



20.1.1 Editors - NLA Editor - Header tools and options

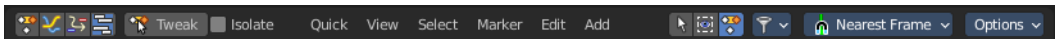
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Introduction

The header contains various menus and tools. This chapter here is about the tools, modes and options elements in the header.

The text menus are covered in an own chapter each.



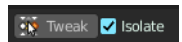
Header Tabs

The tabs at the very left allows you to switch between the four most important editor types by one click. Dope sheet Editor, Graph Editor, Driver Editor, NLA Editor.



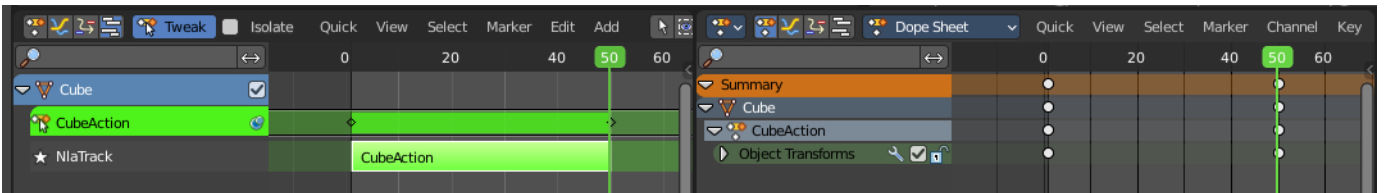
Tweak Mode

Tweak



The tweak mode allows you to edit the keyframe data within an Action clip while evaluating the full stack. The strip will turn green and in the Dope Sheet editor you will find the Action clip's keyframes, which you can now tweak.

Playback will show a blend of all NLA tracks while you edit the Action clip.

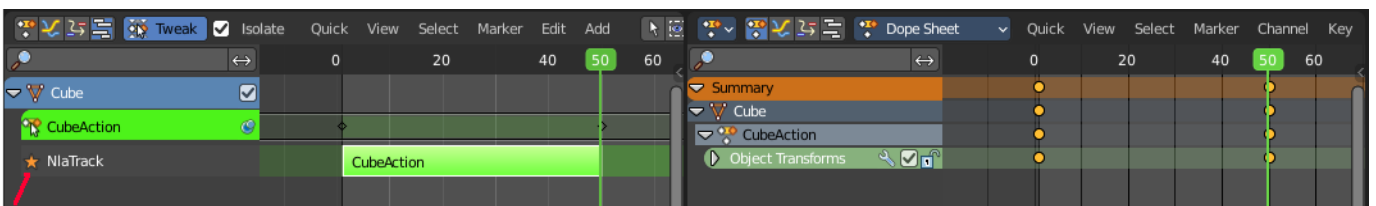


Isolate

Tweak with the Isolate checkbox on allows editing of the animation data on only the selected and isolated Action Clip.

Playback will show only the keyframes of of the isolated Action clip.

Note: You can also isolate a clip by clicking on the star icon at the left.



There are similar Tweak mode tool in the Edit menu too where you can edit with the full stack, lower stack or isolated Action clips. Leaving the Tweak mode is for the first two methods evaluated in the header.

Show Hide elements



Only Show Selected

Display only the data for the selected object in the list of elements. If off it displays all available animation data of the whole scene.

Show Hidden

Include channels from objects / bones that are not visible. This feature just works with Only Selected off.

Include Missing NLA

Include Animation data blocks without NLA data.

Filters

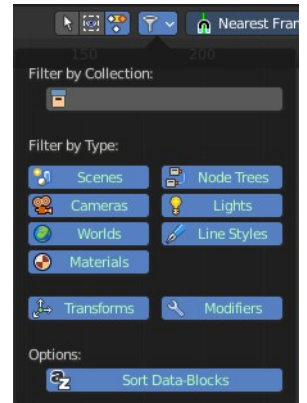
The show hide elements allows you to filter out the general elements. The Filters panel allows you to filter out further elements.

Filter by Collection

Just display the content from the chosen collection in the list of elements.

Filter by Type

In this section you can choose what type of animation data should be displayed. The names should be self explaining.



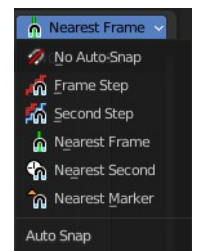
Options

Sort Data Blocks

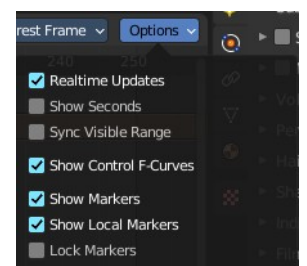
Alphabetically sort the data in the list of elements.

Auto Snap

Adjust how the selected keyframe or fcurve point snaps to other elements.



Options

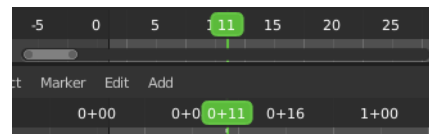


Real-time Updates

When transforming keyframes then this transformation is also immediately visible in other editors.

Show Seconds

Show the timing in the timeline area in seconds instead of frames.



Sync visible range

Synchronize the visible timeline range with other visible time based editors. When you zoom in or out in the one editor, then it zooms in or out in the other editor too. Each editor to sync needs to have Sync Visible Range ticked.

Show Control F-Curves

Shows existing f-curves in the action strip. Like for keyframed Animated influence.



Show Markers

Display the markers.

Show Local Markers

Show action-local markers on the strips.

Lock Markers

Make the markers uneditable.