



7.1.5 Editors - 3D Viewport - Header - Select Menu

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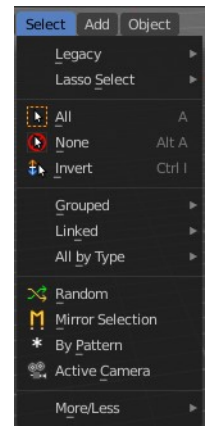
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Select menu

The Select menu provides you with all functionality around selecting. The content differs, dependent in which mode you are, and what object type you have selected. Some select functionality is very special for just one object type in one special mode. But not every mode has a select menu.

Object Mode - Select menu

The select menu in Object mode is for all object types equal. It provides you with several selection methods.



Legacy

The legacy sub menu contains tools that exists in the tool shelf already. It's the old way to do things. Different to the tools in the tool shelf, these tools are usually modal. And performs once. You have to call them again in case you want to repeat the tool.



Box select

Draw a rectangle to select everything inside of the rectangle.

It automatically adds to the current selection. Holding down shift subtracts from the selection.

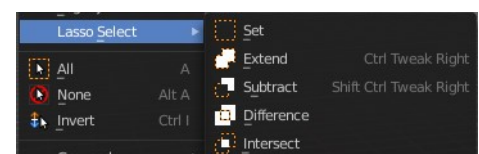
Circle select

Brush select content. The radius of the brush can be adjusted by holding down left mouse button and using the scroll wheel or the + or - button at the numpad.

It automatically adds to the current selection. Holding down shift subtracts from the selection. To exit the circle select tool click with the right mouse button.

Lasso Select

A sub menu with the available lasso select modes.



All

Select everything.

None

Select nothing.

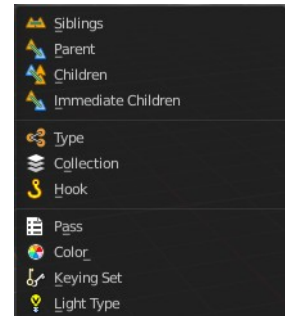
Inverse

Invert the current selection.

Grouped

Select different types of objects within the group. It requires to have a group selected.

The menu items are pretty self explaining. So we won't go into detail here.



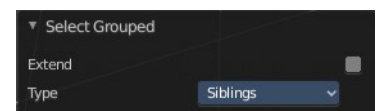
Last Operator Select Grouped

Extend

Extends existing selection instead of deselecting everything first.

Type

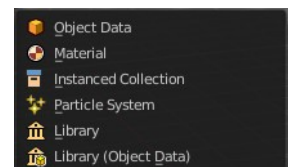
Type is a drop-down list choose the Linked type again.



Linked

Linked is a menu select different types.

Select all objects that shares a common data-block with the active object. *Select Linked* uses the active object as a basis to select all others.



Object Data

Selects every object that is linked to the same Object Data.

Material

Selects every object that is linked to the same material data-block.

Instanced Collection

Selects every object that is linked to the instanced collection.

Particle System

Selects all objects that use the same Particle System.

Library

Selects all objects that are in the same Library.

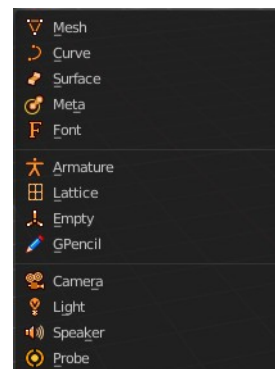
Library (Object Data)

Selects all objects that are in the same Library and limited to object data.

All by Type

Select objects of a specific type.

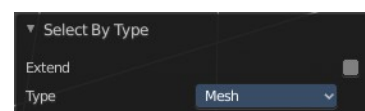
The menu items are pretty self explaining. So we won't cover every single menu item here.



Last Operator Select By Type

Extend

With this option activated the selection does not clear before performing the selection operation, but extends. This means when you have a mesh object selected, and want to select all objects by type curve, then the mesh object is still selected. Without Extend just the curve objects are selected. The mesh object gets deselected.



Type

Type is a drop-down box choose the object type to select again.

Random

Selects random objects.

Last Operator Select Random

Percent

The Percentage of objects that should be selected randomly.

Random Seed

The Seed for the random number generator.

Action

Action is a drop-down box choose if you want to select or to deselect random.



Mirror Selection

Select the mirrored parts of an object. For example for L.Sword it selects R.Sword.

Last Operator Select Mirror

Extend

Extends existing selection instead of deselecting everything first.



By Pattern

Selects all objects whose name matches the entered string. For missing parts you need to add an asterix.

For example, you have four cubes in the scene. Cube, Cube.001, Cube.002 and mycube3. Then the term " Cube " will just select the first cube. While the term " Cube* " will select the first three. And " *cube* " will select all four.

Supported wild-cards:

* matches everything

? matches any single character

[abc] matches characters in “abc”

[!abc] match any character not in “abc”

The tool operates immediately at entering the string.

Pattern

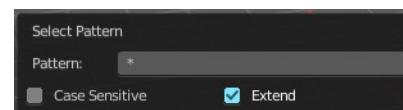
Type in your string.

Case Sensitive

When ticked then the string comparison happens by taking upper and lower letters into account.

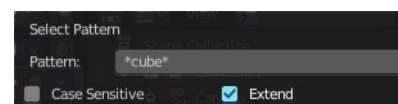
Extend

Extends existing selection instead of deselecting everything first.



Last Operator Select Pattern

The Last Operator Select Pattern contains the same menu items than the pop-up. So see above. Also, it does not appear in the 3D view. But when you call it from the edit menu or with hotkey.



Active Camera

Selects the active camera.

More/ Less

More

More requires to have a parent or child relationship. It expands the selection.



Less

Less requires to have a parent or child relationship. It reduces the selection.

Parent

Parent requires to have a parent or child relationship. It selects the parent object of the currently selected object(s).

Child

Child requires to have a parent or child relationship. It selects the child object(s) of the currently selected object(s).

Parent extended

Parent extended requires to have a parent or child relationship. It selects the parent object of the currently selected object(s). But keeps the active object in the selection, even when it's not currently selected.

Child Extended

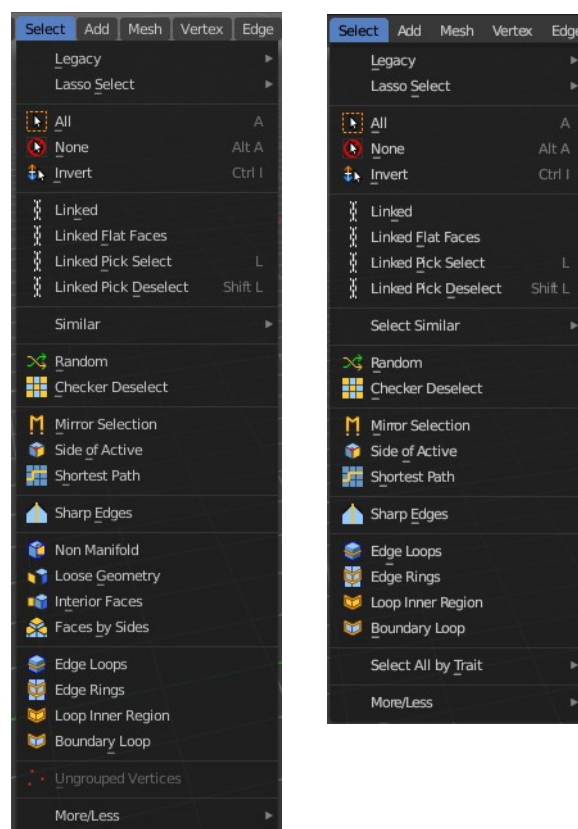
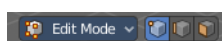
Child Extended requires to have a parent or child relationship. It selects the child object(s) of the currently selected object(s). But keeps the active object in the selection, even when it's not currently selected.

Mesh - Edit Mode

The select menu for a mesh object in Edit mode.

A few tools here acts different, dependent in which mesh select mode you are. For example, when you are in mesh select method vertices, then the Random operator picks random vertices.

So you might want to check the mesh select mode when something does not work in an expected way.



Legacy

The legacy sub menu contains tools that exists in the tool shelf already. It's the old way to do things. Different to the tools in the tool shelf, these tools are usually modal. And performs once. You have to call them again in case you want to repeat the tool.



Box select

Draw a rectangle to select everything inside of the rectangle.

It automatically adds to the current selection. Holding down shift subtracts from the selection.

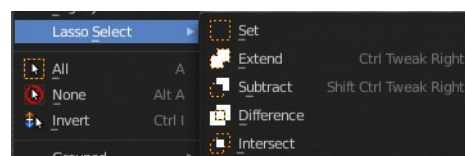
Circle select

Brush select content. The radius of the brush can be adjusted by holding down left mouse button and using the scroll wheel or the + or - button at the numpad.

It automatically adds to the current selection. Holding down shift subtracts from the selection. To exit the circle select tool click with the right mouse button.

Lasso Select

A sub menu with the available lasso select modes.



All

Select everything.

None

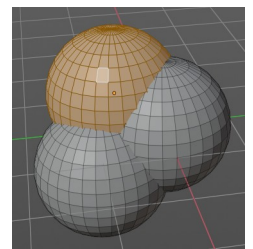
Select nothing.

Inverse

Invert the current selection.

Linked

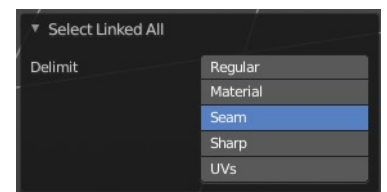
Select the geometry that is directly linked with the current geometry. You can for example have a mesh with several closed sub meshes. Those sub meshes. are not linked together, but are part of the object.



Last Operator Select Linked All

Delimit

Add a limit to the selection. For example, just select up to the next seam.

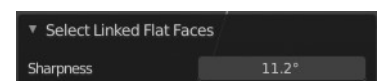


Linked Flat Faces

Select the geometry that is co planar to the current selection. It works also in other selection modes, but you need to have face geometry selected.

Last Operator Select Linked Flat Faces

Adjust the angle up to which a face counts as co planar.



Linked Pick Select

Same as with Linked. But works with what is under the mouse cursor.

Linked Pick Deselect

Same as with Linked. But works with what is under the mouse cursor. And deselects the selection.

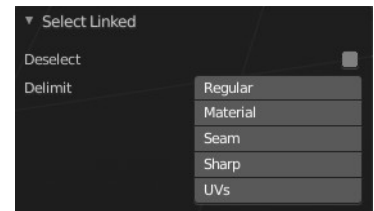
Last Operator Select Linked

Deselect

Select or deselect.

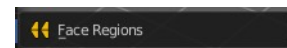
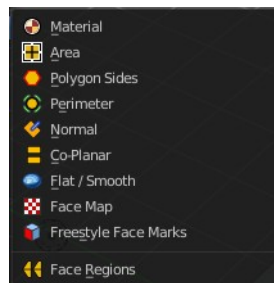
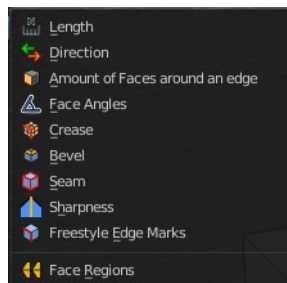
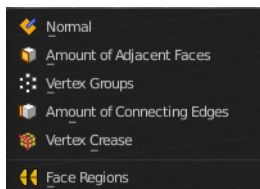
Delimit

Add a limit to the selection. For example, just select up to the next seam.



Select Similar

Select geometry based on how similar certain properties are to it. The methods changes, dependent in which mesh selection mode you are. There is a pitfall with having more than one mesh selection method selected. Then you just get the face regions type presented. Vertices, Edges, Faces, more than one ...



Last Operator Select Similar

Type

Choose the select similar method again.

Compare

Compare with method less, greater or equal.

Threshold

Adjust the threshold value after which the element counts as similar.



Random

Selects a random group of vertices, edges, or faces, dependent of the mesh selection method.

Last Operator Select Random

Percent

How much percent will be random selected.



Random Seed

The random seed value.

Action

Select or deselect.

Checker Deselect

Deselect alternating faces, edges or vertices to create a checker like pattern. The result is dependent of the mesh selection method.

Last Operator Checker Deselect

Nth Element

Define how much elements gets unchecked. With 2 you have a checker board pattern. Every second element gets deselected.



Skip

Skip elements before the checker algorithm deselects again.

Offset

Offset the deselected elements.

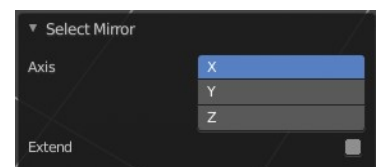
Mirror selection

Requires to have a symmetrical mesh. Selects the mirrored mesh parts from a selection.

Last Operator Select Mirror

Axis

The world axis to mirror at.



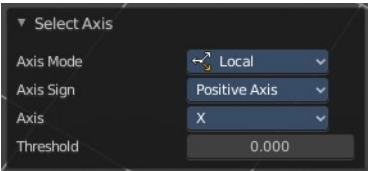
Extend

Keep the current selection. Without extend the current selection gets deselected.

Side of Active

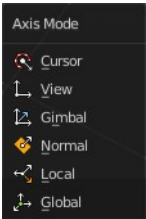
Selects all mesh data in direction of a single axis, starting from the current selection.

Last Operator Side of Active



Axis mode

The axis orientation to work with.



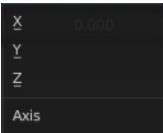
Axis Sign

In which direction to work form the current selection.



Axis

The axis to work with.

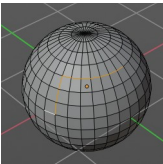


Threshold

Define a threshold to extend the selection.

Shortest Path

Select the shortest edge path between two selected mesh elements. This can be vertices, edges or faces. A start and an end point must be selected.

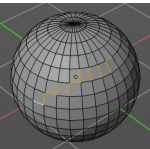


Last Operator Select shortest path



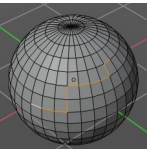
Face Stepping

Traverse connected faces.



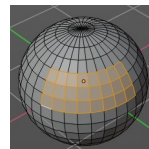
Topology Distance

Find the minimum number of steps instead of the shortest distance.



Fill Region

Select the region faces too.

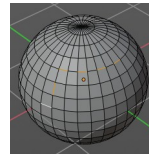


Nth Element

Don't select the whole path, but just every nth element of it.

Skip

This is connected to nth element. Number of elements to skip at once.



Offset

This is connected to nth element. Start with an offset.

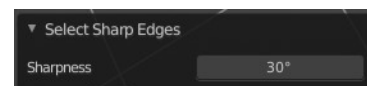
Sharp Edges

Select all edges that are marked as sharp.

Last Operator Select Sharp Edges

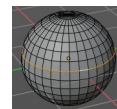
Sharpness

The angle after which a sharp edge gets selected.



Edge Loop

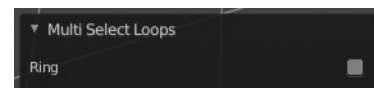
Selects a loop of edges from a selected edge. The method stops at poles. That's vertices where three or more than four edges comes together. At a UV sphere the north and south pole ...



Last Operator Multi Select Loops

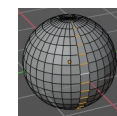
Ring

Select edge ring instead of edge loop.



Edge Ring

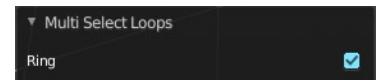
Selects edges parallel to a selected edge in the same ring of faces. The method stops at poles. That's vertices where three or more than four edges comes together. At a UV sphere the north and south pole ...



Last Operator Multi Select Loops

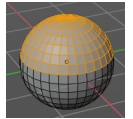
Ring

Select edge ring instead of edge loop.



Loop Inner-Region

Select everything that is enclosed by an edge loop. When the loop is not closed, then it might select everything ...

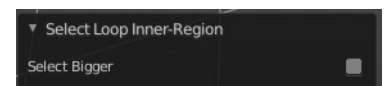


By default the smaller enclosed part gets selected. The Inner-Region.

Last Operator Select Loop Inner-Region

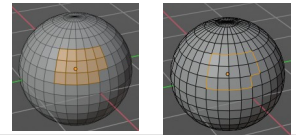
Select Bigger

Select the bigger enclosed part instead of the smaller enclosed part.



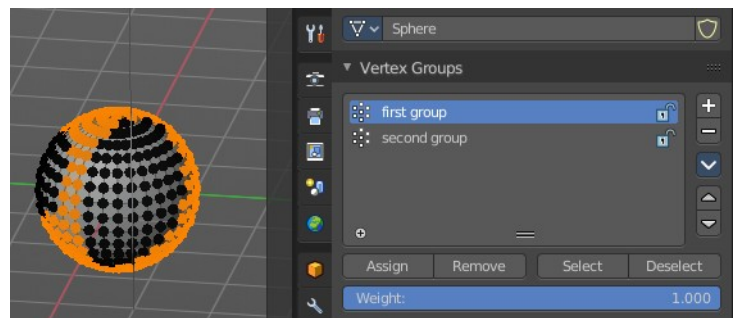
Boundary Loop

Select the edges that encloses a selection of faces.



Ungrouped Verts

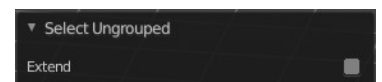
Selects ungrouped Vertices. Just active in vertex selection mode. And requires to have at least one vertex group assigned.



Last Operator Select Ungrouped

Extend

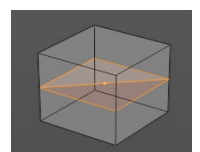
Extends the current selection.



Select all by Trait sub menu

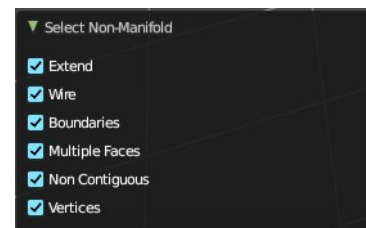
Non Manifold

Select non manifold geometry. Enclosed faces inside of a geometry for example.



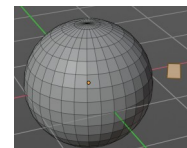
Last Operator Select Faces by Side

What exact kind of non manifold geometry should be selected. The options names should be self explaining.



Loose Geometry

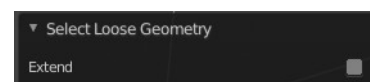
Selects loose geometry.



Last Operator Select Loose Geometry

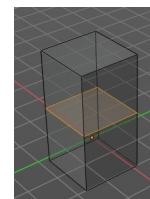
Extend

Extend the current selection.



Interior Faces

Select faces where all edges have more than 2 faces. In the picture here we have inlaying faces by joining two cubes together, then merge the vertices by distance. So the two faces from the former two cubes are now interior faces. That's usually unwanted geometry that you want to select and to remove.



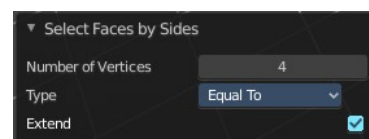
Faces by Sides

Selects faces that has the same number of edges, or better said vertices. Tris, quads, N-gons.

Last Operator Select Faces by Side

Sharpness

Extend the current selection.

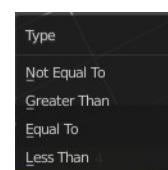


Number of vertices

How many numbers of vertices the face should have. 4 is a quad.

Type

Selection type.



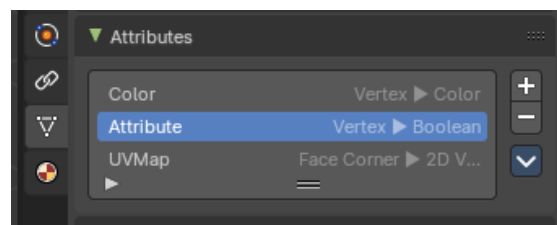
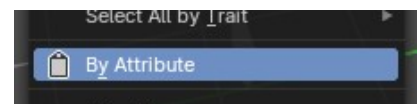
Extend

Extend the current selection.

Select by Attribute

This operator selects elements based on the active boolean attribute. Useful for selection of boolean attributes set by Geometry Nodes.

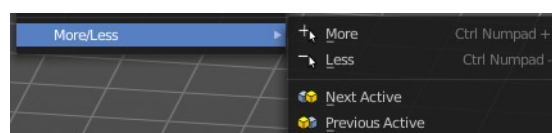
To use, make sure you have a boolean attribute assigned and selected in the Properties Editor - Mesh Data – Attributes tab.



More / Less

More

Extends the current selection.

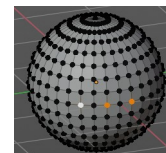


Less

Reduces the current selection.

Next Active

Selects the next active element. For example, when you have two vertices selected, then the next vertex in the row with the same distance will be selected as the next active.

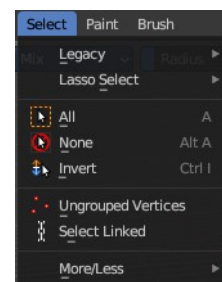
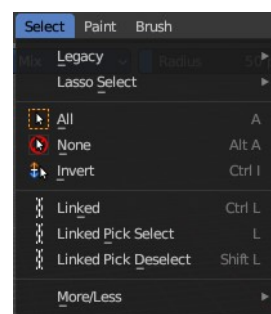
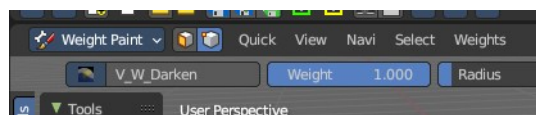
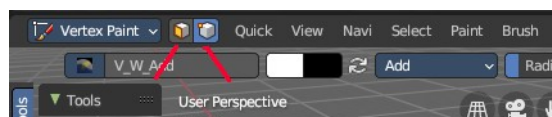


Previous Active

Like next active, but deselects in the other direction down to the first selected vertex with every step.

Mesh Object - Vertex and Weight Paint Mode

This select menu shows with the sub modes Paint Mask and Vertex Selection in vertex paint mode and weight paint mode.



Legacy

The legacy sub menu contains tools that exists in the tool shelf already. It's the old way to do things. Different to the tools in the tool shelf, these tools are usually modal. And performs once. You have to call them again in case you want to repeat the tool.



Box select

Draw a rectangle to select everything inside of the rectangle.

It automatically adds to the current selection. Holding down shift subtracts from the selection.

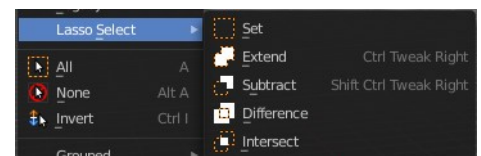
Circle select

Brush select content. The radius of the brush can be adjusted by holding down left mouse button and using the scroll wheel or the + or - button at the numpad.

It automatically adds to the current selection. Holding down shift subtracts from the selection. To exit the circle select tool click with the right mouse button.

Lasso Select

A sub menu with the available lasso select modes.



All

Select everything.

None

Select nothing.

Invert

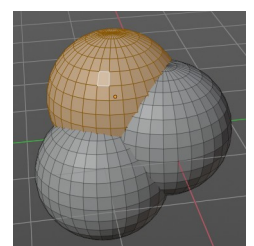
Invert the current selection.

Ungrouped Vertices

Vertex Selection Mode. Select vertices that does not belong to a group.

Select Linked

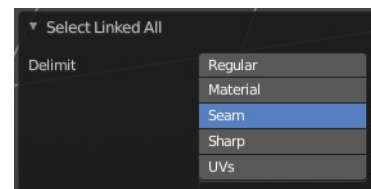
Vertex Selection Mode. Select the geometry that is directly linked with the current geometry. You can for example have a mesh with several closed sub meshes. Those sub meshes. are not linked together, but are part of the object.



Last Operator Select Linked All

Delimit

Add a limit to the selection. For example, just select up to the next seam.



Linked

Paint Mask mode. Select linked faces. Mouse only tool.

Linked Pick Select

Paint Mask mode. Select linked faces. Mouse only tool.

Linked Pick Deselect

Paint Mask mode. Deselect linked faces. Mouse only tool.

More/Less submenu



More

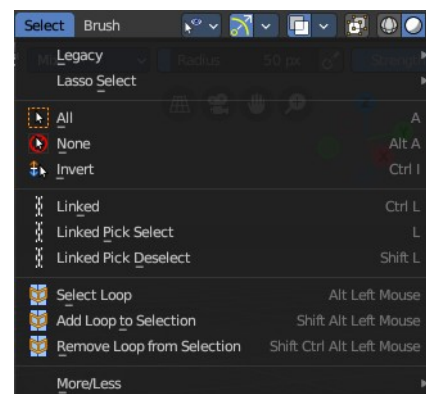
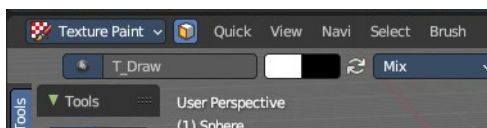
Increase the selection.

Less

Decrease the selection.

Mesh Object - Texture Paint Mode

This select menu shows with the sub mode Paint Mask.



Legacy

The legacy sub menu contains tools that exists in the tool shelf already. It's the old way to do things. Different to the tools in the tool shelf, these tools are usually modal. And performs once. You have to call them again in case you want to repeat the tool.



Box select

Draw a rectangle to select everything inside of the rectangle.

It automatically adds to the current selection. Holding down shift subtracts from the selection.

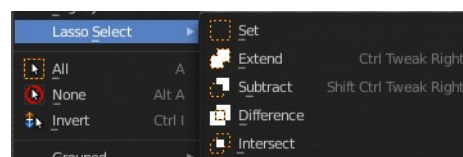
Circle select

Brush select content. The radius of the brush can be adjusted by holding down left mouse button and using the scroll wheel or the + or - button at the numpad.

It automatically adds to the current selection. Holding down shift subtracts from the selection. To exit the circle select tool click with the right mouse button.

Lasso Select

A sub menu with the available lasso select modes.



All

Select everything.

None

Select nothing.

Invert

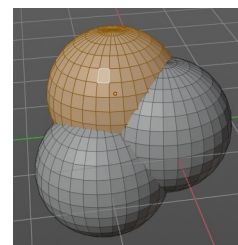
Invert the current selection.

Ungrouped Vertices

Vertex Selection Mode. Select vertices that does not belong to a group.

Select Linked

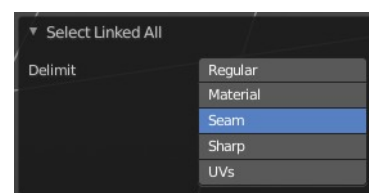
Vertex Selection Mode. Select the geometry that is directly linked with the current geometry. You can for example have a mesh with several closed sub meshes. Those sub meshes. are not linked together, but are part of the object.



Last Operator Select Linked All

Delimit

Add a limit to the selection. For example, just select up to the next seam.



Linked

Paint Mask mode. Select linked faces. Mouse only tool.

Linked Pick Select

Paint Mask mode. Select linked faces. Mouse only tool.

Linked Pick Deselect

Paint Mask mode. Deselect linked faces. Mouse only tool.

Select Loop

Selects a face loop. Mouse operator. The result is dependant of thhe face under the mouse. So please use the mouse.

Add Loop to Selection

Adds a face loop to an existing selection. Mouse operator. The result is dependant of thhe face under the mouse. So please use the mouse.

Remove Loop from Selection

Subtracts a face loop from an existing selection. Mouse operator. The result is dependant of thhe face under the mouse. So please use the mouse.

More/Less submenu

More

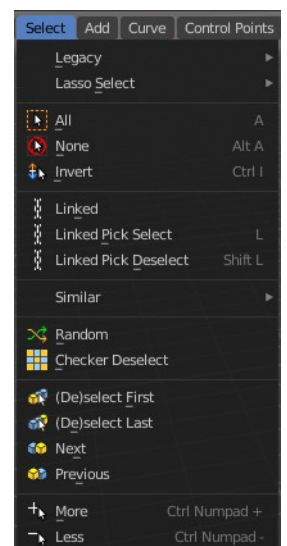
Increase the selection.

Less

Decrease the selection.



Curve Object - Edit Mode



Legacy

The legacy sub menu contains tools that exists in the tool shelf already. It's the old way to do things. Different to the tools in the tool shelf, these tools are usually modal. And performs once. You have to call them again in case you want to repeat the tool.



Box select

Draw a rectangle to select everything inside of the rectangle.

It automatically adds to the current selection. Holding down shift subtracts from the selection.

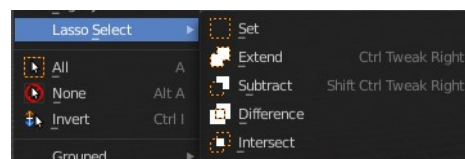
Circle select

Brush select content. The radius of the brush can be adjusted by holding down left mouse button and using the scroll wheel or the + or - button at the numpad.

It automatically adds to the current selection. Holding down shift subtracts from the selection. To exit the circle select tool click with the right mouse button.

Lasso Select

A sub menu with the available lasso select modes.



All

Select everything.

None

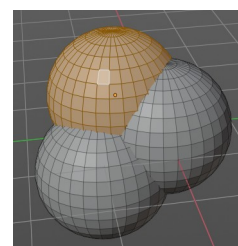
Select nothing.

Invert

Invert the current selection.

Linked

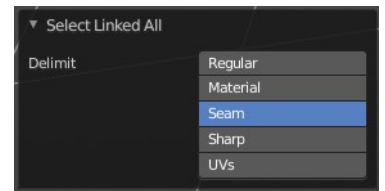
Select the geometry that is directly linked with the current geometry. You can for example have a mesh with several closed sub meshes. Those sub meshes. are not linked together, but are part of the object.



Last Operator Select Linked All

Delimit

Add a limit to the selection. For example, just select up to the next seam.



Linked Pick Select

Same as with Linked. But works with what is under the mouse cursor.

Linked Pick Deselect

Same as with Linked. But works with what is under the mouse cursor. And deselects the selection.

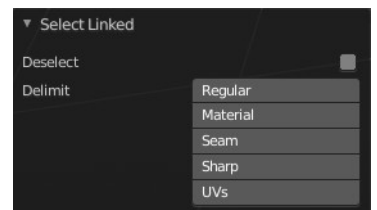
Last Operator Select Linked

Deselect

Select or deselect.

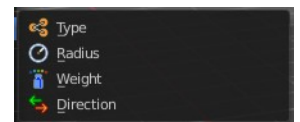
Delimit

Add a limit to the selection. For example, just select up to the next seam.



Similar

Select curve geometry based on how similar certain properties are to it.



Last Operator Select Similar

Type

Choose the select similar method again.

Compare

Compare with method less, greater or equal.

Threshold

Adjust the threshold value after which the element counts as similar.



Random

Selects a random group of curve points.

Last Operator Select Random

Percent

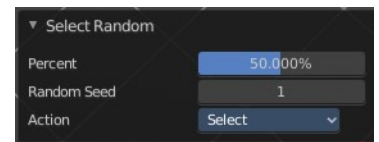
How much percent will be random selected.

Random Seed

The random seed value.

Action

Select or deselect.



Checker Deselect

Deselect alternating curve points.

Last Operator Checker Deselect

Nth Element

Define how much elements gets unchecked. With 2 you have a checker board pattern. Every second element gets deselected.

Skip

Skip elements before the checker algorithm deselects again.

Offset

Offset the deselected elements.



De/Select First

Select or deselect first curve point.

De/Select Last

Select or deselect last curve point.

Next Active

Selects the next active element. For example, when you have two vertices selected, then the next vertice in the row with the same distance will be selected as the next active.

Previous Active

Like next active, but deselects in the other direction down to the first selected vertice with every step.

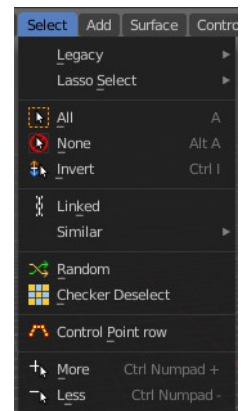
More

Extends the current selection.

Less

Reduces the current selection.

Surface Object - Edit Mode



Legacy

The legacy sub menu contains tools that exists in the tool shelf already. It's the old way to do things. Different to the tools in the tool shelf, these tools are usually modal. And performs once. You have to call them again in case you want to repeat the tool.



Box select

Draw a rectangle to select everything inside of the rectangle.

It automatically adds to the current selection. Holding down shift subtracts from the selection.

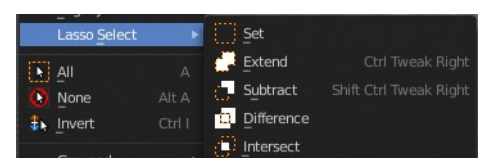
Circle select

Brush select content. The radius of the brush can be adjusted by holding down left mouse button and using the scroll wheel or the + or - button at the numpad.

It automatically adds to the current selection. Holding down shift subtracts from the selection. To exit the circle select tool click with the right mouse button.

Lasso Select

A sub menu with the available lasso select modes.



All

Select everything.

None

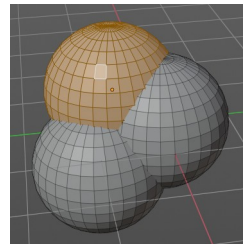
Select nothing.

Inverse

Invert the current selection.

Linked

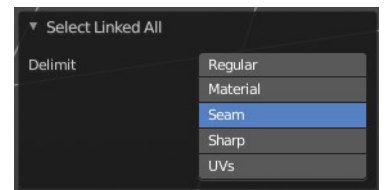
Select the geometry that is directly linked with the current geometry. You can for example have a mesh with several closed sub meshes. Those sub meshes are not linked together, but are part of the object.



Last Operator Select Linked All

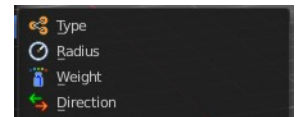
Delimit

Add a limit to the selection. For example, just select up to the next seam.



Similar

Select curve geometry based on how similar certain properties are to it.



Last Operator Select Similar

Type

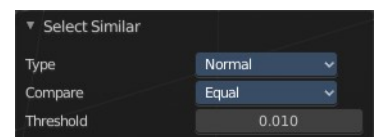
Choose the select similar method again.

Compare

Compare with method less, greater or equal.

Threshold

Adjust the threshold value after which the element counts as similar.



Random

Selects a random group of control points.

Last Operator Select Random

Percent

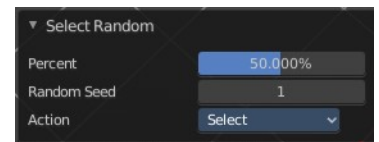
How much percent will be random selected.

Random Seed

The random seed value.

Action

Select or deselect.



Checker Deselect

Deselect alternating control points.

Last Operator Checker Deselect

Nth Element

Define how much elements gets unchecked. With 2 you have a checker board pattern. Every second element gets deselected.

Skip

Skip elements before the checker algorithm deselects again.

Offset

Offset the deselected elements.



Control Point Row

Selects a row of control points, including the active one.

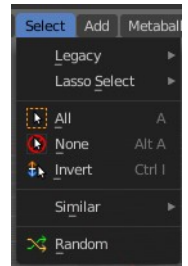
More

Extends the current selection.

Less

Reduces the current selection.

Metaball Object - Edit Mode



Legacy

The legacy sub menu contains tools that exists in the tool shelf already. It's the old way to do things. Different to the tools in the tool shelf, these tools are usually modal. And performs once. You have to call them again in case you want to repeat the tool.



Box select

Draw a rectangle to select everything inside of the rectangle.

It automatically adds to the current selection. Holding down shift subtracts from the selection.

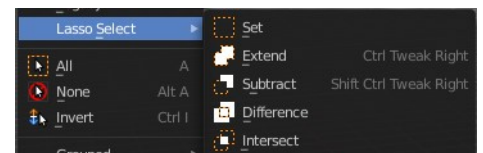
Circle select

Brush select content. The radius of the brush can be adjusted by holding down left mouse button and using the scroll wheel or the + or - button at the numpad.

It automatically adds to the current selection. Holding down shift subtracts from the selection. To exit the circle select tool click with the right mouse button.

Lasso Select

A sub menu with the available lasso select modes.



All

Select everything.

None

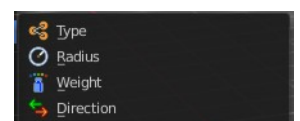
Select nothing.

Inverse

Invert the current selection.

Similar

Select metaball geometry based on how similar certain properties are to it.



Last Operator Select Similar

Type

Choose the select similar method again.

Compare

Compare with method less, greater or equal.

Threshold

Adjust the threshold value after which the element counts as similar.



Random

Selects a random metaball element.

Last Operator Select Random

Percent

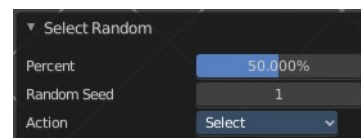
How much percent will be random selected.

Random Seed

The random seed value.

Action

Select or deselect.



Text Object - Edit Mode

All

Select everything.

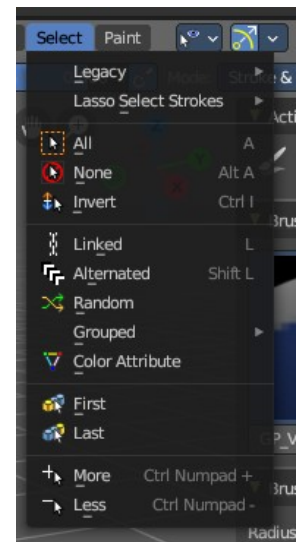
Line End, Line Begin, etc.

Select corresponding element.



Grease Pencil Object - Edit Mode, Sculpt Mode, Vertex Paint Mode

This is the select menu for the grease pencil object. You can find this menu in multiple modes.



Legacy

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Box select

Draw a rectangle to select everything inside of the rectangle.

It automatically adds to the current selection. Holding down shift subtracts from the selection.

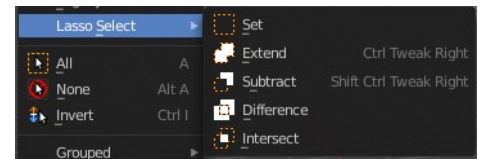
Circle select

Brush select content. The radius of the brush can be adjusted by holding down left mouse button and using the scroll wheel or the + or - button at the numpad.

It automatically adds to the current selection. Holding down shift subtracts from the selection. To exit the circle select tool click with the right mouse button.

Lasso Select

A sub menu with the available lasso select modes.



All

Select everything.

None

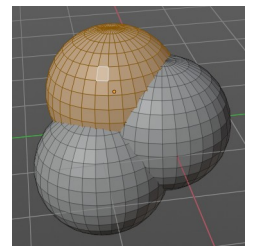
Select nothing.

Inverse

Invert the current selection.

Linked

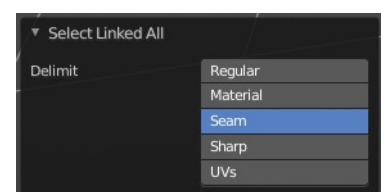
Select the geometry that is directly linked with the current geometry. You can for example have a mesh with several closed sub meshes. Those sub meshes are not linked together, but are part of the object.



Last Operator Select Linked All

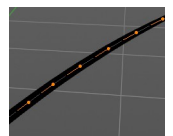
Delimit

Add a limit to the selection. For example, just select up to the next seam.



Alternated

Select every second element.



Last Operator Alternated

Unselect Ends

The end points are always unselected.



Grouped

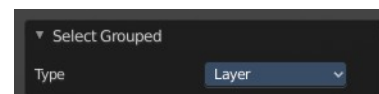
Select grouped strokes by layer or color.



Last Operator Select Grouped

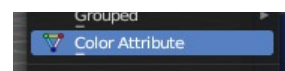
Type

Adjust if you want to select by layer or color.



Color Attribute

Select all points with similar vertex color of current selected vertices. You have to create a vertex selection first.



Last Operator Select Vertex Color

Threshold

Tolerance of the selection. Higher values select a wider range of similar colors.



First

Select the first element in the stroke.

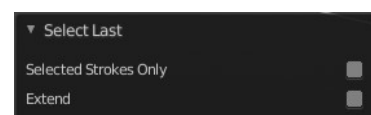
Last Operator Select First

Selected Strokes only

Only select the first point of strokes that has already some geometry selected.

Extend

Extend the current selection.



Last

Select the last element in the stroke.

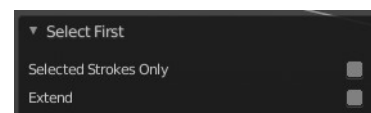
Last Operator Select Last

Selected Strokes only

Only select the last point of strokes that has already some geometry selected.

Extend

Extend the current selection.



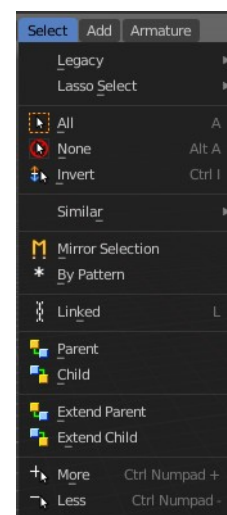
More

Extends the current selection.

Less

Reduces the current selection.

Armature Object - Edit Mode



Legacy

The legacy sub menu contains tools that exists in the tool shelf already. It's the old way to do things. Different to the tools in the tool shelf, these tools are usually modal. And performs once. You have to call them again in case you want to repeat the tool.



Box select

Draw a rectangle to select everything inside of the rectangle.

It automatically adds to the current selection. Holding down shift subtracts from the selection.

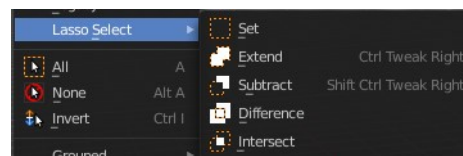
Circle select

Brush select content. The radius of the brush can be adjusted by holding down left mouse button and using the scroll wheel or the + or - button at the numpad.

It automatically adds to the current selection. Holding down shift subtracts from the selection. To exit the circle select tool click with the right mouse button.

Lasso Select

A sub menu with the available lasso select modes.



All

Select everything.

None

Select nothing.

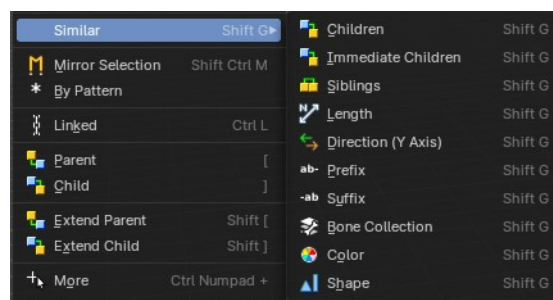
Inverse

Invert the current selection.

Similar

Select armature bones based on how similar certain properties are to it.

Most methods are self explaining. Immediate children selects just the direct children of the active object, while Children selects everything downwards the hierarchy.



Last Operator Select Similar

Type

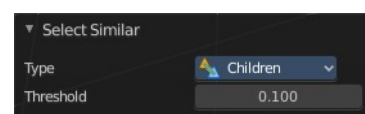
Choose the select similar method again.

Compare

Compare with method less, greater or equal.

Threshold

Adjust the threshold value after which the element counts as similar.



Mirror Selection

Select the mirrored parts of an object. For example for L.bone it selects R.bone.

Last Operator Select Mirror

Extend

Extends existing selection instead of deselecting everything first.



By Pattern

Selects all objects whose name matches the entered string. For missing parts you need to add an asterix.

For example, you have four cubes in the scene. Cube, Cube.001, Cube.002 and mycube3. Then the term " Cube " will just select the first cube. While the term " Cube* " will select the first three. And " *cube* " will select all four.

Supported wild-cards:

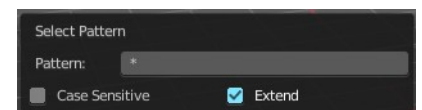
* matches everything

? matches any single character

[abc] matches characters in "abc"

[!abc] match any character not in "abc"

The tool operates immediately at entering the string.



Pattern

Type in your string.

Case Sensitive

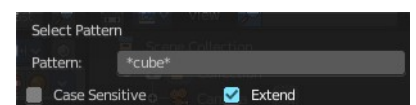
When ticked then the string comparison happens by taking upper and lower letters into account.

Extend

Extends existing selection instead of deselecting everything first.

Last Operator Select Pattern

The Last Operator Select Pattern contains the same menu items than the pop-up. So see above. Also, it does not appear in the 3D view. But when you call it from the edit menu or with hotkey.



Parent

Parent requires to have a parent or child relationship. It selects the parent object of the currently selected object(s).

Child

Child requires to have a parent or child relationship. It selects the child object(s) of the currently selected object(s).

Extend Parent

Extend Parent requires to have a parent or child relationship. It selects the parent object of the currently selected object(s). But keeps the active object in the selection, even when it's not currently selected.

Extend Child

Extend Child requires to have a parent or child relationship. It selects the child object(s) of the currently selected object(s). But keeps the active object in the selection, even when it's not currently selected.

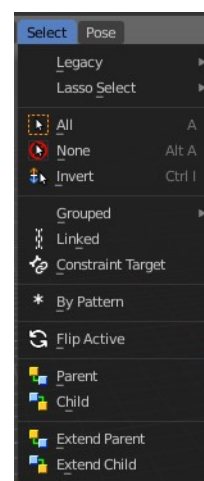
More

More requires to have a parent or child relationship. It expands the selection.

Less

Less requires to have a parent or child relationship. It reduces the selection.

Armature Object - Pose Mode



Legacy

The legacy sub menu contains tools that exists in the tool shelf already. It's the old way to do things. Different to the tools in the tool shelf, these tools are usually modal. And performs once. You have to call them again in case you want to repeat the tool.



Box select

Draw a rectangle to select everything inside of the rectangle.

It automatically adds to the current selection. Holding down shift subtracts from the selection.

Circle select

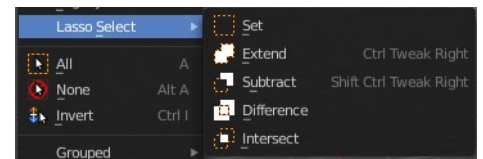
Brush select content. The radius of the brush can be adjusted by holding down left mouse button and using the scroll wheel or the + or - button at the numpad.

It automatically adds to the current selection. Holding down shift subtracts from the selection. To exit the circle

select tool click with the right mouse button.

Lasso Select

A sub menu with the available lasso select modes.



All

Select everything.

None

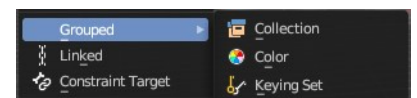
Select nothing.

Inverse

Invert the current selection.

Grouped

Select grouped bones by type. Items should be self explaining.



Constraint Targets

Select the bones used as targets for the currently selected bone.

By Pattern

Selects all objects whose name matches the entered string. For missing parts you need to add an asterix.

For example, you have four cubes in the scene. Cube, Cube.001, Cube.002 and mycube3. Then the term " Cube " will just select the first cube. While the term " Cube* " will select the first three. And " *cube* " will select all four.

Supported wild-cards:

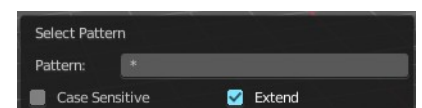
* matches everything

? matches any single character

[abc] matches characters in "abc"

[!abc] match any character not in "abc"

The tool operates immediately at entering the string.



Pattern

Type in your string.

Case Sensitive

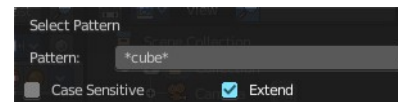
When ticked then the string comparison happens by taking upper and lower letters into account.

Extend

Extends existing selection instead of deselecting everything first.

Last Operator Select Pattern

The Last Operator Select Pattern contains the same menu items than the pop-up. So see above. Also, it does not appear in the 3D view. But when you call it from the edit menu or with hotkey.



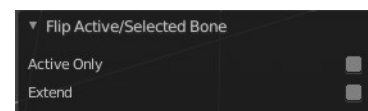
Flip Active

Mirrors the bone selection. Works with an armature with mirrored parts.

Last Operator Flip Active/Selected Bone

Active Only

Only select the mirror part of the active bone.



Extend

Extend the current selection.

Parent

Parent requires to have a parent or child relationship. It selects the parent object of the currently selected object(s).

Child

Child requires to have a parent or child relationship. It selects the child object(s) of the currently selected object(s).

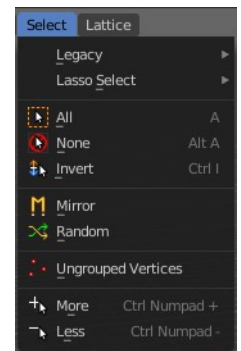
Extend Parent

Extend Parent requires to have a parent or child relationship. It selects the parent object of the currently selected object(s). But keeps the active object in the selection, even when it's not currently selected.

Extend Child

Extend Child requires to have a parent or child relationship. It selects the child object(s) of the currently selected object(s). But keeps the active object in the selection, even when it's not currently selected.

Lattice Object - Edit Mode



Legacy

The legacy sub menu contains tools that exists in the tool shelf already. It's the old way to do things. Different to the tools in the tool shelf, these tools are usually modal. And performs once. You have to call them again in case you want to repeat the tool.



Box select

Draw a rectangle to select everything inside of the rectangle.

It automatically adds to the current selection. Holding down shift subtracts from the selection.

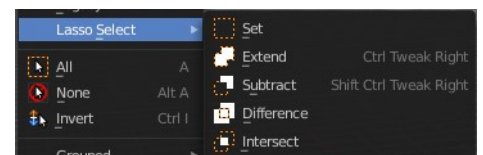
Circle select

Brush select content. The radius of the brush can be adjusted by holding down left mouse button and using the scroll wheel or the + or - button at the numpad.

It automatically adds to the current selection. Holding down shift subtracts from the selection. To exit the circle select tool click with the right mouse button.

Lasso Select

A sub menu with the available lasso select modes.



All

Select everything.

None

Select nothing.

Inverse

Invert the current selection.

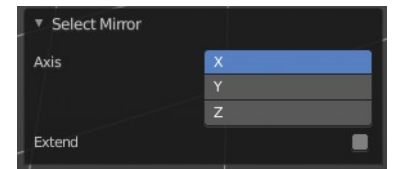
Mirror

Select the mirrored parts to the current selection.

Last Operator Select Mirror

Axis

Choose the world axis to mirror at.

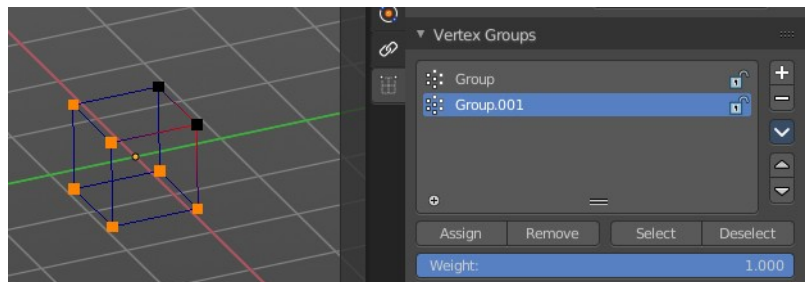


Extend

Extends existing selection instead of deselecting everything first.

Ungrouped Verts

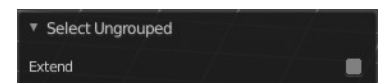
Selects ungrouped Vertices. Requires to have at least one vertex group assigned.



Last Operator Select Ungrouped

Extend

Extends the current selection instead of deselecting everything first.



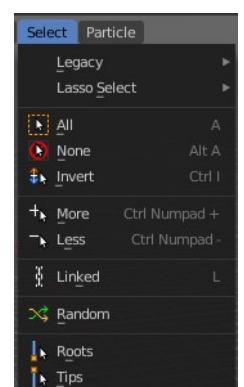
More

Extends the current selection.

Less

Reduces the current selection.

Particles - Particle Mode



Legacy

The legacy sub menu contains tools that exists in the tool shelf already. It's the old way to do things. Different to the tools in the tool shelf, these tools are usually modal. And performs once. You have to call them again in case you want to repeat the tool.



Box select

Draw a rectangle to select everything inside of the rectangle.

It automatically adds to the current selection. Holding down shift subtracts from the selection.

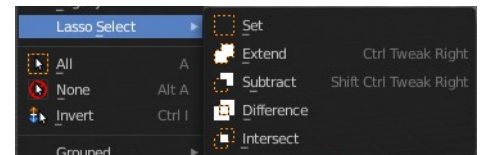
Circle select

Brush select content. The radius of the brush can be adjusted by holding down left mouse button and using the scroll wheel or the + or - button at the numpad.

It automatically adds to the current selection. Holding down shift subtracts from the selection. To exit the circle select tool click with the right mouse button.

Lasso Select

A sub menu with the available lasso select modes.



All

Select everything.

None

Select nothing.

Inverse

Invert the current selection.

More

Extends the current selection.

Less

Reduces the current selection.

Linked

Selects the linked particles.

Random

Selects random particles.

Last Operator Select Random

Percent

The Percentage of objects that should be selected randomly.

Random Seed

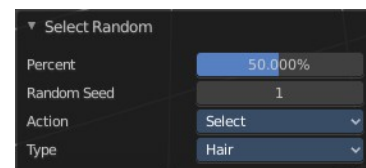
The Seed for the random number generator.

Action

Action is a drop-down box choose if you want to select or to deselect random.

Type

Select the whole hair, or hair points.



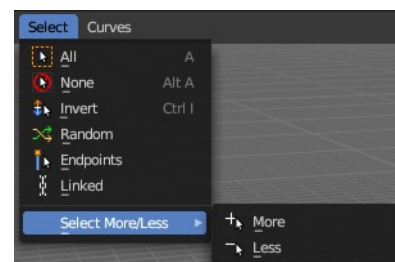
Hair Curve – Edit Mode

The (Empty) Hair Curve object in the Edit mode has a select menu. Here you can select existing curves in different ways to mask selections for tool shelf operators. Selected curves are editable, deselected curves are locked from editing and are visually opaque with dark gray in the 3D View editor.

All

Selects all the control points of the hair strands.

If you want a symmetrical haircut, tick X Mirror in the Symmetry panel or in the Header to the top right.



None

Deselects all the control points of the hair curves.

Invert

Deselects all the control points of the hair curves.

Random

Randomizes existing selection or creates a new random selection of control points of the hair curves.

Endpoints

Selects the end points of the control points of the hair curves.

Linked

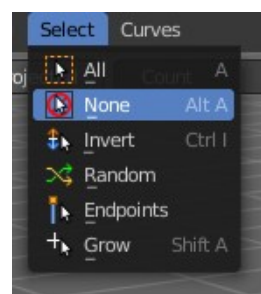
Select linked control points.

Select More/Less submenu

Grow or shrink the selection.

Hair Curve – Sculpt Mode

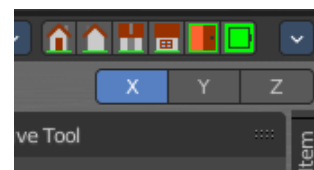
The (Empty) Hair Curve object in the Sculpt mode has a select menu. Here you can select existing curves in different ways to mask selections for tool shelf operators. Selected curves are editable, deselected curves are locked from editing and are visually opaque with dark gray in the 3D View editor.



All

Selects all the control points of the hair strands.

If you want a want a symmetrical haircut, tick X Mirror in the Symmetry panel or in the Header to the top right.



None

Deselects all the control points of the hair curves.

Invert

Deselects all the control points of the hair curves.

Random

Randomizes existing selection or creates a new random selection of control points of the hair curves.

Endpoints

Selects the end points of the control points of the hair curves.

Grow

Select curves which are close to curves that are selected already.

