



15.1.3 Editors - Movie Clip Editor - Header - View Menu

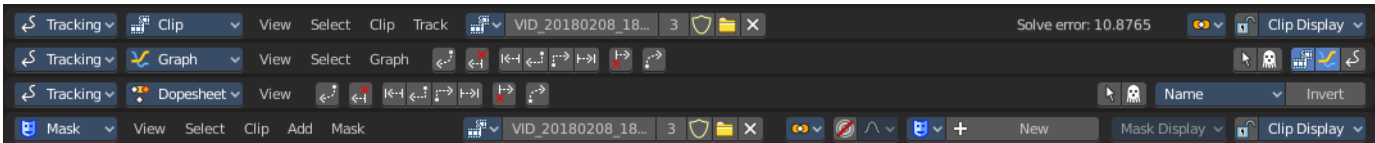
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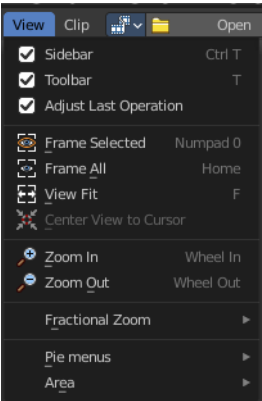
Movie Clip Editor Modes

The Movie Clip Editor is three editors in one. And the Clip editor in mask mode looks also different. So we need to explain the content for all three editor types plus the Mask mode.



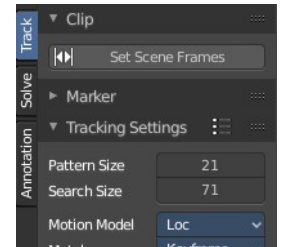
View Menu in Tracking mode in Clip sub mode

The View menu contains all View related tools.



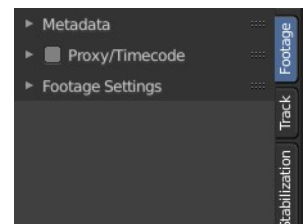
Toolbar

Shows or hides the toolbar at the left.



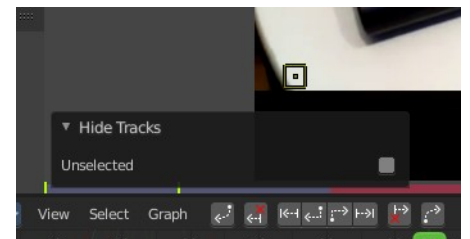
Sidebar

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



Adjust Last Operation

Shows the adjust last operation panel down left.



Frame Selected

Zooms to the selection.

View All

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

View Fit

View all zooms in or out in the viewport to fit the current selection into the viewport.

Center View to Cursor

Center Cursor centers the view to the 2D cursor.

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

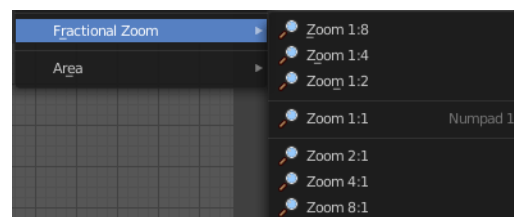
Zooms into the view.

Zoom Out

Zooms out of the view.

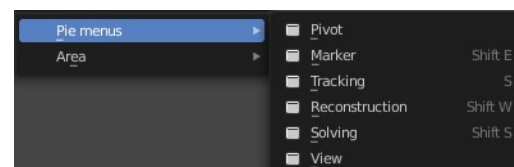
Fractional Zoom

A set of predefined zoom factors.



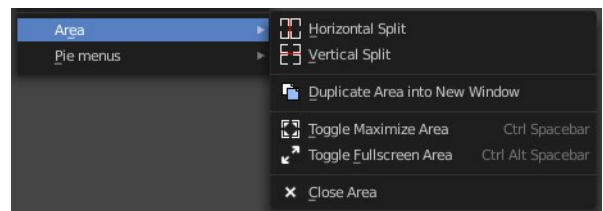
Pie menus

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.

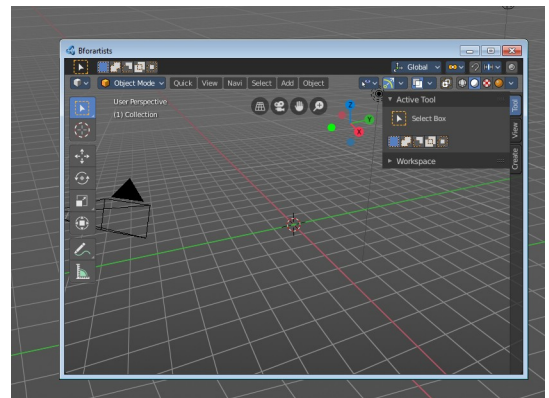
Vertical Split

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

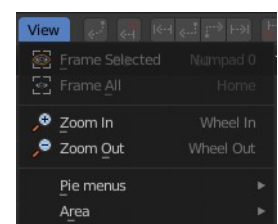
Close the area window.

View Menu in in Tracking mode in Graph sub mode

The View menu contains all View related tools.

Frame Selected

Centers the view at the current frame(s).



Frame All

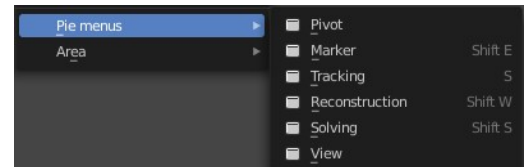
Views all content, zoomed in to fit into the viewport.

Zoom In + Zoom Out

Zoom in and out in the viewport.

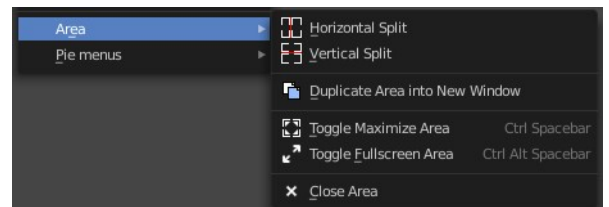
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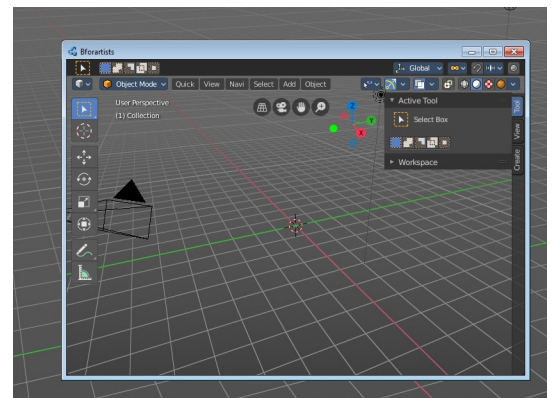
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Close Area

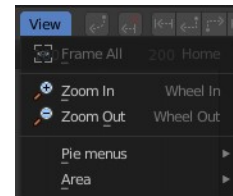
Close the area window.

View Menu in in Tracking mode in Dopesheet sub mode

The View menu contains all View related tools.

Frame All

Show all content, zoomed to fit into the viewport.

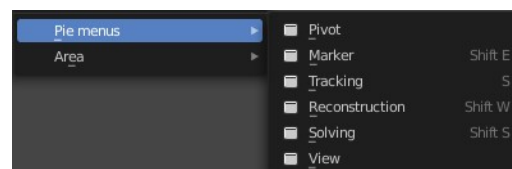


Zoom In + Zoom Out

Zooms in and out in the viewport.

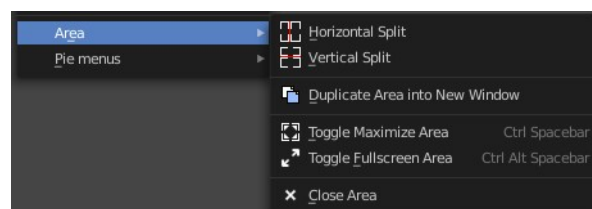
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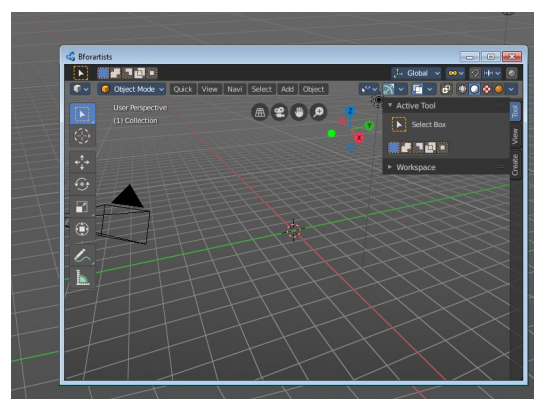
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Toggle Full screen Area

Displays the editor maximized without menus.

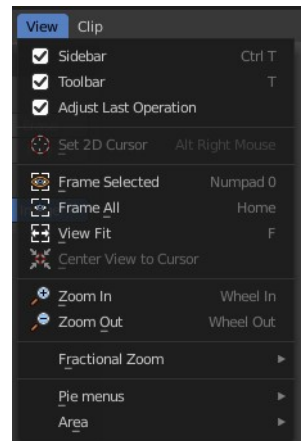
To return from the full screen view press hotkey ctrl + alt + spacebar.

Close Area

Close the area window.

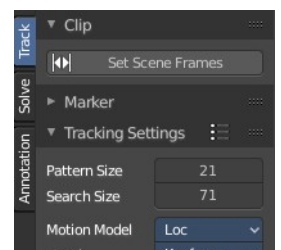
View Menu in Mask mode

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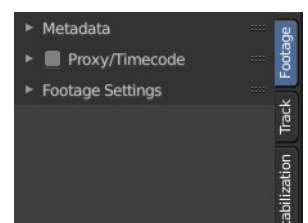
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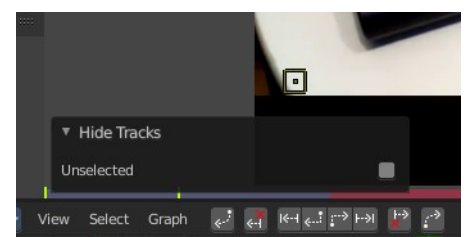
Sidebar

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



Adjust Last Operation

Shows the adjust last operation panel down left.



Set 2D Cursor

The 2D cursor is the center for mask creation and modification. Hotkey only tool! Please use the hotkey!

Frame Selected

Zooms to the selection.

View All

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

View Fit

View all zooms in or out in the viewport to fit the current selection into the viewport.

Center View to Cursor

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Zoom In

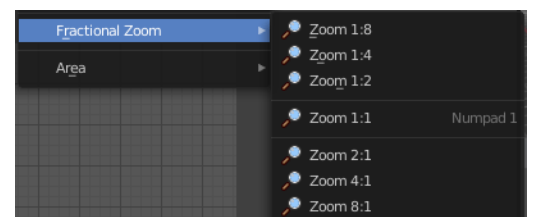
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Zoom Out

Zooms out of the view.

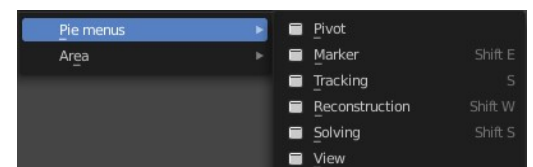
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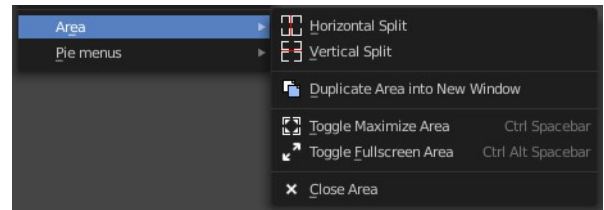
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