



20.1.1 Editors - NLA Editor - Header tools and options

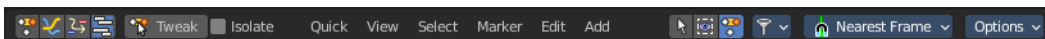
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Introduction

The header contains various menus and tools. This chapter here is about the tools, modes and options elements in the header.

The text menus are covered in an own chapter each.



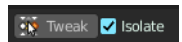
Header Tabs

The tabs at the very left allows you to switch between the four most important editor types by one click. Dope sheet Editor, Graph Editor, Driver Editor, NLA Editor.

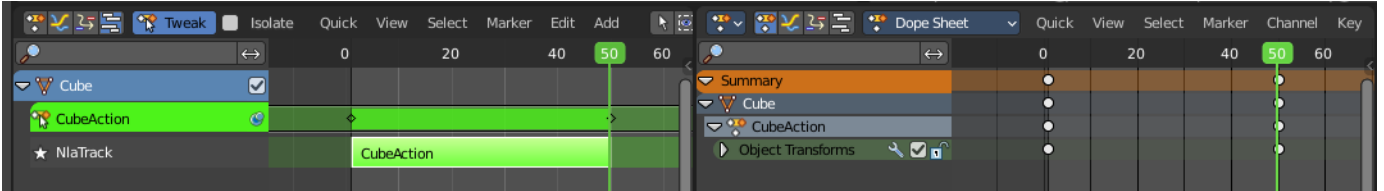


Tweak Mode

Tweak



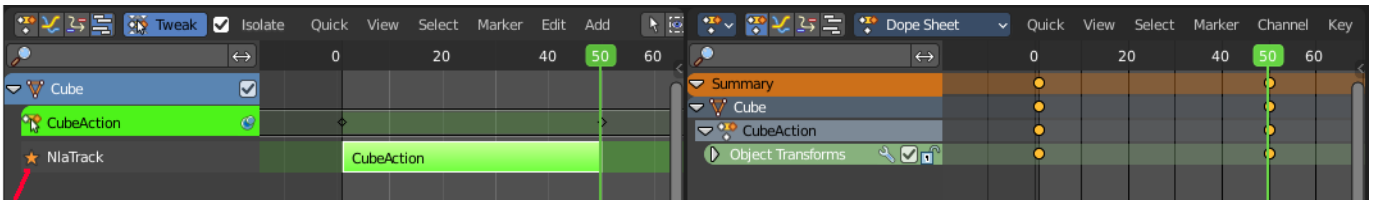
The tweak mode allows you to edit the keyframe data within the Action strip. The strip will turn grey, and in the Dope Sheet editor you will find the keyframes again, which you can tweak now.



Isolate

Tweak with isolate on allows editing of the animation data for the selected strip only.

Note that you can also isolate a strip by clicking at the star icon at the left of it.



Show Hide elements



Only Show Selected

Display only the data for the selected object in the list of elements. If off it displays all available animation data of the whole scene.

Show Hidden

Include channels from objects / bones that are not visible. This feature just works with Only Selected off.

Include Missing NLA

Include Animation data blocks without NLA data.

Filters

The show hide elements allows you to filter out the general elements. The Filters panel allows you to filter out further elements.

Filter by Collection

Just display the content from the chosen collection in the list of elements.

Filter by Type

In this section you can choose what type of animation data should be displayed. The names should be self explaining.



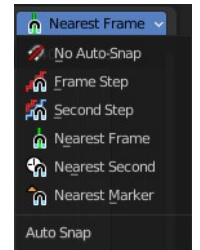
Options

Sort Data Blocks

Alphabetically sort the data in the list of elements.

Auto Snap

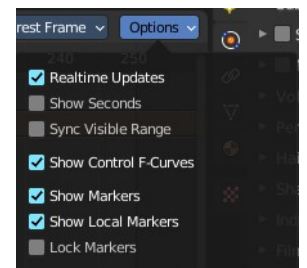
Adjust how the selected keyframe or fcurve point snaps to other elements.



Options

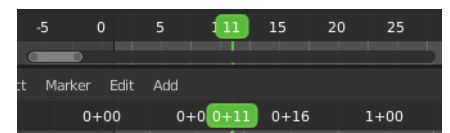
Real-time Updates

When transforming keyframes then this transformation is also immediately visible in other editors.



Show Seconds

Show the timing in the timeline area in seconds instead of frames.

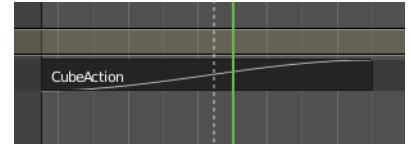


Sync visible range

Synchronize the visible timeline range with other visible time based editors. When you zoom in or out in the one editor, then it zooms in or out in the other editor too. Each editor to sync needs to have Sync Visible Range ticked.

Show Control F-Curves

Shows existing f-curves in the action strip. Like for keyframed Animated influence.



Show Markers

Display the markers.

Show Local Markers

Show action-local markers on the strips.

Lock Markers

Make the markers uneditable.