



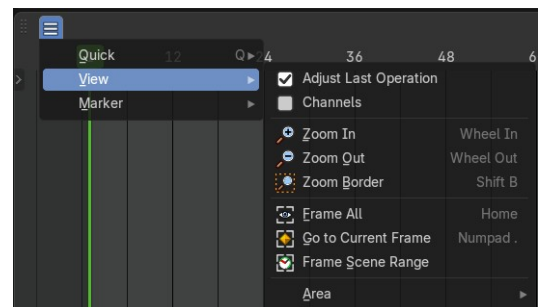
## 17.1.3 Editors - Timeline - View Menu

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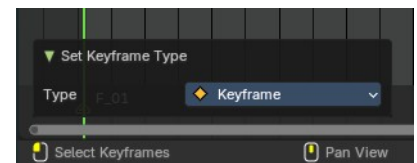
## View Menu

The View menu contains all View related tools.



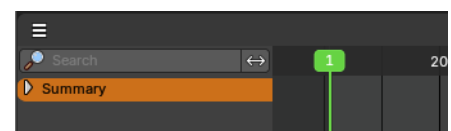
### Adjust Last Operation

Shows the adjust last operation panel down left.



### Channels

Shows the channels list at the left



### Zoom In

Zooms in.

## Zoom Out

Zooms out.

## Zoom Border

Draw a rectangle to zoom to the selection.

## Frame All

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

## Go to current Frame

Centers the view at the frame slider.

## Frame Scene Range

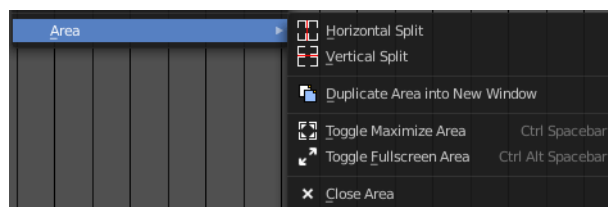
With Use Preview Range off , reset the horizontal view to the current scene frame range.

## Frame Preview Range

With Use Preview Range on , reset the horizontal view to the current preview frame range.

## Area submenu

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.

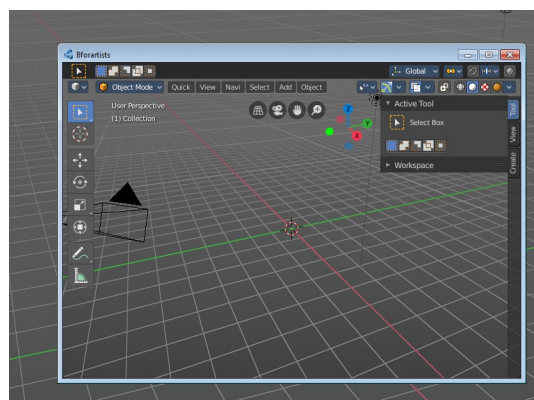
## Duplicate Area into New Window

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.