



## 16.1.3 Editors - Dope Sheet - View Menu

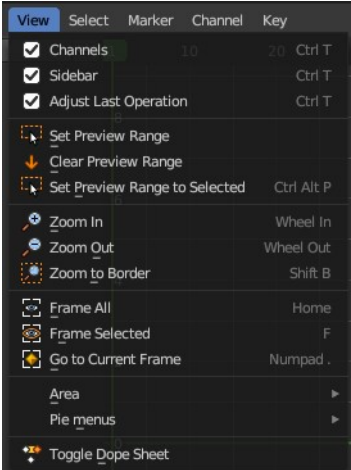
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## Dopesheet Editor - View Menu

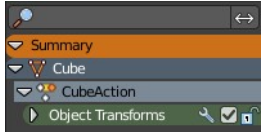
The View menu contains all View related tools.

The content is for all modes the same.



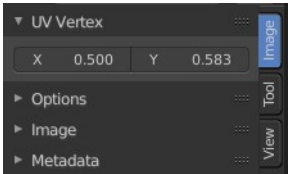
### Channels List

Shows or hides the Channels list at the left in the viewport.



### Sidebar

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

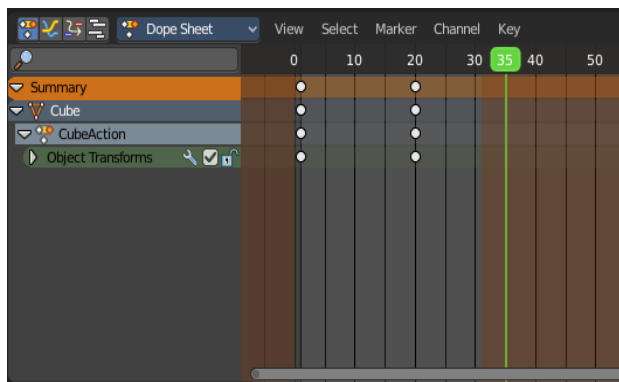
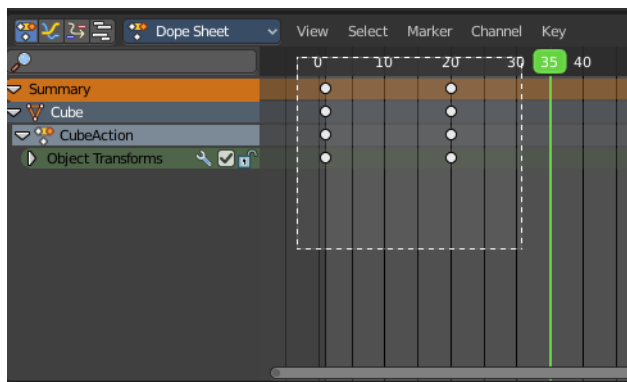


## Adjust Last Operation

Show the adjust last operation panel down left when you use a tool.

## Set Preview Range

Rectangle select an area of the timeline that gets previewed. The playback now just happens in this marked area.

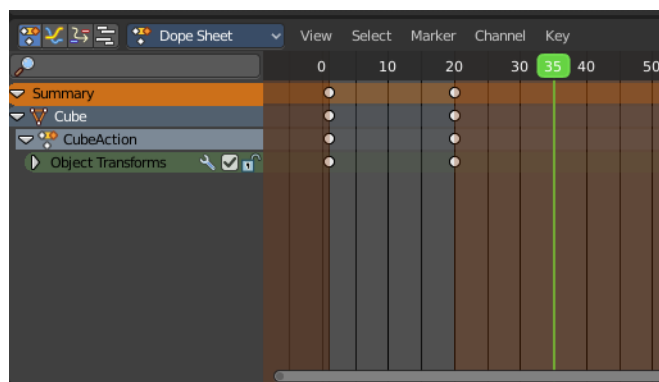


## Clear Preview Range

Clears an existing preview range.

## Auto Set Preview Range

Sets the preview range between the first and last keyframe of the animation.



## 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 All

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

## Frame Selected

Centers the view at the currently selected keyframe(s).

## Go to current Frame

Centers the view at the frame slider.

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## Pie menus

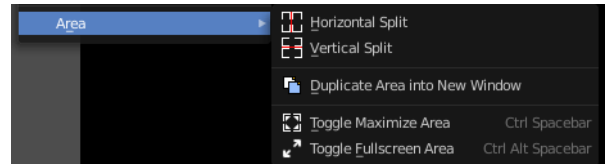
Lists the available pie menus, and gives you the ability to read the hotkeys and assign own hotkeys.



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## 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

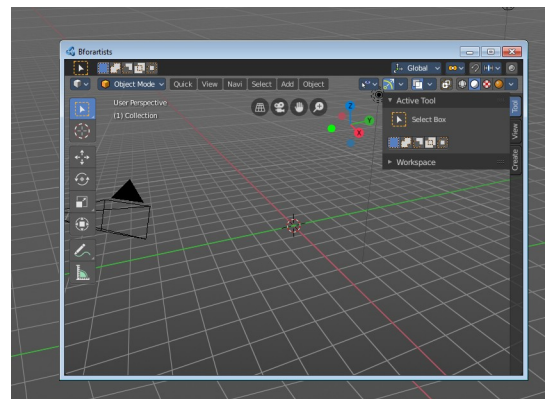
Displays the editor maximized with menus.

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 area window.

## Toggle Graph Editor

Switch to the Graph Editor.

Note that this is a Blender relict. In Bforartists we already have a convenient top level UI menu entry to switch between the editors. We haven't removed this Blender entry for two reasons. It can be hotkeyed. And the entry shows that this Blender functionality exists.

