



16.3 Editors - Dope Sheet - Sidebar

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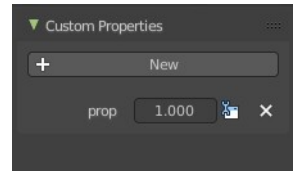
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Sidebar - Custom Properties

Here you can define custom properties that can be used for scripting.

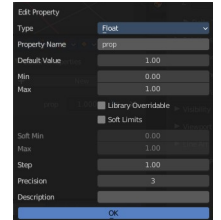
Add

Adds a new property.



Edit

Opens a panel where you can adjust the settings for the custom property.



Remove

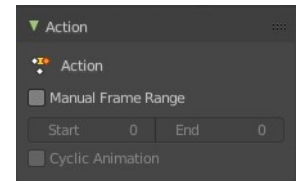
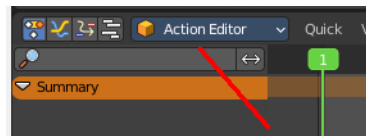
Removes the property.

Sidebar - Action panel

In Dope Sheet and Action Editor sub mode.

Manual Frame Range

Use a manual frame range.



Start / End

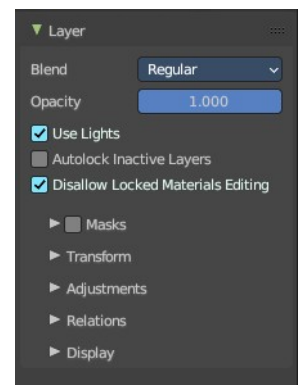
The start and end frame of the manual range.

Cyclic Animation

If the animation in the manual frame range should cycle.

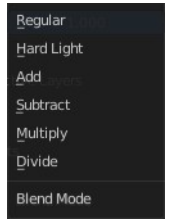
Sidebar - Layer panel

Grease Pencil mode only. This panel contains further settings for the grease pencil layers. And also exists with nearly same content in the properties editor in the object data properties tab when you have a grease pencil object selected.



Blend

The blend mode for the current layer.



Opacity

The layer opacity.

Use Lights

Enable the use of lights on stroke and fill materials.

Autolock Inactive Layers

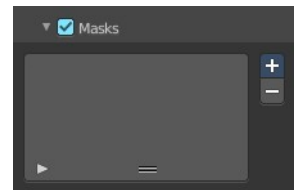
Lock automatically all layers except active one to avoid accidental changes.

Disallow locked materials editing

Avoids editing of locked materials in the editor.

Masks

Use masking.

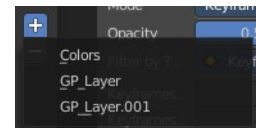


Enable

Activate the use of masks. Every existing grease pencil layer can be used as mask.

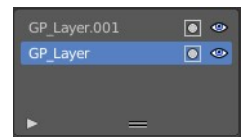
Layer Specials

Choose the grease pencil layer that you want to add and use as a mask.



Mask layer list

The list of the mask layers.



Layer name

The name of the layer. Double clicking at it enables to edit the name.

Invert

Invert the mask.

Hide

Show or hide the mask.

Search

At the end of the list you will find a search field. It can be revealed by clicking at the triangle button. Type in the term that you want to search for.



Invert

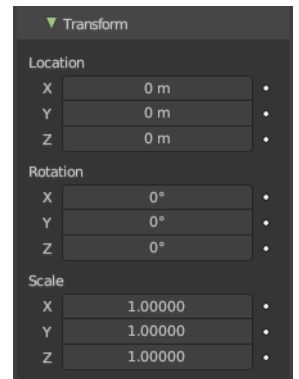
Inverts the filtering of the content.

Resize

The list can be resized by the handler with the two lines at the bottom.

Transform

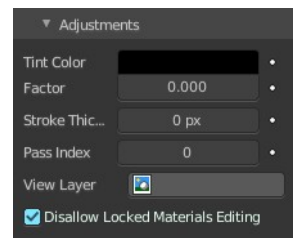
Transform values.



Adjustments

Tint color

The color for tinting stroke colors. This prop can be animated by clicking the Animate Property button at the end.



Factor

The factor for color tinting. This prop can be animated by clicking the Animate Property button at the end.

Stroke Thickness

Thickness change to apply to the current strokes in pixels. This prop can be animated by clicking the Animate Property button at the end.

Pass Index

Index number for the layer index pass. This prop can be animated by clicking the Animate Property button at the end.

View Layer

Only include layer in this View Layer render output. Leave blank to include always.

Disallow Locked Materials Editing

Avoids editing locked materials in the layer.

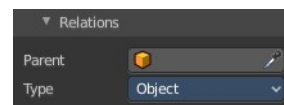
Relations

Parent

Parent object.

Type

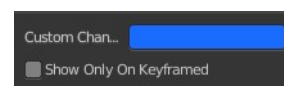
The object type to parent to.



Display

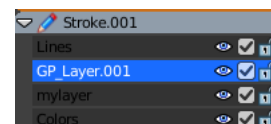
Custom channel color

Give the selected channels another color in the channels list.



Show only on keyframed

In Paint mode display only layers with keyframe in current frame.



Sidebar - Create Pose Asset panel

This panel just shows when you have a armature selected and when you are in pose mode in the 3d view.

Create Pose Asset

Creates a pose asset from the selected armature in pose mode.

Copy Pose as Asset

Copies the current pose of the selected armature as an asset. You can then paste it into the asset library.

Convert Legacy Pose Library

Create a pose asset for each pose marker in the current action.

