



## 20.4 Editors - NLA Editor - Footer tools and options

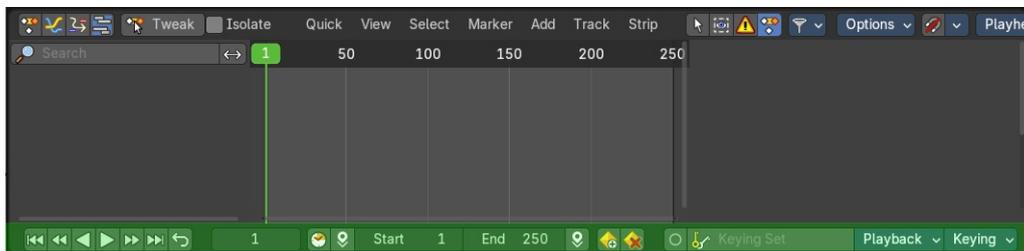
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## Introduction

This chapter here is about the tools and options elements in the footer. It contains various elements and tools. This footer is shared across the animation editors. Dope Sheet, Graph Editor, Driver Editor and NLA Editor



## Playback Elements



The playback elements allows you to play your animation, and set the animation range.

### Jump to Endpoint - start

Jumps to the first frame.

### Jump to Keyframe - previous

Jumps to the keyframe before the current position.

### Play Animation - backward

Plays the animation in reverse direction.

### Play Animation - forward

Plays the animation.

### Jump to Keyframe - next

Jumps to the keyframe after the current position.

### Jump to Endpoint - end

Jumps to the last frame.

### Cancel animation

Cancels the animation and returns to the original frame.

## Current Frame

The edit box with the position of the current frame. Click at the value and type in another value to jump to another frame.

## Set Start Frame

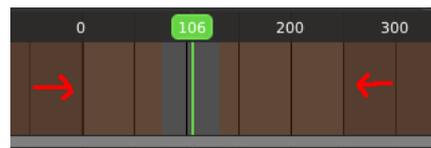
Sets the current frame position as the start frame.



## Use Preview Range

Toggle an alternative range used to preview animations. The Preview range works for the UI playback, but will not work for rendering an animation.

The preview range is displayed in orange color. The original playback range that is used for rendering is still displayed in grey underneath. When Use Preview Range is on, then the animation will loop between the Preview range.



## Start

The start frame for the animation in current mode.

## End

The end frame for the animation in current mode.

## Set End Frame

Sets the current frame position as the end frame.

## Insert Keyframe

Inserts a keyframe. If you do not have a keying set assigned, this will default to the default keying set defined in the Preferences.

## Delete Keyframe

Removes the keyframe at the current position in the current active keying set.

# Active Keying Set

Objects needs a so called keying set so that you can record animation for it. It is a container for the animation, a set of keyframe channels. When you try to record an animation without an existing keying set, then you will get a warning since the channels for the keyframes are missing.



In this property you can choose a method from the builtin keying sets.

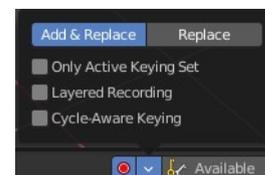
## Auto Keying

With auto keying on every manipulation in the 3d view will automatically create a keyframe, or update the existing keyframe at the current position.

Note that Auto Keying just works with transform properties ( Objects and Bones) in the 3d View. It will not work to animate colors in the Properties Editor for example.

## Auto Keyframing Popover

Auto keying settings. These settings shows when you have auto keying activated.



### Auto keying mode

#### **Add & Replace**

Replace existing keyframes and add new ones where no keyframes exists.

#### **Replace**

Just replace existing keyframes.

#### **Only Active Keying Set**

Automatic keyframe insertion using active keying set only.

#### **Layered Recording**

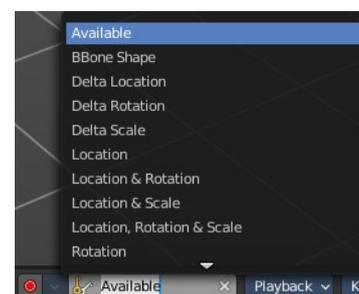
Add a new nla track and strip for every loop or pass made over the animation. This allows non destructive tweaking.

#### **Cycle aware keying**

For channels with cyclic extrapolation, the keyframe insertion is automatically remapped inside the cycle time range, and keeps the ends in sync.

## Active Keying Set

Choose your keying set.



# Playback Panel

Here you can find various options for playback.

## Sync Mode

How to synchronize playback.

### No Sync

Don't synchronize. Play every frame.

### Frame Dropping

Drop frames if playback is too slow.

### AV Sync

Drop frames to synchronize to Audio Playback.

## Audio Scrubbing

Play existing audio from sequence editor when scrubbing.

## Play Audio

Play back existing audio from sequence editor, otherwise mute the audio when deactivated. Use the Sequence Editor to add audio.

## Sub frames

Show current scene sub frame and allow to set it by using interface tools.

## Limit Playback to Frame Range

Don't allow frame selection with the mouse outside of the play range.

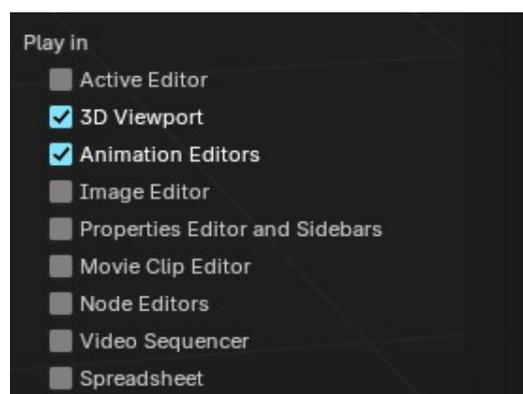
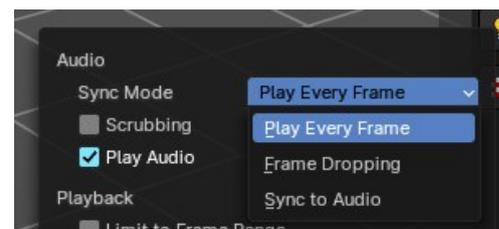
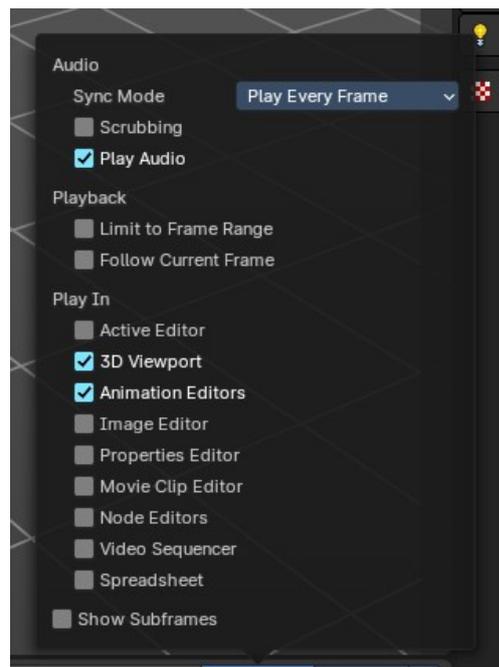
## Follow Current Frame

Follow current frame in editors.

## Play in

Plays the animation in the chosen editor types.

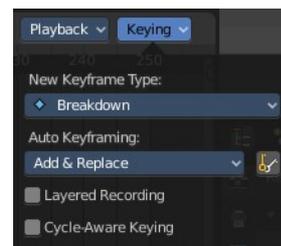
- Active Editor
- 3D Viewport
- Animation Editors
- Image Editor
- Properties Editor and Sidebars



- Movie Clip Editor
- Node Editors
- Video Sequencer
- Spreadsheet

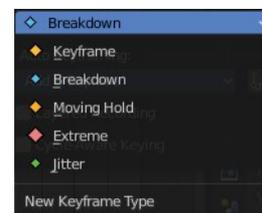
## Keying Panel

Some more keying options.



### New Keyframe Type

Recolor the currently selected keyframes. Or create the next keyframe with this chosen keyframe color.



### Auto Keyframing

#### Auto Keying Mode

Just replace existing keyframes, or add keyframes too.



#### Auto Keyframe Insert Keying Set

Automatic Keyframe Insertion using the active keying set only.

### Layered Recording

Add a new NLA Track and Strip for every loop/ pass made over the animation to allow non destructive tweaking.

### Cycle Aware Keying

For channels with cyclic extrapolation, keyframe insertion is automatically remapped inside the cycle time range, and keeps the ends in sync.

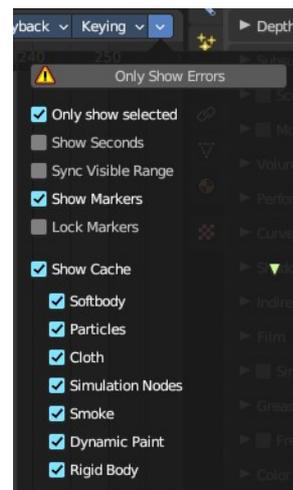
## Options

### Only show errors

Only include f-curves that are disabled or have errors.

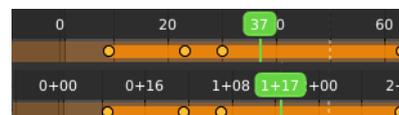
### Only show selected

Just show the keyframes from the selected object.



### 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 Markers

Display the markers row at the bottom of the view.

### Lock Markers

Make the markers uneditable.

### Show Cache

Show animation information for cached objects like Particles.

### Softbody, Particles, etc.

Include or exclude what kind of cache types you want to display.