



## 16.1.7 Editors - Dope Sheet - Key Menu

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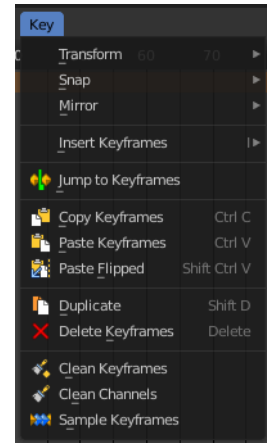
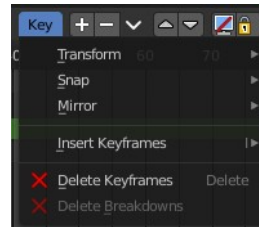
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## Dopesheet Editor - Key Menu

The key menu contains functionality to manage the keyframes.

The menu exist in all modes. In Grease Pencil mode it contains not so much functionality.

The grease pencil object is a special object in this regards. It can have keyframes at an object level. And keyframes at a stroke level, which the grease pencil mode is meant for.



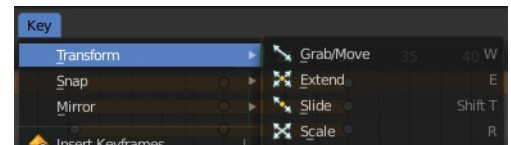
### Transform

#### Grab/Move

Moves the selected keyframe(s).

#### Extend

Moves the last keyframes of the selection.



## Slide

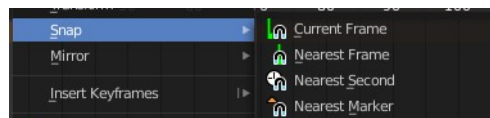
Slides a selected keyframe between two other keyframes.

## Scale

Scales the selected keyframes. You need to have more than one keyframe selected.

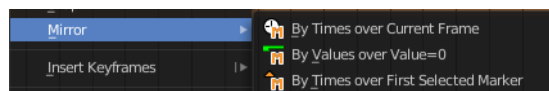
## Snap

Snaps the selected keyframes by the chosen method.



## Mirror

Flips the selected keyframes over the current frame position.



## Insert Keyframes

Choose a method how to insert a new keyframe at the current frame position.



## Jump to Keyframes

Sets the frame marker at the average position of the currently selected keyframes.

## Copy Keyframes

Copy selected keyframes.

## Paste Keyframes

Pastes copied keyframes.

## Paste Flipped

Pastes copied keyframes, but flipped.

## Duplicate

Duplicate selected keyframes.

## Delete Keyframes

Deletes selected keyframes.

## Delete Breakdowns

Remove breakdown frames generated by interpolating between two grease pencil frames.

## Clean Keyframes

Simplify FCurves by deleting keyframes that are close to each other in all channels

## Clean Channels

Simplify FCurves by deleting keyframes that are close to each other in selected channels.

## Sample Keyframes

Adds keyframes at every unit between the selected keyframes.

