



## 20.3.2 Editors - NLA Editor - Sidebar - Strip tab

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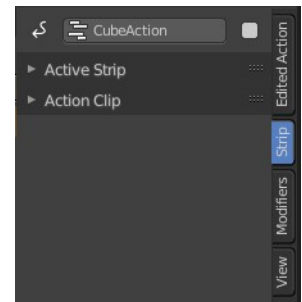
## Strip Tab

The settings for the currently selected action strip. You need to have a action strip selected to show this tab.

### Name

The name of the currently selected action strip.

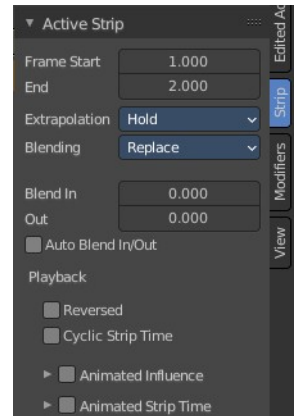
To rename the strip click into the edit field, change the name and press enter.



## Mute

Disable the action strip.

## Active Strip panel



## Frame Start + End

The start and end position of the strip.

## Extrapolation

Action to take for gaps past the strip extents.

### Hold

Affects both sides of the strip. This should only be set on the very first strip.

### Hold Forward

Affects the region after the clip, only. This can be set on any strip.

### Nothing

Affects only the region of the strip itself. This can be set on any strip.

## Blending

Affects how the property values directly produced by the strip are combined with the result of evaluating the stack below. The bottom-most strip is blended on top of the default values of the properties.

### Replace

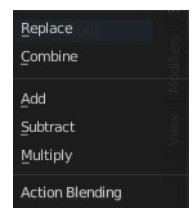
The top strip is linearly blended in with the accumulated result according to influence, completely overwriting it if influence is set to 100%.

### Combine

Depending on the type of each property, one of the following methods is automatically chosen:

Axis/Angle Rotation

$result = previous + value * influence$



This results in averaging the axis and adding the amount of rotation.

### Quaternion Rotation

Quaternion math is applied to all four channels of the property at once:

$\text{result} = \text{previous} \times \text{value} \text{influence}$

### Proportional (Scale)

$\text{result} = \text{previous} * (\text{value} / \text{default}) \text{influence}$

### Others

$\text{result} = \text{previous} + (\text{value} - \text{default}) * \text{influence}$

This allows layering actions that can also be used as a standalone. Properties keyframed at their default values remain at default.

## Add, Subtract, Multiply

The result of the strip is multiplied, subtracted, or added to the accumulated results, and then blended in according to influence.

$\text{result} = \text{mix}(\text{previous}, \text{previous} (+-*) \text{value}, \text{influence})$

## Blend In + Out

Number of frames to fade in or out the action strip.

## Auto Blend In/Out

Number of frames for blending in and out is automatically calculated from overlapping strips.

## Playback

### Reversed

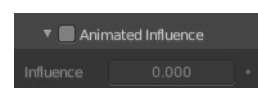
The action strip is played in reversed order. This just works when timing is determined automatic.

### Cyclic Strip Time

Cycle the action strip.

## Animated Influence

Control the influence settings by an F-Curve instead of automatically determined. The F-Curve can be edited in the Graph Editor.



### Influence

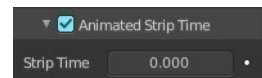
The influence value.

## Animate Property

Set or remove a keyframe at current position.

## Animated Strip Time

Control the Strip time settings by an F-Curve instead of automatically determined. The F-Curve can be edited in the Graph Editor.



## Influence

The influence value.

## Animate Property

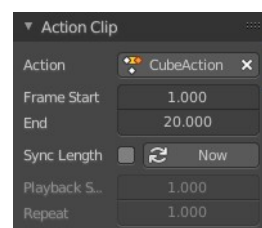
Set or remove a keyframe at current position.

## Action Clip panel

This represents the 'object data' of the strip. Much like the transform values of an object.

## Action

The action that is referenced in the strip. This can be changed to replace the current strip's value with another Action in the scene.



## Frame Start / End

The start and end frame values of the strip.

Note. To loop the animation you might need to reduce the End Frame by one frame to have a loopable animation.

Note. If you select values that are above or below the actual keyframe count of the Action, then the F-curve Extrapolation will be applied.

## Sync Length

Set the Start and End Frames to the first and last keyframed frames of the Action.

## Now

Causes the Start and End Frames, above, to be reset to the first and last keyframed frames of the Action.

## Playback Scale

Stretches the strip.

## **Repeat**

Repeats the strip by the chosen value. With a value of 1 the strip plays once.