



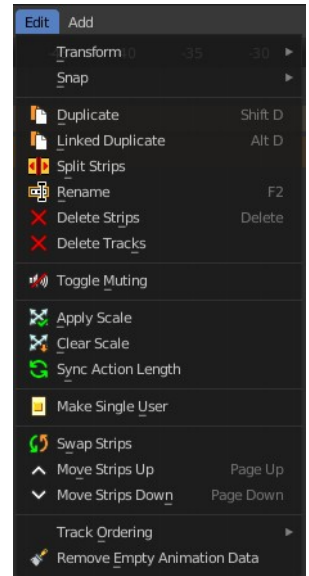
## 20.1.6 Editors - NLA Editor - Edit Menu

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# NLA Editor - Edit Menu

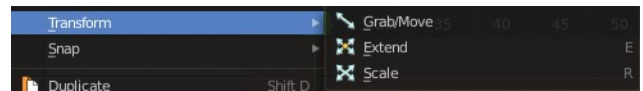
This menu contains functionality to manage the keyframes.



## Transform

### Grab/Move

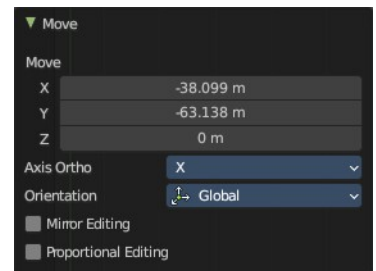
Moves the selected keyframe(s).



### Last Operator Move

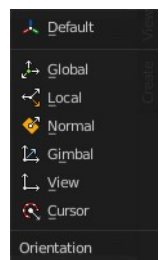
#### Move X, Y Z

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.

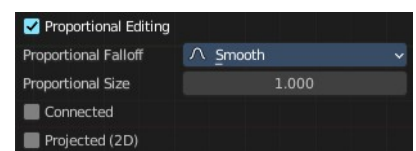


#### Mirror Editing

Enable Mirror editing

#### Proportional editing

Proportional editing is not available for this mode.



## Extend

Moves the last keyframes of the selection.

## Last Operator Transform

### Values X, Y Z, W

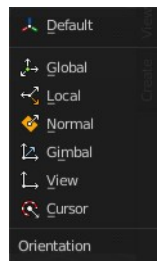
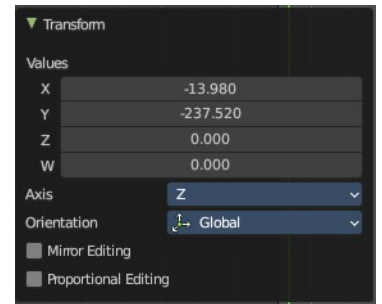
The new position.

### Axis

Which axis to transform.

### Orientation

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

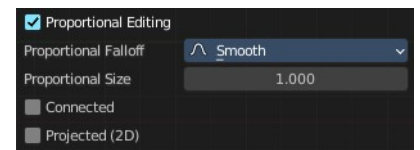


### Mirror Editing

Enable Mirror editing

### Proportional editing

Proportional editing is not available for this mode.



## Scale

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

## Last Operator Resize

### Angle

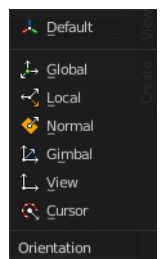
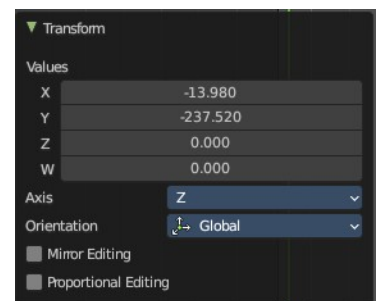
The rotation. Attention, the actual world orientation and rotation does not matter here. It always starts with a value of zero, and rotates relative to this zero then. For the actual rotation values have a look in the sidebar in the transform panel.

### Axis

Which axis to rotate.

### Orientation

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

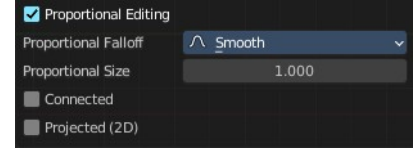


## Mirror Editing

Enable Mirror editing

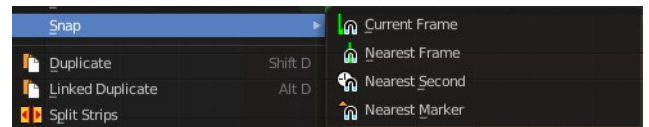
## Proportional editing

Proportional editing is not available for this mode.



## Snap

Snaps the selected keyframes by the chosen method.



## Bake Action

Bakes all selected objects locations/scale/rotation animations to an action.

To use this operator, a dialogue will prompt to define the parameters before applying the bake action.

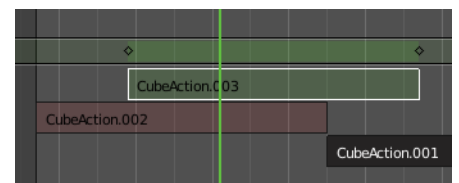
The final animation of the selected objects or bones is computed with all modifiers, drivers, and constraints applied with keyed results per frame step in a range.

## Duplicate

Duplicate selected keyframes.

## Linked Duplicate

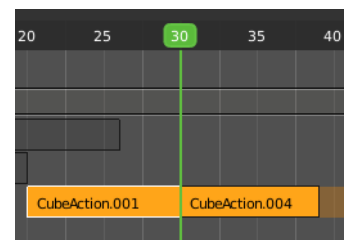
Duplicates the selected strip(s), and creates a new track for the duplicates. This copy is linked to the original action strip. Modifications at the original will also affect the linked action strip.



Linked strips are visually different from normal strips. And when you start to modify the linked duplicate, then the original strip will turn red.

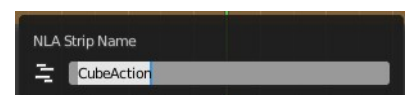
## Split Strips

Splits the selected strip(s) at the marker position.



## Rename

Allows you to rename the current NLA strip. The operator calls a rename



popup.

## Delete Strips

Deletes the selected strips.

## Delete Tracks

Deletes the selected track(s).

## Toggle Muting

Disables the selected action clip. Be careful, there is no visual hint if the clip is muted or not.

## Apply Scale

Applies the current scale of the clips to be 1.

## Clear Scale

Resets the scale of the clip back to 1.

## Sync Action Length

Synchronize the length of the action with the keyframe length used in the strip.

## Make Single User

You can create linked duplicates. Make single user makes them into individual clips.

## Swap Strips

Swaps the selected strips.

## Move strips up

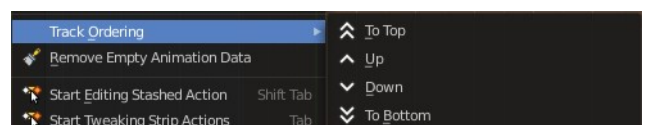
Moves the selected action strips upwards into the next track.

## Move Strips down

Moves the selected action strips downwards into the next track.

## Track Ordering

Order the tracks.



## Remove Empty Animation Data

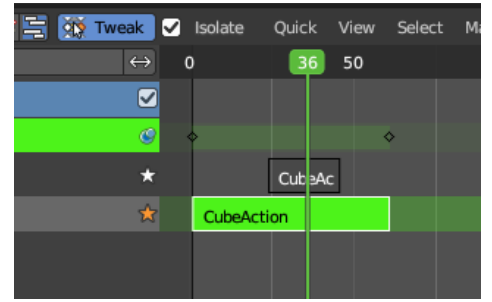
Removes action clips that are empty.

## Tweak Isolated Action

Allows you to edit the keyframe data within the Action strip while isolating the active Action clip from all tracks. This mode allows you to insert keyframes into the isolated Action clip.

This tweak mode is similar to the one in the header with the Isolate toggle turned on. This tweak mode in the header does not preserve the pose of the full stack.

Leaving the Tweak mode is for all methods evaluated in the header.

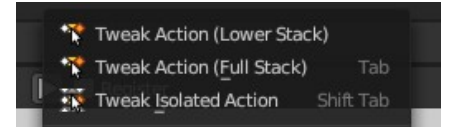


## Tweak Action (Full Stack)

Allows you to edit the keyframe data within the Action strip while evaluating all Action clips in the NLA stack. This mode allows you to insert keyframes and preserve the pose that you visually key while all strips are evaluating.

This tweak mode is also accessed from the “tweak” button in the header when the isolate checkbox is disabled.

Leaving the Tweak mode is for all methods evaluated in the header.



## Tweak Action (Lower Stack)

Allows you to edit the keyframe data within the Action strip while evaluating only Action clips located below the active track in the NLA stack. This mutes all tracks above the active Action clip track and only evaluates tracks below.

This tweak mode is similar to the one in the header but it allows you to insert keyframes and preserve the pose that you visually keyed while lower strips are evaluating only.

Leaving the Tweak mode is for all methods evaluated in the header.