



## 7.0.11 Editors - 3D Viewport - Text - Edit Mode - Text context menu

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## Edit Mode - Text Context Menu

Call this menu with double right click in the 3D viewport. You need to be in Edit mode with a Text object.

### Cut

Cuts the selection.

### Copy

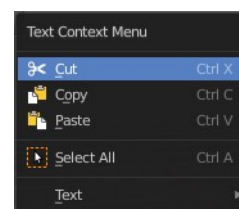
Copies the selection.

### Paste

Pastes a copied selection.

### Select All

Selects the whole text.



## Text

### Cut

Cuts the selection.

### Copy

Copies the selection.

### Paste

Pastes a copied selection.

### Paste File

Opens the file browser where you can choose a text file to paste the text from. It needs to be UTF8.

### To Uppercase

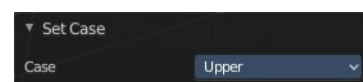
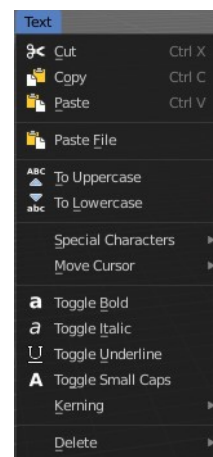
Sets the selected text to be uppercase letters.

### To Lowercase

Sets the selected text to be uppercase letters.

### Last Operator Set Case

Set Case has one Last Operator for all items.



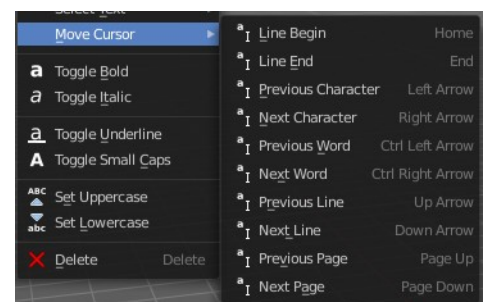
## Special Characters

Special characters is a sub menu that contains some special text characters, like copyright, which you can insert into the text.



## Move Cursor

Set the cursor at specific positions in the text.



## Toggle Bold

Bold sets the selected letters to be displayed as bold letters.

## Toggle Italic

Italic sets the selected letters to be displayed as italic letters.

## Toggle Underline

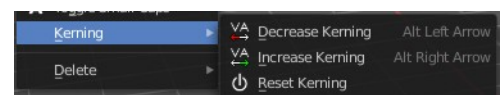
Underline sets the selected letters to be displayed as underlined letters.

## Toggle Small Caps

Toggle small caps sets the selected letters to be displayed as if they were upper case letters, but with lower case size.

## Kerning

Kerning is the distance between letters. Increase, decrease and reset the kerning.



### ***Decrease Kerning***

Decreases the distance between the letters.

### ***Increase Kerning***

Increases the distance between the letters.

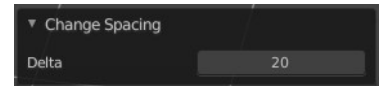
## ***Reset Kerning***

Resets the distance between the letters to the default values from the font.

## ***Last Operator Change Spacing***

### **Delta**

Adjust the spacing. The range goes from -20 to 20.



### **Delete**

Deletes the selected text.

