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# Operators

Operators execute an action the moment they're activated, which makes them different from tools (which require some sort of input). Operators can be started from [Operator Buttons](#), [Popup Menus](#), or [Menu Search](#). Examples of operators include adding a new object, deleting it, or setting its shading smooth.

## Operator Properties

Most operators have properties that can be adjusted to refine their result. First run the operator (which will use its default settings), then adjust the properties in the [Adjust Last Operation](#) region.

## Modal Operators

Modal operators exist as a concept in between [Tools](#) and regular operators. They require some sort of interactive input.

The action of a modal operator can be confirmed using `LMB` or `Return`. To cancel a modal operator use `RMB` or `Esc`.

## Slider Operators

Slider operators are used to interactively adjust a percentage value in the editor's [Header](#).

You can adjust the percentage by dragging the slider left or right. This can be made coarser (snapping in 10% increments) by holding `Ctrl` and more precise by holding `Shift`. For some sliders, you can toggle “overshoot” with `E`, which lets you go beyond the 0-100% range.

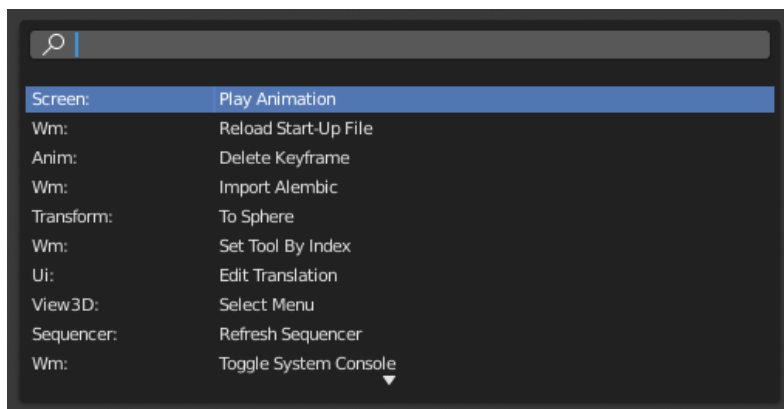
## Searching for Operators

### Menu Search

| Reference                          |
|------------------------------------|
| <b>Mode:</b><br>All Modes          |
| <b>Menu:</b><br>Edit • Menu Search |
| <b>Shortcut:</b><br>F3             |

The Menu Search pop-up lets you search Blender's interface for a certain [operator](#) and execute it. First narrow down the list by typing (part of) the operator's name, then either click the operator with `LMB`, or navigate to it with `Down` and `Up` and activate it with `Return`.

Apart from the operator names, the pop-up also shows the menus where they're located.



The Menu Search pop-up.

See also

The [Spacebar Action](#) option in the Preferences.

## Operator Search

Reference

**Mode:**

All Modes

**Menu:**

Edit • Operator Search

When [Developer Extras](#) are activated, the Operator Search can be accessed from the Edit menu in the Topbar. This menu searches all [Operators](#) within Blender, even if they are not exposed in a menu. This is useful for Python developers for testing purposes. Blender might also include a few advanced operators that are not exposed in a menu and can only be accessed via this search menu.

See also

The [User Preferences](#) has an option to change how the search results are scored.

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