



## 19.1.6 Editors - Drivers Editor - Key Menu

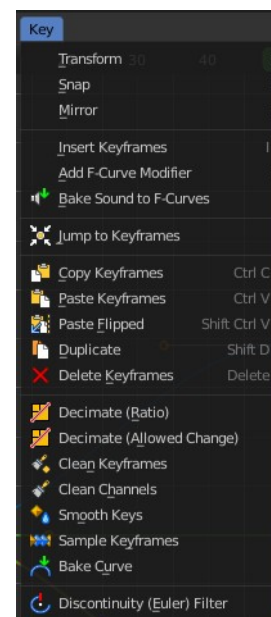
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## Drivers Editor - Key Menu

This menu contains functionality to manage the keyframes.



## Transform

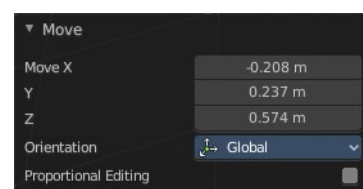
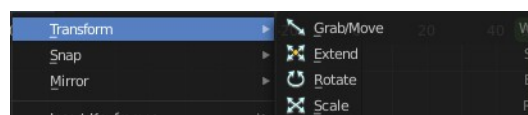
### Grab/Move

Moves the selected keyframe(s).

### *Last Operator Move*

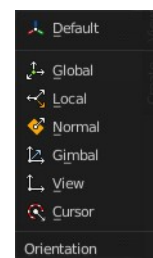
#### Move X, Y Z

The position. Attention, the actual world orientation and rotation does not matter here. It always starts with a value of zero, and moves relative to this zero then. For the actual location values have a look in the sidebar in the transform panel.



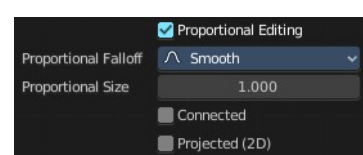
### Orientation

The widget can have different orientations. The menu items should be self explaining.



### 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.

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## **Extend**

Moves the last keyframes of the selection.

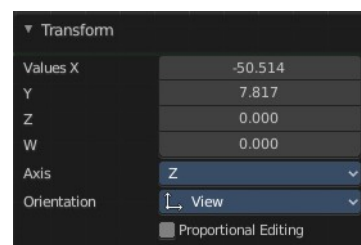
## ***Last Operator Transform***

### **Values X, Y Z, W**

The new position.

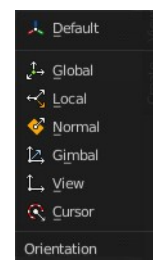
### **Axis**

Which axis to transform.



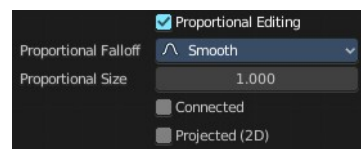
### **Orientation**

The widget can have different orientations. The menu items should be self explaining.



## **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.

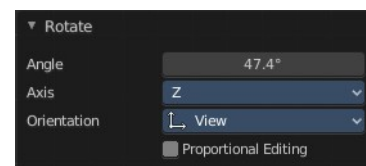
## Rotate

Rotates the selection.

### *Last Operator Rotate*

#### Angle

The rotation. Attention, the actual world orientation and rotation does not matter here. It always starts with a value of zero, and rotates relative to this zero then. For the actual rotation values have a look in the sidebar in the transform panel.

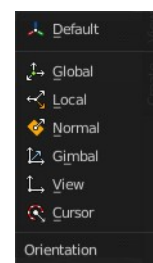


#### Axis

Which axis to rotate.

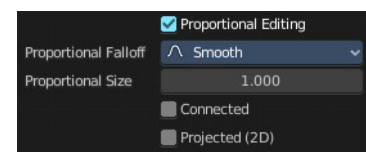
#### Orientation

The widget can have different orientations. The menu items should be self explaining.



#### 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.

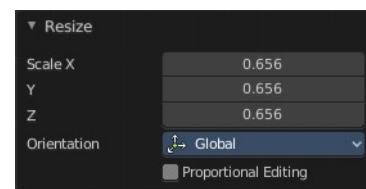
## Scale

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

## Last Operator Resize

### Angle

The rotation. Attention, the actual world orientation and rotation does not matter here. It always starts with a value of zero, and rotates relative to this zero then. For the actual rotation values have a look in the sidebar in the transform panel.

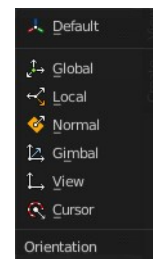


### Axis

Which axis to rotate.

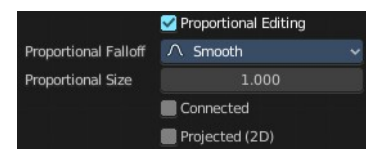
### Orientation

The widget can have different orientations. The menu items should be self explaining.



### 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

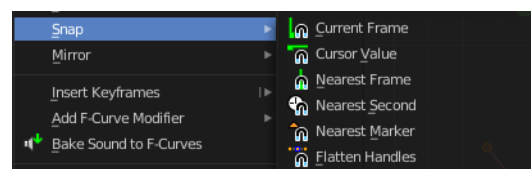
The proportional falloff gets calculated for connected parts only.

### 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

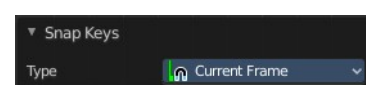
Snap the selected keyframes by the chosen method.



## Last Operator Snap Keys

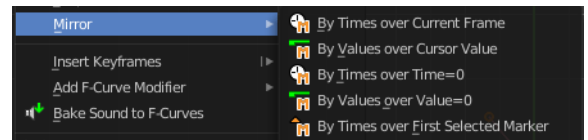
### Type

Snap the selected keyframes by the chosen method.



## Mirror

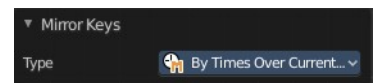
Flips the selected keyframes over the current frame position.



## Last Operator Mirror Keys

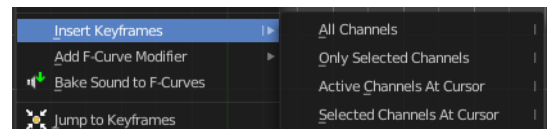
### Type

Flips the selected keyframes over the current frame position by the chosen method.



## Insert Keyframes

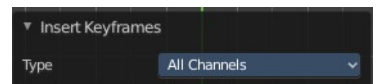
Choose a method how to insert a new keyframe at the current frame position.



## Last Operator Insert Keyframes

### Type

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.

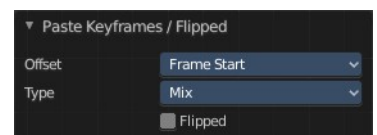
## Paste Flipped

Pastes copied keyframes, but flipped.

## Last Operator Paste Keyframes / Flipped

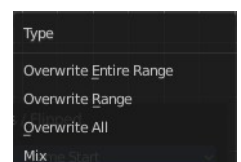
### Offset

Define an offset for the paste position.



### Type

Choose a method how to paste the copied keyframes.



## ***Flipped***

Pastes keyframes from mirrored bones if they exists.

## **Duplicate**

Duplicate selected keyframes.

### **Last Operator Duplicate**

#### ***Mode***

#### ***Values X / Y***

The x and y values for the pasted keyframes. Note that these values starts at the position of the original copied keyframe. These values are relative.

Values Z and W have no effect here.

#### ***Axis***

These values have no effect.

#### ***Orientation***

These values have no effect.

#### ***Proportional editing***

Enables proportional editing. Activating proportional editing reveals further settings.

#### **Proportional Falloff**

Adjust the falloff methods.

#### **Proportional Size**

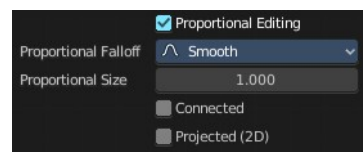
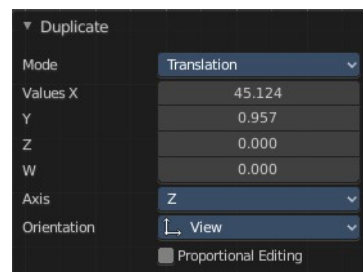
See and adjust the falloff radius.

#### **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.



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## **Delete Keyframes**

Deletes selected keyframes.



## Decimate (Ratio)

Decimate F-Curves by removing keyframes that has the least influence to the curve shape.

## Decimate (Allowed Change)

Decimate F-Curves by specifying how much it can deviate from the original curve.

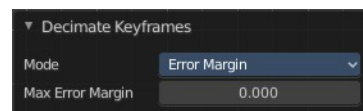
### Last Operator Decimate Keyframes

#### *Mode*

The decimate mode. Error margin is Allowed change.

#### *Remove or Max Error Margin*

The percentage of keyframes to remove.



## 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.

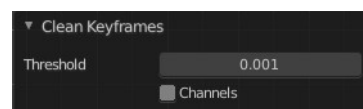
### Last Operator Clean Keyframes

#### *Threshold*

The threshold amount for the simplify algorithm.

#### *Channels*

Clean keyframes or channels.

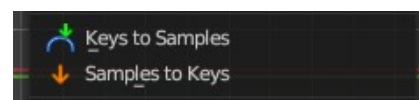


## Smooth Keys

Make selected curves less bumpy.

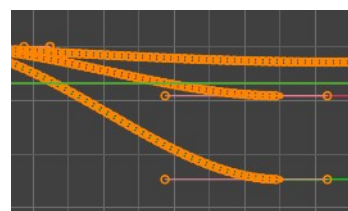
## Keys to Samples

Bake selected F-Curves to a set of sampled points. This makes the curve not longer editable.



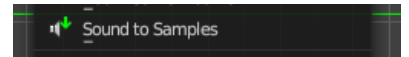
## Sample to Keys

Un-bake a sampled point F-Curve to make it editable again.



## Sound to Samples

This operator takes a sound file and uses its sound wave to create the animation data. When running it, you will be prompted to load an audio file to apply to the selected channels.



## Bake Channels

Creates keyframes following the current shape of F-Curves of selected channels for the entire channel within the frame range.

