same number of edges, or better said vertices. Tris, quads, N-gons.

Last Operator Select Faces by Side

Sharpness

Extend the current selection.

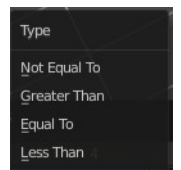


Number of vertices

How many numbers of vertices the face should have. 4 is a quad.

Type

Selection type.

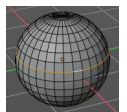


Extend

Extend the current selection.

Edge Loop

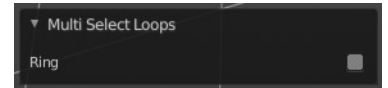
Selects a loop of edges from a selected edge. The method stops at poles. That's vertices where three or more than four edges comes together. At a UV sphere the north and south pole ...



Last Operator Multi Select Loops

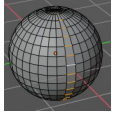
Ring

Select edge ring instead of edge loop.



Edge Ring

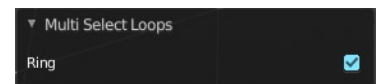
Selects edges parallel to a selected edge in the same ring of faces. The method stops at poles. That's vertices where three or more than four edges comes together. At a UV sphere the north and south pole ...



Last Operator Multi Select Loops

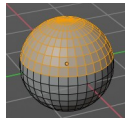
Ring

Select edge ring instead of edge loop.



Loop Inner-Region

Select everything that is enclosed by an edge loop. When the loop is not closed, then it might select everything ...

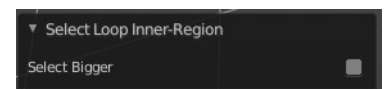


By default the smaller enclosed part gets selected. The Inner-Region.

Last Operator Select Loop Inner-Region

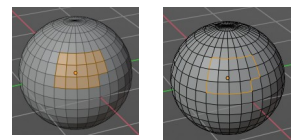
Select Bigger

Select the bigger enclosed part instead of the smaller enclosed part.



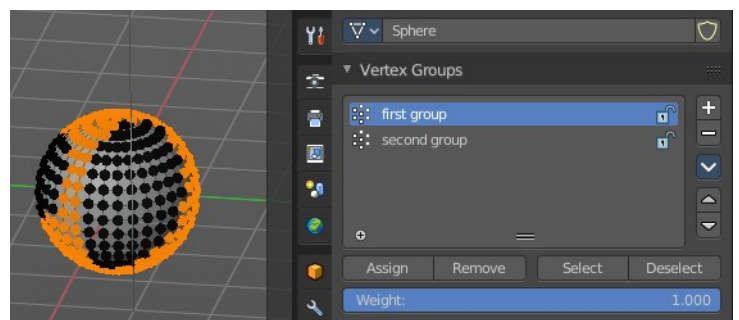
Boundary Loop

Select the edges that encloses a selection of faces.



Ungrouped Verts

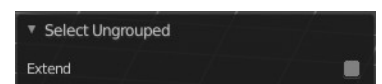
Selects ungrouped Vertices. Just active in vertex selection mode. And requires to have at least one vertex group assigned.



Last Operator Select Ungrouped

Extend

Extends the current selection.



More / Less

More

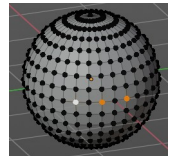
Extends the current selection.

Less

Reduces the current selection.

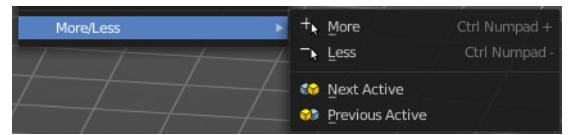
Next Active

Selects the next active element. For example, when you have two vertices selected, then the next vertex in the row with the same distance will be selected as the next active.



Previous Active

Like next active, but deselects in the other direction down to the first selected vertice with every step.



Curve Object - Edit Mode

All

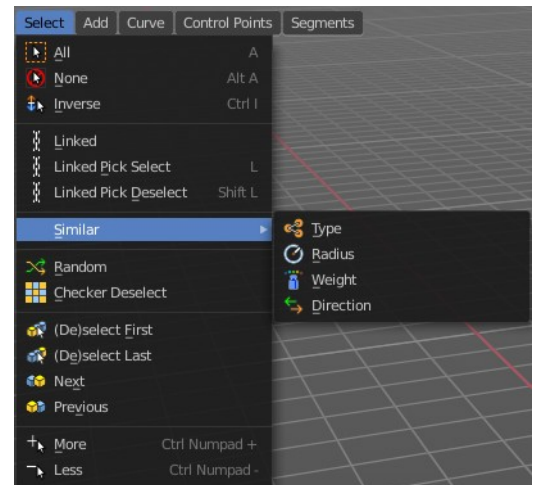
Select everything.

None

Select nothing.

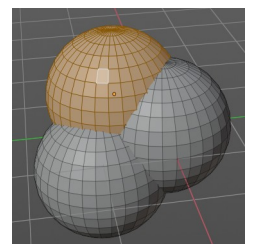
Inverse

Invert the current selection.



Linked

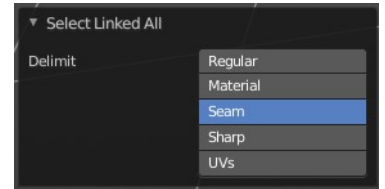
Select the geometry that is directly linked with the current geometry. You can for example have a mesh with several closed submeshes. Those submeshes are not linked together, but are part of the object.



Last Operator Select Linked All

Delimit

Here you can add a limit to the selection. For example, just select up to the next seam.



Linked Pick Select

Same as with Linked. But works with what is under the mouse cursor.

Linked Pick Deselect

Same as with Linked. But works with what is under the mouse cursor. And deselects the selection.

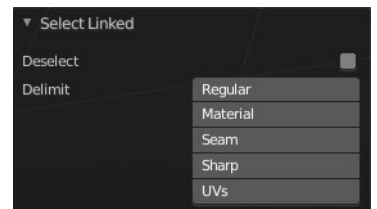
Last Operator Select Linked

Deselect

Select or deselect.

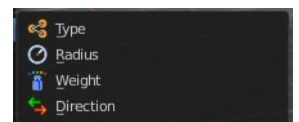
Delimit

Here you can add a limit to the selection. For example, just select up to the next seam.



Similar

Here you can select curve geometry based on how similar certain properties are to it.



Last Operator Select Similar

Type

Here you can choose the select similar method again.

Compare

Compare with method less, greater or equal.

Threshold

Here you can adjust the threshold value after which the element counts as similar.



Random

Selects a random group of curve points.

Last Operator Select Random

Percent

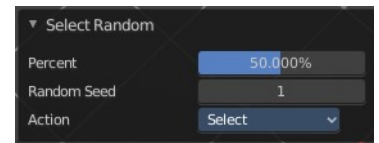
How much percent will be random selected.

Random Seed

The random seed value.

Action

Select or deselect.



Checker Deselect

Deselect alternating curve points.

Last Operator Checker Deselect

Nth Element

Here you can define how much elements gets unchecked. With 2 you have a checker board pattern. Every second element gets deselected.

Skip

Skip elements before the checker algorithm deselects again.

Offset

Here you can offset the deselected elements.



De/Select First

Select or deselect first curve point.

De/Select Last

Select or deselect last curve point.

Next Active

Selects the next active element. For example, when you have two vertices selected, then the next vertice in the row with the same distance will be selected as the next active.

Previous Active

Like next active, but deselects in the other direction down to the first selected vertice with every step.

More

Extends the current selection.

Less

Reduces the current selection.

Surface Object - Edit Mode

All

Select everything.

None

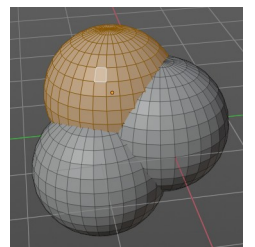
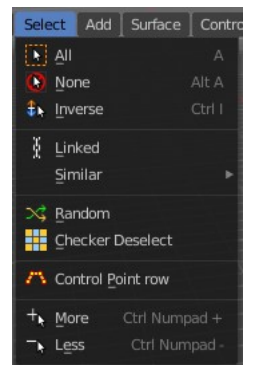
Select nothing.

Inverse

Invert the current selection.

Linked

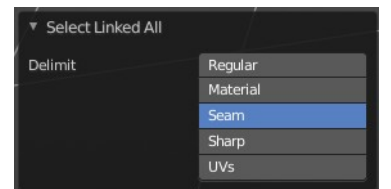
Select the geometry that is directly linked with the current geometry. You can for example have a mesh with several closed submeshes. Those submeshes are not linked together, but are part of the object.



Last Operator Select Linked All

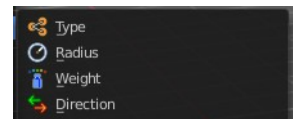
Delimit

Here you can add a limit to the selection. For example, just select up to the next seam.



Similar

Here you can select curve geometry based on how similar certain properties are to it.



Last Operator Select Similar

Type

Here you can choose the select similar method again.

Compare

Compare with method less, greater or equal.

Threshold

Here you can adjust the threshold value after which the element counts as similar.



Random

Selects a random group of control points.

Last Operator Select Random

Percent

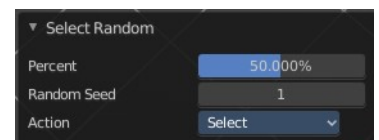
How much percent will be random selected.

Random Seed

The random seed value.

Action

Select or deselect.



Checker Deselect

Deselect alternating control points.

Last Operator Checker Deselect

Nth Element

Here you can define how much elements gets unchecked. With 2 you have a checker board pattern. Every second element gets deselected.

Skip

Skip elements before the checker algorithm deselects again.

Offset

Here you can offset the deselected elements.



Control Point Row

Selects a row of control points, including the active one.

More

Extends the current selection.

Less

Reduces the current selection.

Metaball Object - Edit Mode

All

Select everything.

None

Select nothing.

Inverse

Invert the current selection.

Similar

Here you can select metaball geometry based on how similar certain properties are to it.

Last Operator Select Similar

Type

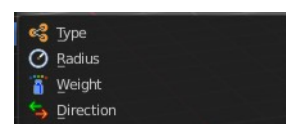
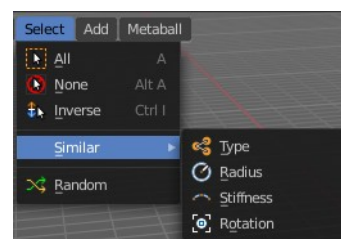
Here you can choose the select similar method again.

Compare

Compare with method less, greater or equal.

Threshold

Here you can adjust the threshold value after which the element counts as similar.



Random

Selects a random metaball element.

Last Operator Select Random

Percent

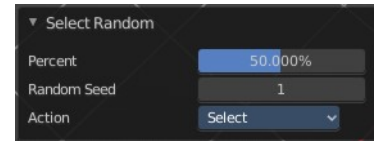
How much percent will be random selected.

Random Seed

The random seed value.

Action

Select or deselect.



Grease Pencil Object - Edit Mode, Sculpt Mode

All

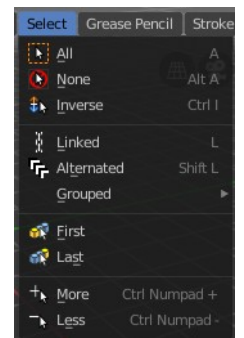
Select everything.

None

Select nothing.

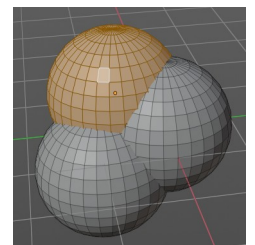
Inverse

Invert the current selection.



Linked

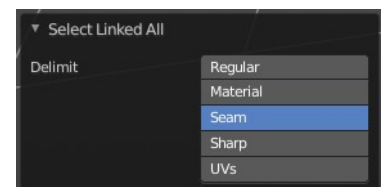
Select the geometry that is directly linked with the current geometry. You can for example have a mesh with several closed submeshes. Those submeshes are not linked together, but are part of the object.



Last Operator Select Linked All

Delimit

Here you can add a limit to the selection. For example, just select up to the next



seam.

Alternated

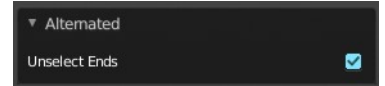
Select every second element.



Last Operator Alternated

Unselect Ends

The end points are always unselected.



Grouped

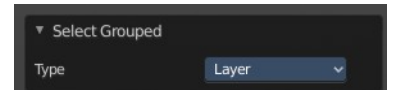
Select grouped strokes by layer or color.



Last Operator Select Grouped

Type

Here you can again adjust if you want to select by layer or color.



First

Select the first element in the stroke.

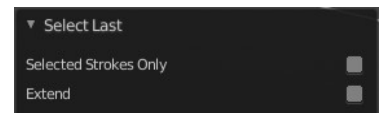
Last Operator Select First

Selected Strokes only

Only select the first point of strokes that has already some geometry selected.

Extend

Extend the current selection.



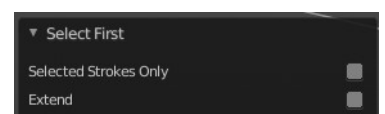
Last

Select the last element in the stroke.

Last Operator Select Last

Selected Strokes only

Only select the last point of strokes that has already some geometry selected.



Extend

Extend the current selection.

More

Extends the current selection.

Less

Reduces the current selection.

Armature Object - Edit Mode

All

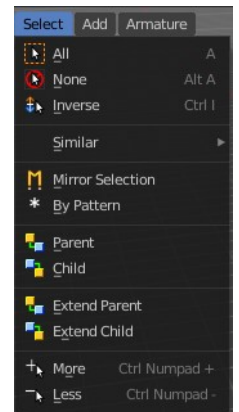
Select everything.

None

Select nothing.

Inverse

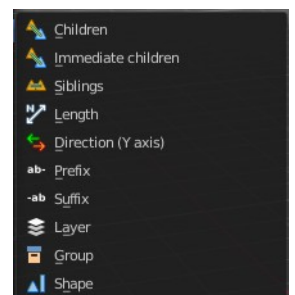
Invert the current selection.



Similar

Here you can select metaball geometry based on how similar certain properties are to it.

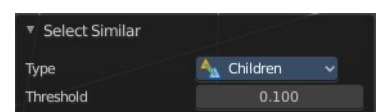
Most methods are self explaining. Immediate children selects just the direct children of the active object, while Children selects everything downwards the hierarchy.



Last Operator Select Similar

Type

Here you can choose the select similar method again.



Compare

Compare with method less, greater or equal.

Threshold

Here you can adjust the threshold value after which the element counts as similar.

Mirror Selection

Select the mirrored parts of an object. For example for L.bone it selects R.bone.

Last Operator Select Mirror

Extend

Extends existing selection instead of deselecting everything first.



By Pattern

Selects all objects whose name matches the entered string. For missing parts you need to add an asterix.

For example, you have four cubes in the scene. Cube, Cube.001, Cube.002 and mycube3. Then the term " Cube " will just select the first cube. While the term " Cube* " will select the first three. And " *cube* " will select all four.

Supported wild-cards:

* matches everything

? matches any single character

[abc] matches characters in "abc"

[!abc] match any character not in "abc"

The tool operates immediately at entering the string.

Pattern

Here you can type in your string.

Case Sensitive

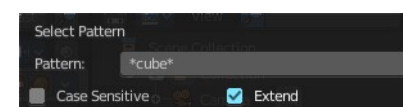
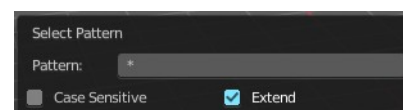
When ticked then the string comparison happens by taking upper and lower letters into account.

Extend

Extends existing selection instead of deselecting everything first.

Last Operator Select Pattern

The Last Operator Select Pattern contains the same menu items than the pop-up. So see above. Also, it does not appear in the 3D view. But when you call it from the edit menu or with hotkey.



Parent

Parent requires to have a parent or child relationship. It selects the parent object of the currently selected object(s).

Child

Child requires to have a parent or child relationship. It selects the child object(s) of the currently selected object(s).

Extend Parent

Extend Parent requires to have a parent or child relationship. It selects the parent object of the currently selected object(s). But keeps the active object in the selection, even when it's not currently selected.

Extend Child

Extend Child requires to have a parent or child relationship. It selects the child object(s) of the currently selected object(s). But keeps the active object in the selection, even when it's not currently selected.

More

More requires to have a parent or child relationship. It expands the selection.

Less

Less requires to have a parent or child relationship. It reduces the selection.

Armature Object - Pose Mode

All

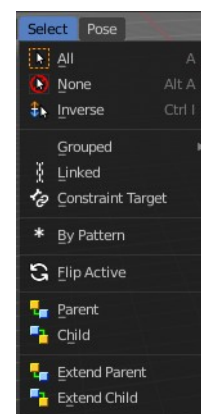
Select everything.

None

Select nothing.

Inverse

Invert the current selection.



Grouped

Select grouped bones by type.

Constraint Targets

Select the bones used as targets for the currently selected bone.

By Pattern

Selects all objects whose name matches the entered string. For missing parts you need to add an asterix.

For example, you have four cubes in the scene. Cube, Cube.001, Cube.002 and mycube3. Then the term " Cube " will just select the first cube. While the term " Cube* " will select the first three. And " *cube* " will select all four.

Supported wild-cards:

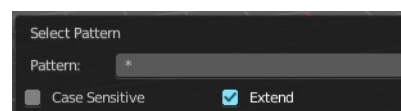
* matches everything

? matches any single character

[abc] matches characters in "abc"

[!abc] match any character not in "abc"

The tool operates immediately at entering the string.



Pattern

Here you can type in your string.

Case Sensitive

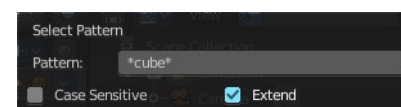
When ticked then the string comparison happens by taking upper and lower letters into account.

Extend

Extends existing selection instead of deselecting everything first.

Last Operator Select Pattern

The Last Operator Select Pattern contains the same menu items than the pop-up. So see above. Also, it does not appear in the 3D view. But when you call it from the edit menu or with hotkey.



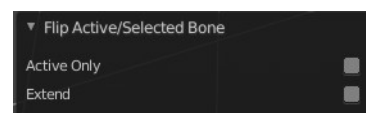
Flip Active

Mirrors the bone selection. Works with a armature with mirrored parts.

Last Operator Flip Active/Selected Bone

Active Only

Only select the mirror part of the active bone.



Extend

Extend the current selection.

Parent

Parent requires to have a parent or child relationship. It selects the parent object of the currently selected object(s).

Child

Child requires to have a parent or child relationship. It selects the child object(s) of the currently selected object(s).

Extend Parent

Extend Parent requires to have a parent or child relationship. It selects the parent object of the currently selected object(s). But keeps the active object in the selection, even when it's not currently selected.

Extend Child

Extend Child requires to have a parent or child relationship. It selects the child object(s) of the currently selected object(s). But keeps the active object in the selection, even when it's not currently selected.

Lattice Object - Edit Mode

All

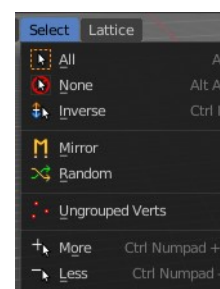
Select everything.

None

Select nothing.

Inverse

Invert the current selection.



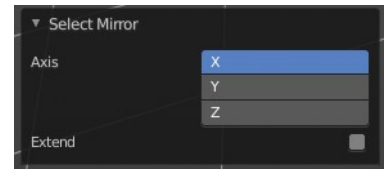
Mirror

Select the mirrored parts to the current selection.

Last Operator Select Mirror

Axis

Here you can choose the world axis to mirror at.

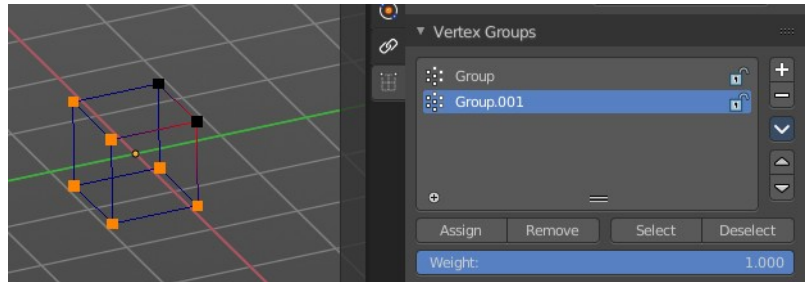


Extend

Extends existing selection instead of deselecting everything first.

Ungrouped Verts

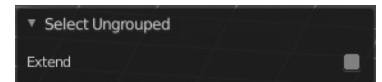
Selects ungrouped Vertices. Requires to have at least one vertex group assigned.



Last Operator Select Ungrouped

Extend

Extends the current selection instead of deselecting everything first.



More

Extends the current selection.

Less

Reduces the current selection.

Particles - Particle Mode

All

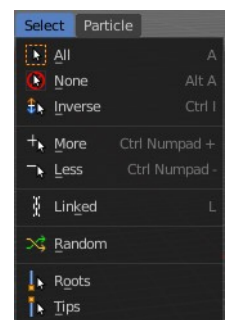
Select everything.

None

Select nothing.

Inverse

Invert the current selection.



More

Extends the current selection.

Less

Reduces the current selection.

Linked

Selects the linked particles.

Random

Selects random particles.

Last Operator Select Random

Percent

The Percentage of objects that should be selected randomly.

Random Seed

The Seed for the random number generator.

Action

Action is a drop-down box where you can choose if you want to select or to deselect random.

Type

Select the whole hair, or hair points.

