



35.4 Addon - Power User Tools

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Power User Tools

The screenshot shows the Blender Addon Properties panel for the 'UI: BFA - Power User Tools' addon. The panel is dark-themed and contains the following information:

- UI: BFA - Power User Tools** (checked)
- Description:** Additional set of user experience tools and operators to assist with every day use for the power user.
- Location:** Varios consistent locations for the power user - customize as you need!
- File:** C:\3D_Stuff\bfa_build_windows_Release_x64_vc17_Release\bin\4.2\scripts\addons\bfa_toolshelf_addon_template_init_.py
- Author:** Andres Stephens (Draise)
- Version:** 0.2.1
- Warning:** This is a Bforartists exclusive addon for the time being
- Internet:** [Report a Bug](#)
- Preferences:**
 - Animation:**
 - Insert/Remove Frames Operators
 - Animation Toolshelf Operators

This addon is optional and deactivated by default.

This is an addon with an additional set of user experience tools and operators to assist every day use.

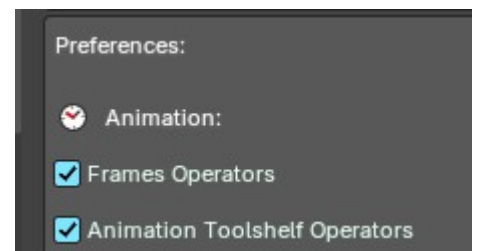
This addon is thanks to Andres Stephens (Draise).

Note

To activate/deactivate an addon, go to Edit – Preferences – Addons tab – and untick any activated addons. If you'd like to keep your addons for future use, you can either **save the preferences**, or activate them on demand per workspace in the workspace settings in the property shelf.

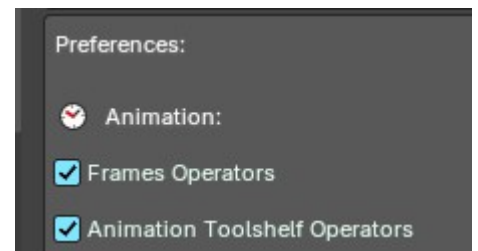
Preferences

In the addon preferences, you can toggle which group of operators or user experience customization to help assist your needs.



Animation Toggles

These are operators to assist and improve the animation user experience.

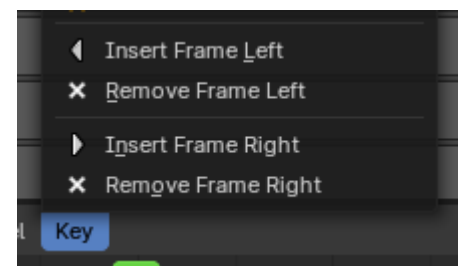


Frames Operators Toggle

Toggle to add operators to insert/remove a frame to the left or right of the timeline cursor. Useful for grease pencil and stop motion animation.

Operators

- Insert Frame Left
- Remove Frame Left
- Insert Frame Right
- Remove Frame Right



Location of operators

3D View Editor – Object Header Menu – Animation Sub-Menu

3D View Editor – Toolshelf – Animation Tab – Animation Panel

Timeline Editor – Key Header Menu

Dopesheet Editor – Key Header Menu

Graph Editor – Key Header Menu

3D View Header – Grease Pencil – Edit mode - Grease Pencil Header menu – Animation sub-menu.

3D View Header – Grease Pencil – Draw mode - Draw Header menu – Animation sub-menu.

3D View Header – Grease Pencil – Edit mode - Animation Panel

3D View Header – Grease Pencil – Draw mode - Animation Panel

3D View Header – Grease Pencil – Sculpt mode - Animation Panel

3D View Header – Grease Pencil – Vertex mode - Animation Panel

Animation Toolshelf Operators Toggle

Toggle to Adds the animation operators from the header to the toolshelf.
Useful for general animation keyframe use from the 3D View.

Operators

For more information of these operators, please visit the chapter **Editors - 3D Viewport - Header - Object menu**

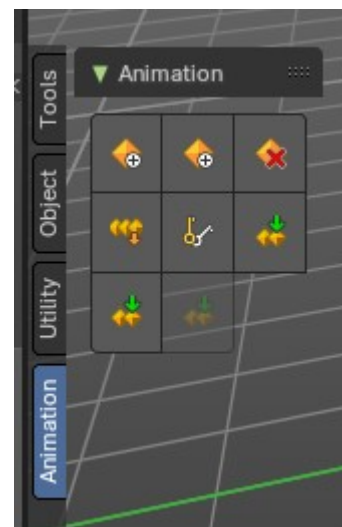
You can alternatively view these operators in the 3D View Header – Object/Pose Header menu – Animation sub-menu.

Location of operators

3D View Editor – Toolshelf – Animation Tab – Animation Panel

3D View Header – Object/Pose Header menu – Animation sub-menu.

3D View Header – Object/Pose Header menu – Animation sub-menu.



Animation Operators

Insert Frame Left

Inserts an empty frame and nudges all frames to the left of the time cursor. Useful for grease pencil and stop motion animation.

Remove Frame Left

Removes a frame on the right of the timeline cursor and nudges all frames towards the timeline cursor.

Note: *Current frame on timeline cursor will be removed.*

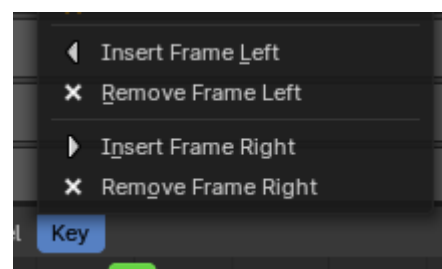
Insert Frame Right

Inserts an empty frame and nudges all frames to the right of the time cursor Useful for grease pencil and stop motion animation.

Remove Frame Right

Removes a frame on the right of the timeline cursor and nudges all frames towards the timeline cursor.

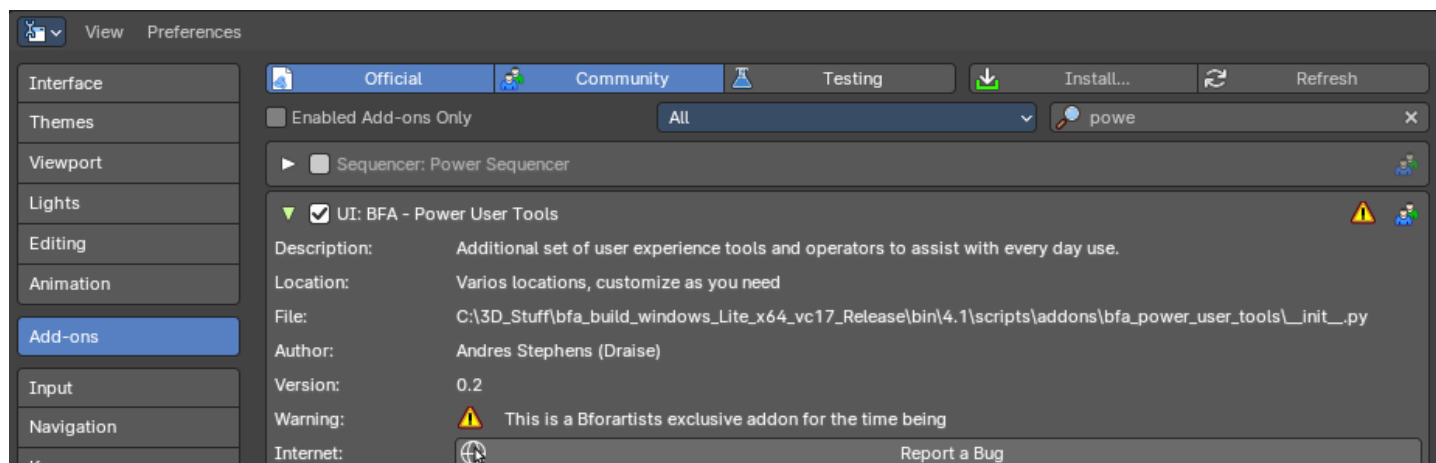
Note: *Current frame on timeline cursor will be removed.*



Use

1. Activate the addon

In the user preferences Addons tab, search for “Power User” and activate the addon.



2. Customize which operators you would need

Here you will find categories and groups of operators. Mouse over which group of operators to see the tooltip to learn more.

