



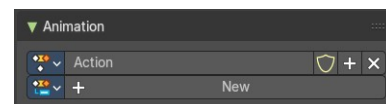
26.10.14 Editors - Properties Editor - Particle Properties Tab - Emitter - Animation panel

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Animation panel

Animation panels are about the Animation Slots for scene wide animation clips.



New

Create a new action clip for the light, used in the Dopesheet Editor - Action Clip mode.

Action Selector

This selector allows users to manage actions associated with a particle system, ensuring that the correct animation data is applied.

Fake User

Assigns a "fake user" to the action, preventing it from being automatically deleted when it is no longer in use.

Add

Make a copy of the current action, including all animation data.

Remove

Delete the selected action, removing it from the light source.