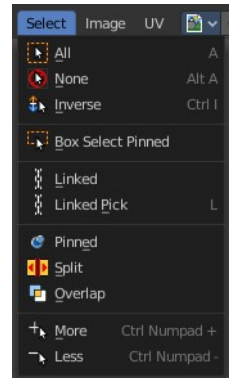


9.1.3 Editors - UV Editor - Header - Select Menu.odt

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Select menu

This menu just appears when you are in Mask mode. And you need to create a new mask layer to set all items active. The select functionality in this menu covers the mask geometry. The splines.



All

Select everything.

None

Select nothing.

Inverse

Invert the current selection.

Box Select Pinned

Box select enters the Border Select mode. This is a special select mode where you can select elements by dragging a rectangle. And what's inside of the rectangle gets selected then. It adds to selection by default. Box

Select Pinned just selects pinned UV vertices. The other box select method can be found in the tool shelf.

To subtract from selection hold down Shift key.

The selection gets applied when you release the mouse. You leave the mode automatically when you release the mouse.

Circle Select

Circle select enters the Circle Select mode. This is a special select mode where you can select elements by moving with the mouse over it. It adds to selection by default.

To subtract from selection hold down Shift key. To exit the Circle select click with the right mouse button.

The pencil radius of the circle select tool can be adjusted with the scroll wheel.

Linked

Select all UV vertices linked to the active UV map. The previous selection gets cleared.

Linked Pick

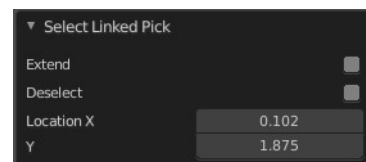
Hotkey Only Tool!

Select all UV vertices linked to the active UV map. The previous selection gets cleared.

Last Operator Select Linked Pick

Extend

The previous selection gets kept, the selection gets extended.



Deselect

Deselect instead of select

Location X / Y

The mouse position in the UV space, normalized to the 0.0 to 1.0 range of the UV space.

Pinned

Select pinned UV vertices.

Split

Select only entirely selected faces.

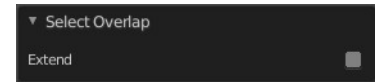
Overlap

Select all UV faces that overlaps each other.

Last Operator Select Overlap

Extend

Extend the current selection.



More

Grow the selection.

Less

Shrink the selection.