



## 16.1.7 Editors - Dope Sheet - Key Menu

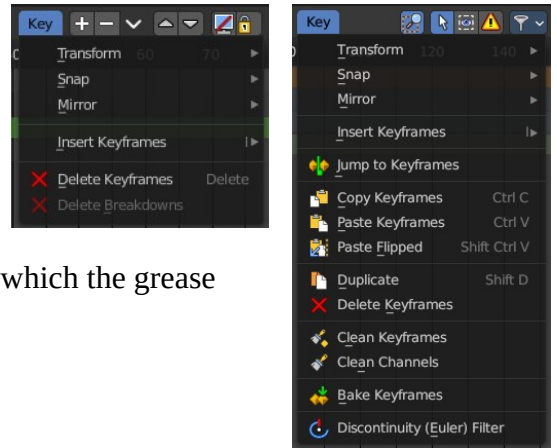
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The key menu contains functionality to manage the keyframes.

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

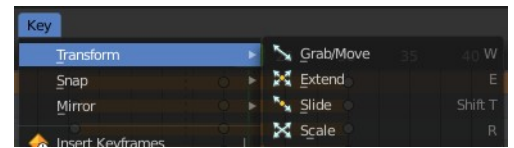
Moves the last keyframes of the selection.

### Slide

Slides a selected keyframe between two other keyframes.

### Scale

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

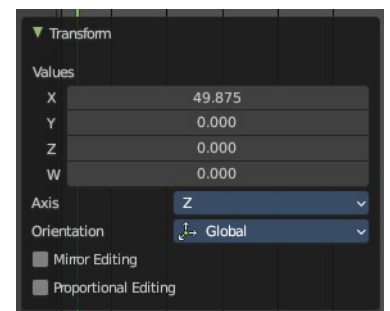


## Last Operator Transform

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

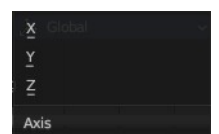
### Values

The transform values.



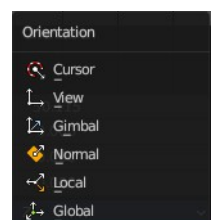
### Axis

Which axis is up.



### Orientation

Choose the orientation in which the transform should happen.

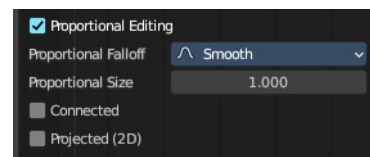


## Mirror Editing

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

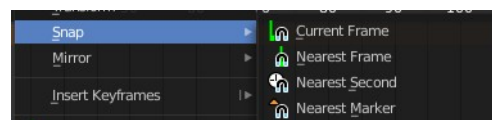
The proportional falloff gets calculated for connected parts only.

### 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.



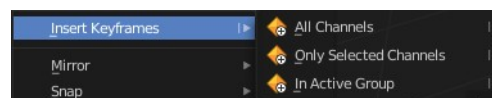
## Mirror

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.

