



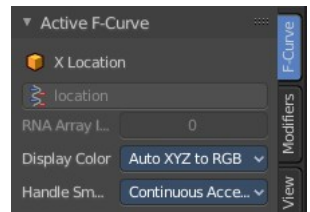
## 18.3.1 Editors - Graph Editor - Sidebar - F-Curve Tab

### Table of content

F-Curve Tab - Active F-Curve Panel.....	1
Channel Name.....	1
RNA Path.....	1
RNA Array Index.....	1
Display Color.....	1
Handle Smoothing.....	2
None.....	2
Continuous Acceleration.....	2
F-Curve Tab - Active Keyframe Panel.....	2
Interpolation.....	2
Key Frame.....	2
Value.....	2
Left Handle Type / Right Handle Type.....	2
Free.....	2
Aligned.....	2
Vector.....	3
Automatic.....	3
Auto Clamped.....	3
Frame.....	3
Value.....	3

### F-Curve Tab - Active F-Curve Panel

This panel displays the properties for the active F-Curve.



#### Channel Name

The name of the currently active F-Curve channel.

#### RNA Path

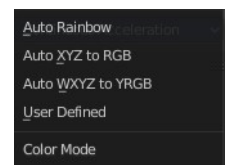
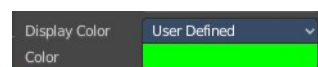
RNA Path to property. This is a read only information.

#### RNA Array Index

The RNA Array Index to the specific property affected by the F-Curve if applicable. This is a read only information.

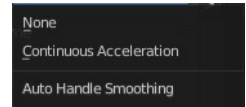
#### Display Color

With what colors to display the curves. User defined allows you to choose a custom color for the curve. A color field appears. The other methods works random.



## Handle Smoothing

Select the method to compute automatic Bezier Handles.



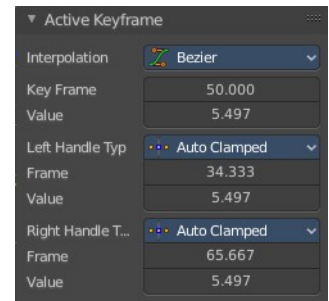
### None

Only directly adjacent key values are used when computing the handles. Vector handles points directly at the adjacent keyframes.

### Continuous Acceleration

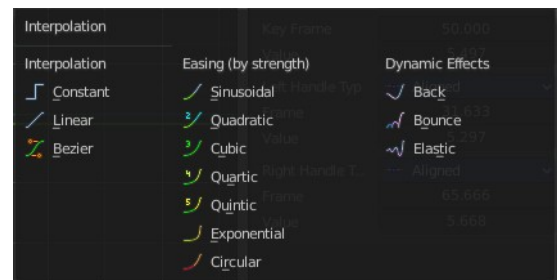
Also keyframes behind the next or previous keyframe gets used for calculation. Which results in a smoother curve.

## F-Curve Tab - Active Keyframe Panel



## Interpolation

Set the interpolation type for this keyframe.



## Key Frame

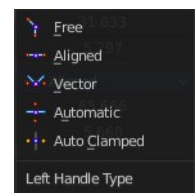
The current position of this keyframe.

## Value

The Y value of this keyframe.

## Left Handle Type / Right Handle Type

Set the handle type. The handles of a keyframe can be independent. Some constellations just works with some other constellations.



### Free

Move and adjust the handles independently.

### Aligned

With the left handler the right handler moves too.

### ***Vector***

Creates a curve with straight lines.

### ***Automatic***

Creates a smooth curve.

### ***Auto Clamped***

Creates a smooth curve that only changes the direction at other curve points. It is clamped to prevent overshoots in the curve shape.

### **Frame**

The current frame of this handle.

### **Value**

The current Y position of this handle.