



16.1.7 Editors - Dope Sheet - Key Menu

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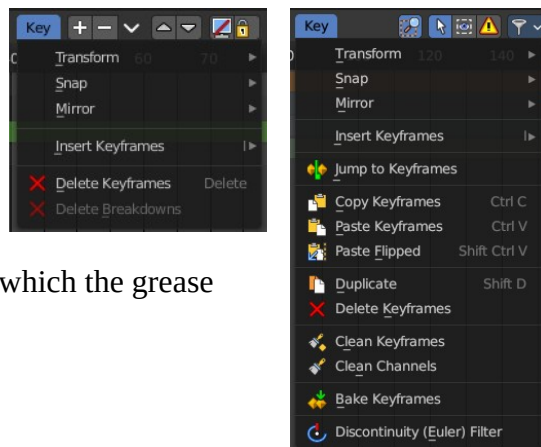
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Dopesheet Editor - Key Menu

The key menu contains functionality to manage the keyframes.

The menu exist in all modes. In Grease Pencil mode it contains not so much functionality.

The grease pencil object is a special object in this regards. It can have keyframes at an object level. And keyframes at a stroke level, which the grease pencil mode is meant for.



Transform

Grab/Move

Moves the selected keyframe(s).

Extend

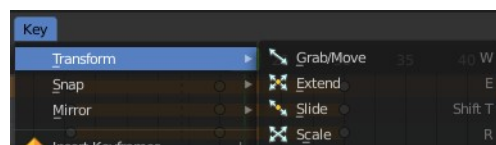
Moves the last keyframes of the selection.

Slide

Slides a selected keyframe between two other keyframes.

Scale

Scales the selected keyframes. You need to have more than one keyframe selected.

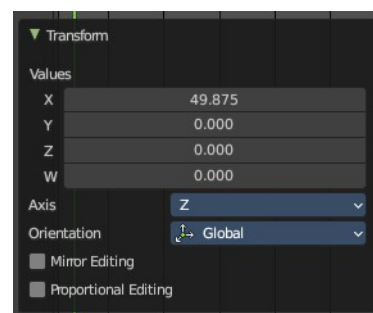


Last Operator Transform

The last operator is nearly equal for the transform operations above.

Values

The transform values.

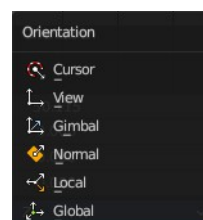
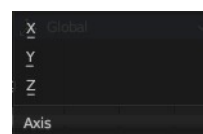


Axis

Which axis is up.

Orientation

Choose the orientation in which the transform should happen.

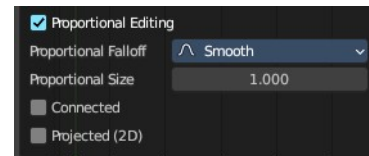


Mirror Editing

Just with Grab/Move. Allow mirror edit the transform.

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

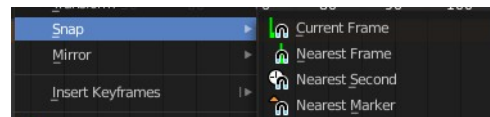
The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

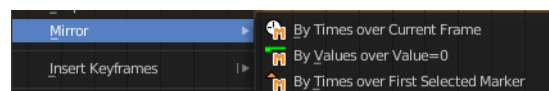
Snap

Snaps the selected keyframes by the chosen method.



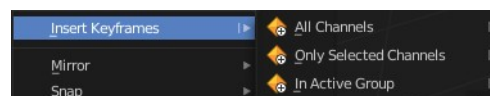
Mirror

Flips the selected keyframes over the current frame position.



Insert Keyframes

Choose a method how to insert a new keyframe at the current frame position.



Jump to Keyframes

Sets the frame marker at the average position of the currently selected keyframes.

Copy Keyframes

Copy selected keyframes.

Paste Keyframes

Pastes copied keyframes.

Paste Flipped

Pastes copied keyframes, but flipped.

Duplicate

Duplicate selected keyframes.

Delete Keyframes

Deletes selected keyframes.

Delete Breakdowns

Remove breakdown frames generated by interpolating between two grease pencil frames.

Clean Keyframes

Simplify FCurves by deleting keyframes that are close to each other in all channels

Clean Channels

Simplify FCurves by deleting keyframes that are close to each other in selected channels.

Bake Keyframes

Adds keyframes at every unit between the selected keyframes.

