



10.1.3 Editors - Compositor Editor - Header - View Menu

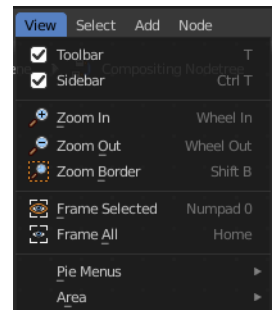
Table of content

View Menu.....	1
Toolbar.....	1
Sidebar.....	2
Annotations (Legacy).....	2
Draw Annotation.....	2
Draw Line Annotation.....	2
Draw Polyline Annotation.....	2
Erase Annotation.....	2
Add Annotation Layer.....	2
Erase Annotation Active Keyframe.....	2
Zoom In.....	2
Zoom Out.....	2
Zoom Border.....	3
View Selected.....	3
View All.....	3
Pie menus.....	3
Area.....	3
Horizontal Split.....	3
Vertical Split.....	3
Duplicate Area into New Window.....	3
Toggle Maximize Area.....	3
Toggle Full screen Area.....	4
Close Area.....	4
View Menu with Backdrop.....	4
Set Viewer Region.....	4
Clear Viewer Region.....	4

View Menu

The View menu contains all View related tools.

The content is the same in all sub modes.



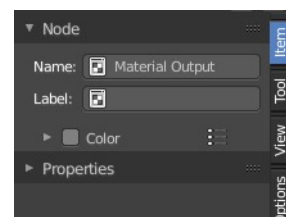
Toolbar

Shows or hides the toolbar at the left.



Sidebar

Shows or hides the sidebar at the right in the viewport.



Annotations (Legacy)

This group of operators is useful to take notes without changing tool-shelf operators. These notes can be colored in the View tab of the Property Shelf. Each layer is a single color. You can also animate the notes with keyframes, editable in the dopesheet.

Note: *These are legacy operators, meaning they are equally available in the Toolshelf as a modal operator.*

Draw Annotation

Starts the annotation free hand draw tool in the editor.

Draw Line Annotation

Starts the annotation line draw tool to draw straight lines in the editor.

Draw Polyline Annotation

Starts the annotation Polyline draw tool in the editor which allows to draw multiple connected straight lines in the editor.

Erase Annotation

Starts the annotation erase tool in the editor which erases any strokes in the editor.

Add Annotation Layer

Starts a new annotation layer.

Erase Annotation Active Keyframe

Erases the active keyframe of the annotation.

Zoom In

Zooms into the viewport.

Zoom Out

Zooms out of the viewport.

Zoom Border

Draws a rectangle and zooms then to fit the size of this rectangle.

Zooming in is done with drawing the rectangle with left mouse button. Zooming out is done with drawing the rectangle with middle mouse button.

View Selected

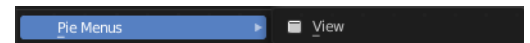
Zooms to the selection.

View All

View all zooms in or out in the viewport until all objects in the scene are displayed fitting in the viewport.

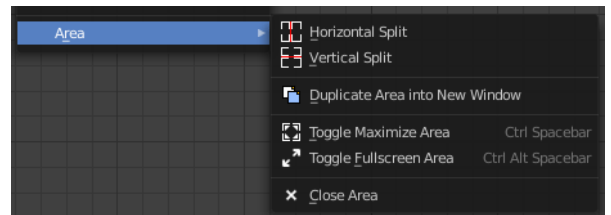
Pie menus

Lists the available pie menus, and gives you the ability to read the hotkeys and assign own hotkeys.



Area

This menu contains general view functionality. And exists in most other editor types too.



Horizontal Split

Splits the current view horizontally into two independent editor windows.

Vertical Split

Splits the current view vertically into two independent editor windows.

Duplicate Area into New Window

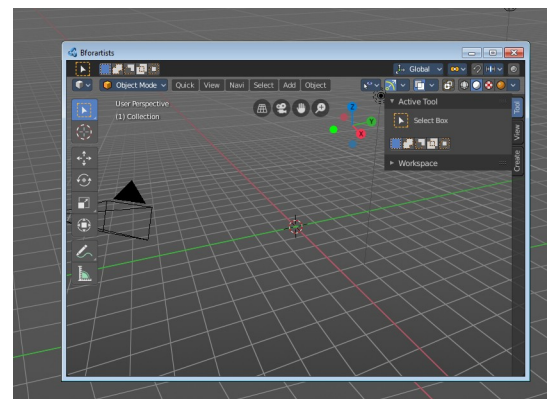
Duplicate Area into New Window makes the selected editor window floating. You can then drag it around at the monitor. It is not connected with the rest of the UI anymore.

A separated window cannot be merged into the main window again. You have to close it when not longer needed.

Toggle Maximize Area

Displays the editor maximized with menus.

To return from the maximized view press hotkey ctrl + spacebar. Or reuse the menu item in the area menu.



Toggle Full screen Area

Displays the editor maximized without menus.

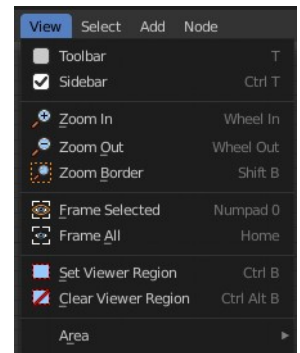
To return from the full screen view press hotkey ctrl + alt + spacebar.

Close Area

Closes the editor.

View Menu with Backdrop

When you activate the Backdrop in the header, then the View menu reveals some more functionality.



Set Viewer Region

Allows you to define an area of the Backdrop. Then just this area gets processed.

Clear Viewer Region

Removes the Viewer Region.

