



## 12.1.3 Editors - Geometry Nodes Editor - Header - View Menu

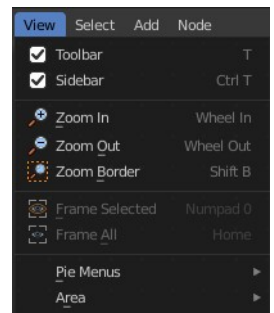
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## View Menu

The View menu contains all View related tools.

The content is the same in all sub modes.



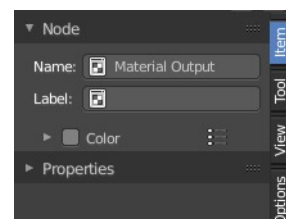
## Toolbar

Shows or hides the toolbar at the left.



## Sidebar

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



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## 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.

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## 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.

## Frame Selected

Zooms to the selection.

## Frame All

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

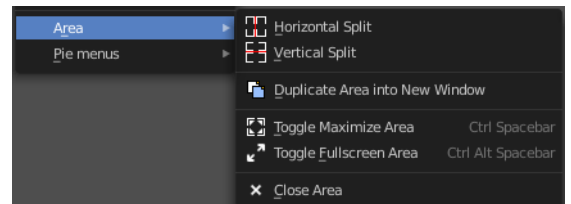
## Pie menus

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.

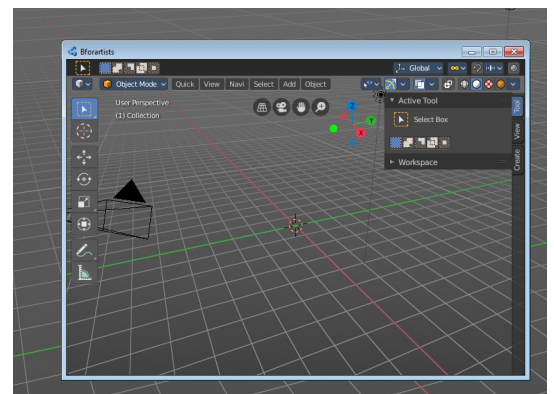
## Duplicate Area into New Window

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 any more.

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 area window.