



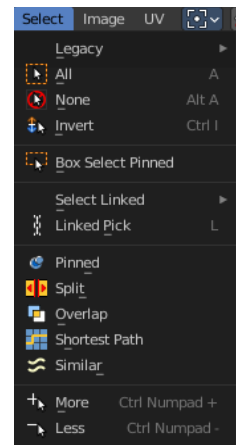
## 9.1.4 Editors - UV Editor - Header - Select Menu

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## Select menu

This menu just appears when you are in Mask mode. And you need to create a new mask layer to set all items active. The select functionality in this menu covers the mask geometry. The splines.



### 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.

### All

Select everything.

### None

Select nothing.

### Inverse

Invert the current selection.

## Box Select Pinned

Box select enters the Border Select mode. This is a special select mode where you can select elements by dragging a rectangle. And what's inside of the rectangle gets selected then. It adds to selection by default. Box Select Pinned just selects pinned UV vertices. The other box select method can be found in the tool shelf.

To subtract from selection hold down Shift key.

The selection gets applied when you release the mouse. You leave the mode automatically when you release the mouse.

## Circle Select

Circle select enters the Circle Select mode. This is a special select mode where you can select elements by moving with the mouse over it. It adds to selection by default.

To subtract from selection hold down Shift key. To exit the Circle select click with the right mouse button.

The pencil radius of the circle select tool can be adjusted with the scroll wheel.

## Linked

Select all UV vertices linked to the active UV map. The previous selection gets cleared.

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## Linked Pick

Hotkey Only Tool!

Select all UV vertices linked to the active UV map. The previous selection gets cleared.

## Last Operator Select Linked Pick

### ***Extend***

The previous selection gets kept, the selection gets extended.

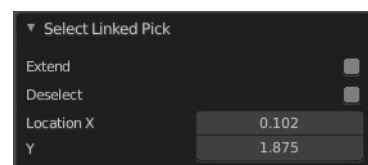
### ***Deselect***

Deselect instead of select

### ***Location X / Y***

The mouse position in the UV space, normalized to the 0.0 to 1.0 range of the UV space.

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## Pinned

Select pinned UV vertices.

## Split

Select only entirely selected faces.

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## Overlap

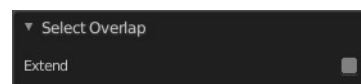
Select all UV faces that overlaps each other.

## Last Operator Select Overlap

### *Extend*

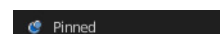
Extend the current selection.

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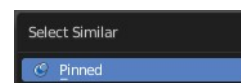
## Select Similar

Select Similar selects similar elements to the already selected parts. It is mode dependant. When you are in Vertex mode, then it shows just a Vertex related menu. When you are in edge select mode, then a edge related menu. And when you are in face select mode, then a face related menu. And this for both, the UV sync selection off and on.



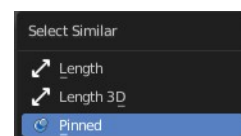
## Pinned

Select UV patches with pinned vertices.



## Length

Select UV edges that has the same length in the UV Space.



## Length 3D

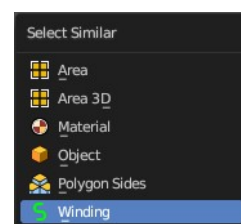
Select UV edges that has the same length in the 3D View.

## Area

Select UV edges that has the same area in the UV Space.

## Area 3D

Select UV edges that has the same area in the 3D View.



## Material

Select UV faces with the same material.

## Object

Select UV faces at the same object.

## Polygon Sides

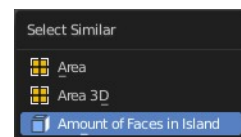
Select UV faces that points into the same side in the 3D view.

## Winding

Select UV faces in winding order.

## Amount of Faces

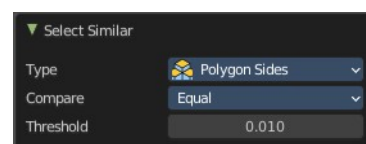
With UV Select Mode Islands. Selects all UV Islands with the same amount of faces.



## Last Operator Select Similar

### Type

The select similar method.



### Compare

Compare if the element to select should be greater, equal or less big than the current selection.

### Threshold

A tolerance setting.

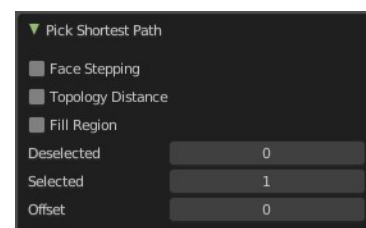
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## Shortest Path

Select the shortest path between two selected elements.

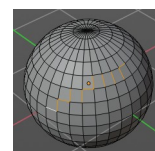
Note that shortest path is a hotkey tool. Select the first element, hold down ctrl, select the second element.

## Last Operator Pick Shortest Path



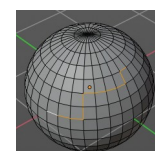
### Face Stepping

Traverse connected faces.



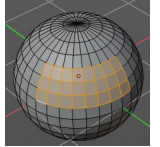
### Topology Distance

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



## ***Fill Region***

Select the region faces too.

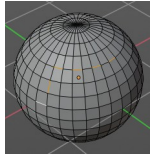


## ***Nth Element***

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.

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## **More**

Grow the selection.

## **Less**

Shrink the selection.