



## 35.4 Core Extension - Power User Tools

### Table of content

Power User Tools.....	1
Preferences.....	2
Animation.....	2
Frames Insert/Remove Operators Toggle.....	2
Operators.....	2
Location of operators.....	3
Frames Jump Operators Toggle.....	3
Location of operators.....	3
Animation Toolshelf Operators Toggle.....	3
Operators.....	3
Location of operators.....	4
Operators.....	4
Animation Operators.....	4
Insert Frame Left.....	4
Remove Frame Left.....	4
Insert Frame Right.....	4
Remove Frame Right.....	4
Jump Frame Left.....	4
Jump Frame Right.....	4
Use.....	5
1. Activate the addon.....	5
2. Customize which operators you would need in the preferences.....	5

## Power User Tools

The screenshot shows the Blender Addon Properties panel for the 'UI: BFA - Power User Tools' addon. The panel is titled 'UI: BFA - Power User Tools' and includes a description, location, file path, author, version, warning, and internet link. Below the main information is a 'Preferences' section with three checked options: 'Animation', 'Insert/Remove Frames Operators', and 'Animation Toolshelf Operators'.

**UI: BFA - Power User Tools**

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.

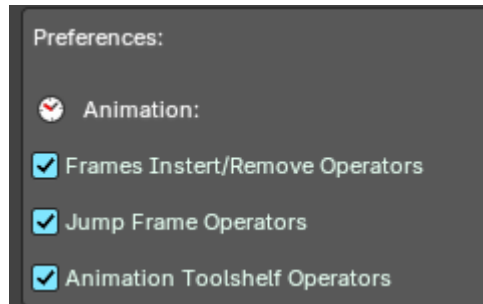
This addon is thanks to Andres Stephens (Draise).

### 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.

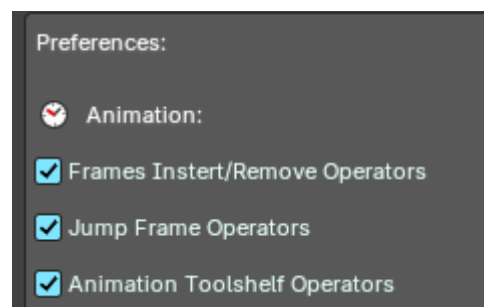
## Preferences

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



## Animation

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

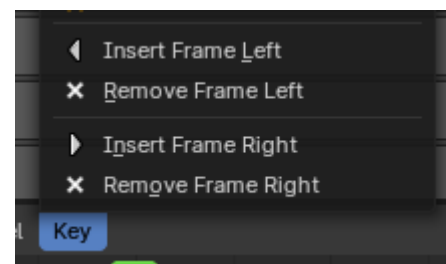


### Frames Insert/Remove Operators Toggle

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 – Header Buttons on the right

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

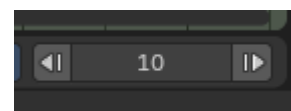
3D View Header – Grease Pencil – Draw mode - Animation Panel

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

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

## Frames Jump Operators Toggle

Toggle to add the Frame Jump operators from the header of the Timeline Editor.



## Location of operators

Timeline Editor – Header Buttons on the right

## Animation Toolshelf Operators Toggle

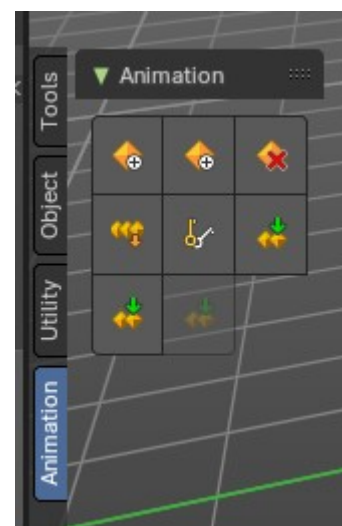
Toggle to add the animation operators from the header to the toolshelf.

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.

# Operators

## 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.

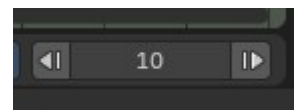
### Remove Frame Right

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.*

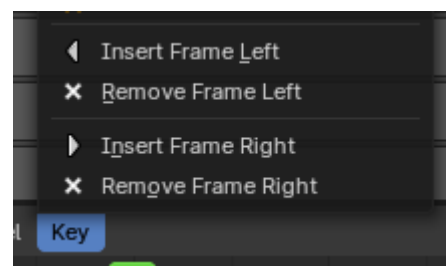
### Jump Frame Left

Move the timeline cursor to the left and jump by the number of frames defined in the center property.



### Jump Frame Right

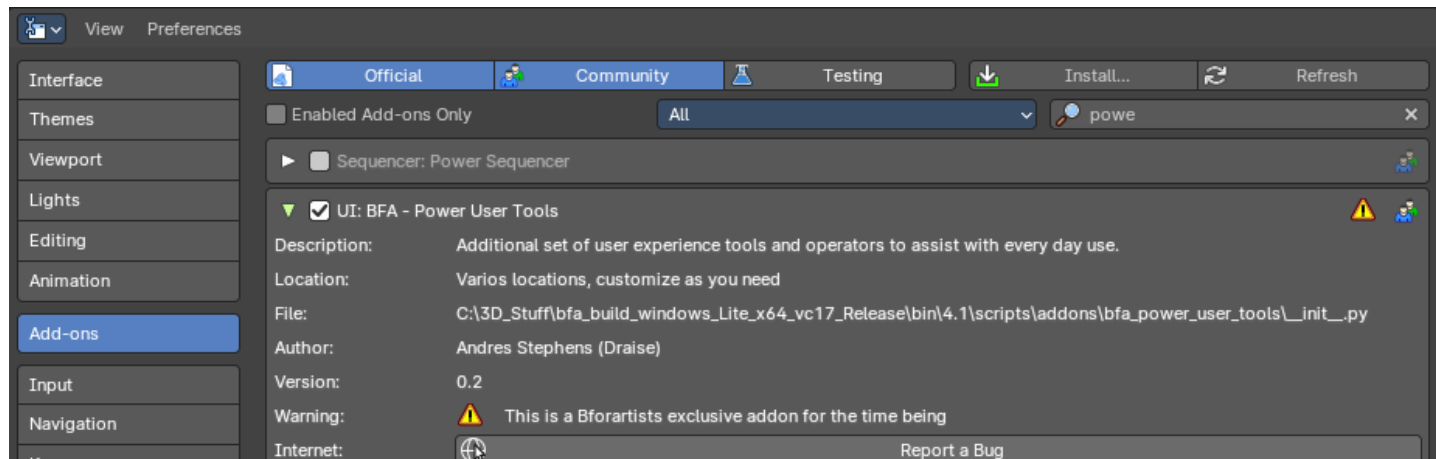
Move the timeline cursor to the right and jump by the number of frames defined in the center property.



# 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 in the preferences

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