# Documentation Todo List

This page provides a list of changes that need to be made to the manual. This is a great place for new contributors to start. This page is auto-generated from any items marked with the `.. todo::` tag.

It is recommended to also check the documentation workboard since this will contain larger initiatives and structured work efforts, as well as laying out priorities.

TODO

Update image
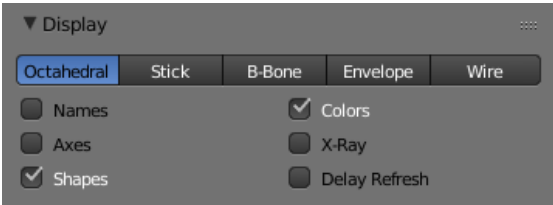
The Display panel.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/animation/armatures/properties/display.rst, line 11.)
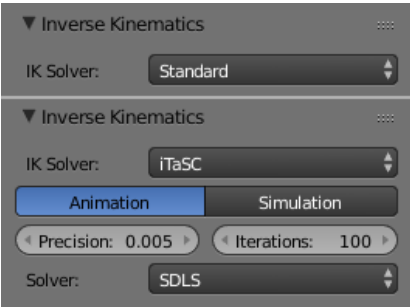

TODO

add example

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/animation/armatures/posing/editing/flip_quats.rst, line 15.)
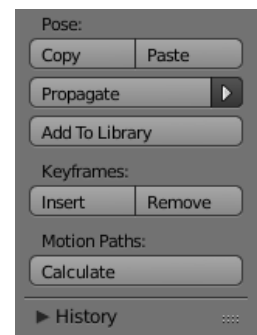

TODO

Update image

The Inverse Kinematics panel.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/animation/armatures/properties/introduction.rst, line 57.)

TODO

Update image

Pose:

Copy   Paste

Propagate   ▶

Add To Library

Keyframes:

Insert   Remove

Motion Paths:

Calculate

▶ History

Pose Tools.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/animation/armatures/posing/editing/introduction.rst, line 6.)

TODO

Maybe update the images (color & style)

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/animation/armatures/posing/editing/introduction.rst, line 34.)

TODO

Update images (includes outliner)

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/animation/armatures/bones/editing/fill_between_joints.rst, line 22.)
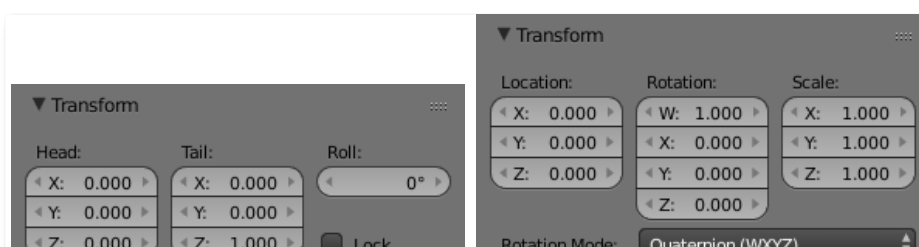
TODO

Update images (includes outliner)

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/animation/armatures/bones/editing/fill_between_joints.rst, line 40.)

TODO

Update images (includes outliner)

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/animation/armatures/bones/editing/fill_between_joints.rst, line 64.)
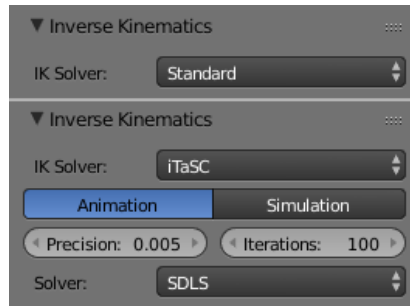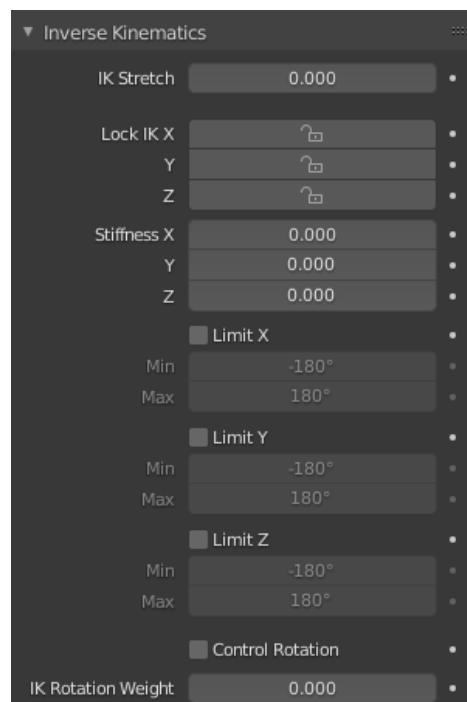
TODO

Update images (includes outliner)

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/animation/armatures/bones/editing/fill_between_joints.rst, line 79.)

TODO

Update image

▼ Transform

Head: Tail: Roll:

◀ X: 0.000 ▶   ◀ X: 0.000 ▶   ◀   0° ▶

◀ Y: 0.000 ▶   ◀ Y: 0.000 ▶

◀ Z: 0.000 ▶   ◀ Z: 1.000 ▶   ☐ Lock

▼ Transform

Location: Rotation: Scale:

◀ X: 0.000 ▶   ◀ W: 1.000 ▶   ◀ X: 1.000 ▶

◀ Y: 0.000 ▶   ◀ X: 0.000 ▶   ◀ Y: 1.000 ▶

◀ Z: 0.000 ▶   ◀ Y: 0.000 ▶   ◀ Z: 1.000 ▶

◀ Z: 0.000 ▶

Rotation Mode: Quaternion (WXYZ)

| The Transform panel (Edit Mode). | The Transform panel (Pose Mode). |

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/animation/armatures/bones/properties/transform.rst, line 11.)

> **TODO**
>
> Update image

The armature IK panel.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/animation/armatures/posing/bone_constraints/inverse_kinematics/introduction.rst, line 40.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/animation/armatures/posing/bone_constraints/inverse_kinematics/introduction.rst, line 50.)

> **TODO**
>
> Update image

The bone IK panel.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-

> **TODO**
>
> Update images (includes outliner)

> **TODO**
>
> Update images (includes outliner)

> **TODO**
>
> This doesn't seem to work as documented:

> **TODO**
>
> Update images (includes outliner)

> **TODO**
>
> Update images (includes outliner)

> **TODO**
>
> Add this information.
>
> Bone Envelope

> **TODO**
>
> Add this information.
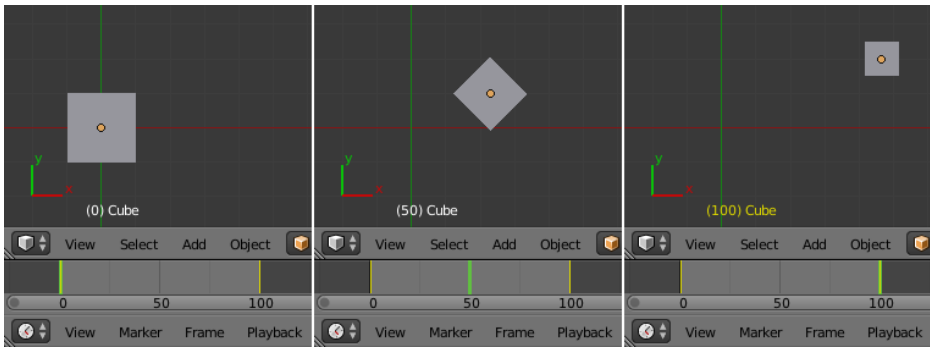
> **TODO**
>
> Add this information.

> **TODO**
>
> - Guidelines for wheel selecting the version to use.
> - Finalize a policy for how conflicting versions of a wheel are handled.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/advanced/extensions/python_wheels.rst, line 7.)

> **TODO**
>
> Update image
>
>
>
> The animation on frames 1, 50 and 100.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/animation/keyframes/editing.rst, line 114.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/curve_svg.rst, line 34.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/system/ui_translations.rst, line 6.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 77.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 79.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 81.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 83.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 85.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 92.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 94.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 96.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 106.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 108.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 114.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 117.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 124.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 126.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 128.)

> **TODO**
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 130.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 152.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 177.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 181.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 191.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 200.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 202.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 209.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 211.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 216.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 218.)

> TODO

Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 225.)

TODO

Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 227.)

TODO

Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 229.)

TODO

Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 231.)

TODO

Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 237.)

TODO

Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 240.)

TODO

Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 242.)

TODO

Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 248.)

TODO

Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 250.)

TODO

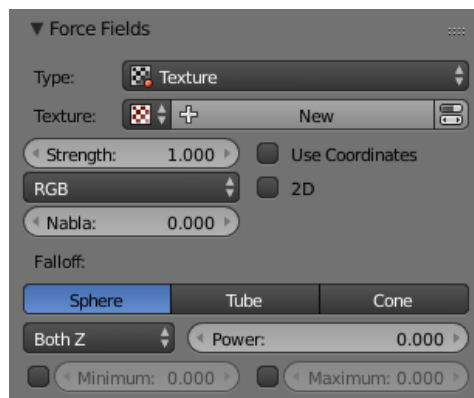Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/addons/import_export/scene_fbx.rst, line 252.)

TODO

Add this information.

Compositing

Renders the output from the compositing node setup, and then applies the Composite node tree on all images, displaying the image inputted in the Composite Output node.

Sequencer

Renders the output of the Video Sequence editor, instead of the view from the 3D scene's active camera. If the sequence contains Scene strips, these will also be rendered as part of the pipeline. If *Compositing* is also enabled, the Scene strip will be the output of the Compositor.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/render/output/properties/post_processing.rst, line 20.)

TODO

Update image
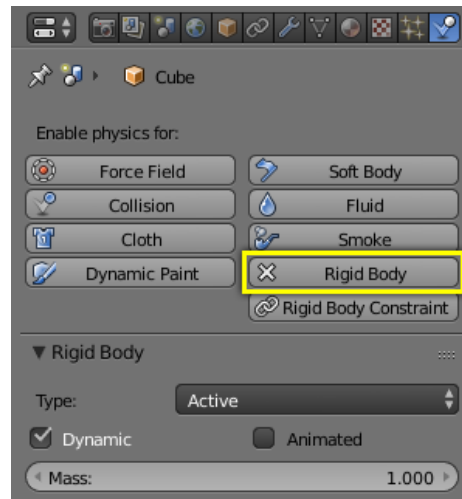
Default rigid body panel.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/rigid_body/properties/settings.rst, line 10.)

TODO

Update image When finished, your physics panel should look like this:
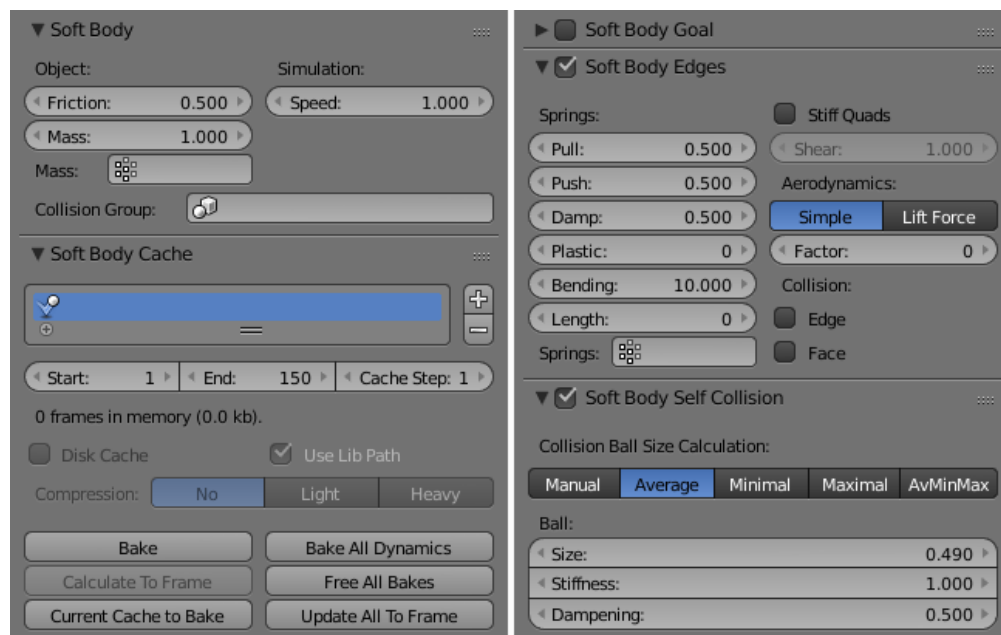
The physics settings.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/soft_body/examples.rst, line 43.)

TODO

TODO

Update image
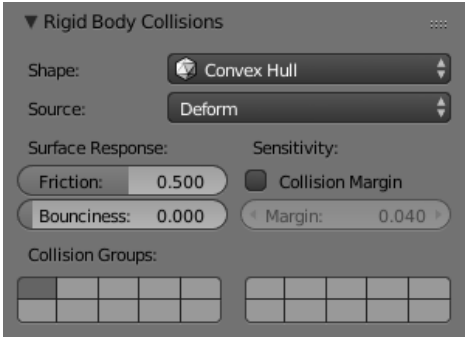
Rigid Body Collisions panel.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/rigid_body/properties/collisions.rst, line 10.)

TODO

Update image
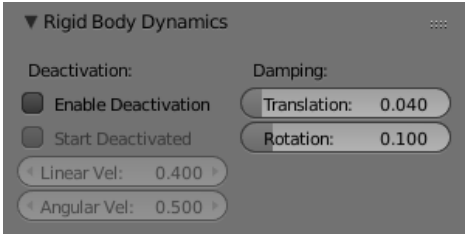
Rigid Body Dynamics panel.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/rigid_body/properties/dynamics.rst, line 10.)

TODO

Update image
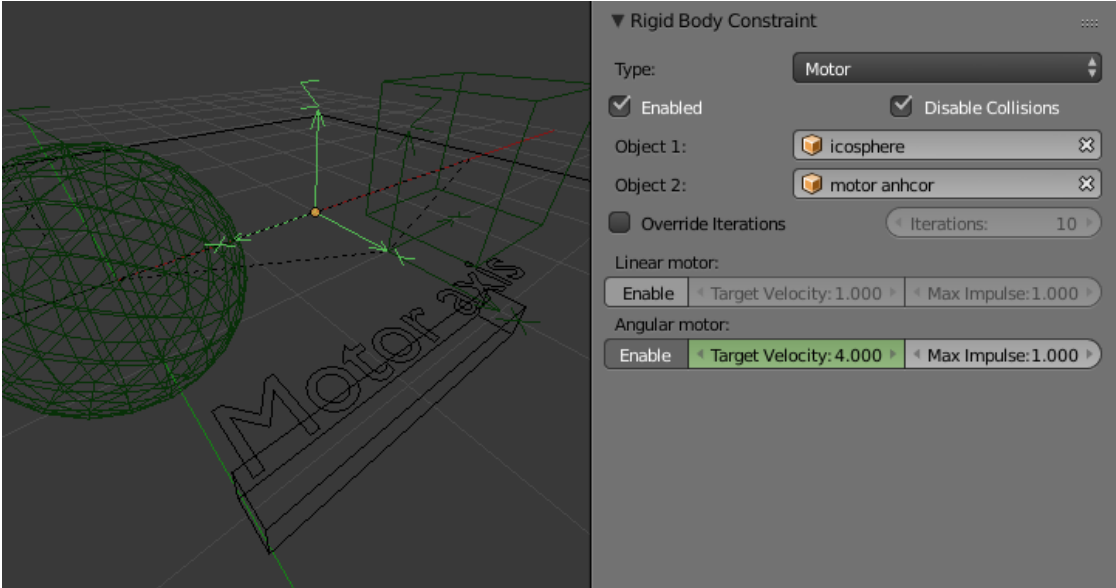
Motor constraint options.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/rigid_body/constraints/types/motor.rst, line 25.)

TODO

TODO

Update image
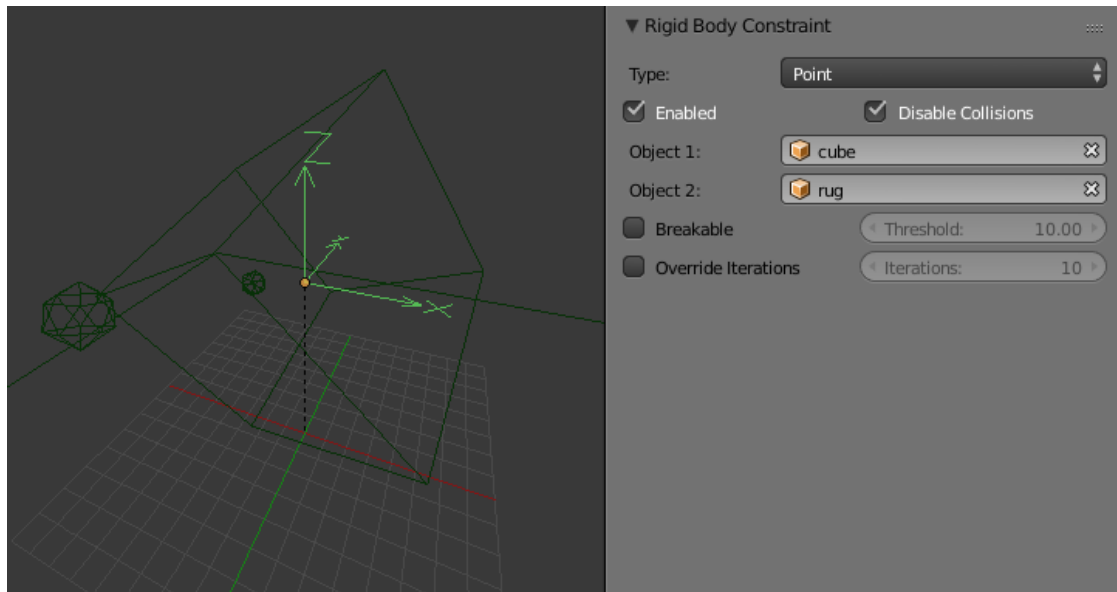
Point constraint options.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/rigid_body/constraints/types/point.rst, line 1

TODO

Update image
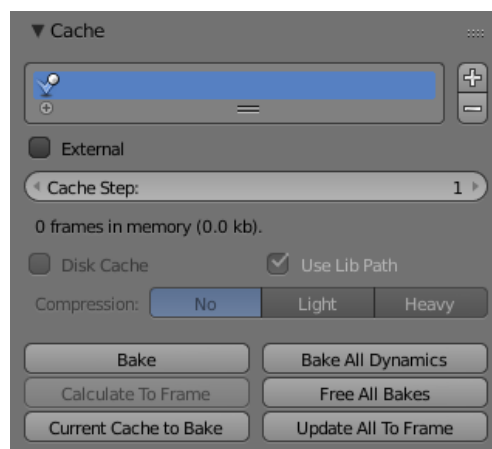
Particles Cache settings.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/particles/emitter/cache.rst, line 15.)
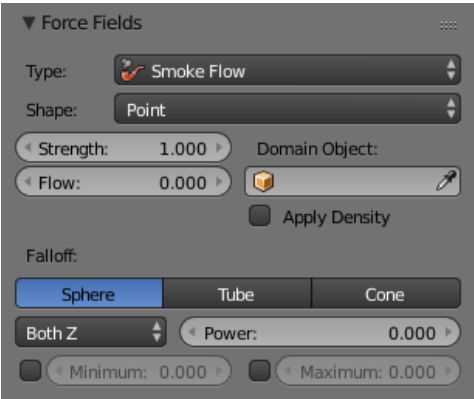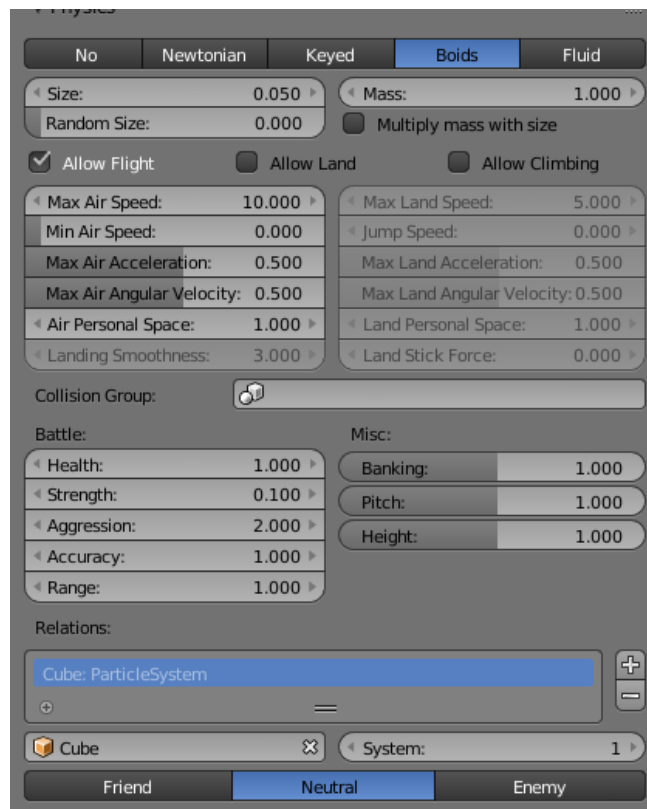
TODO

Update image
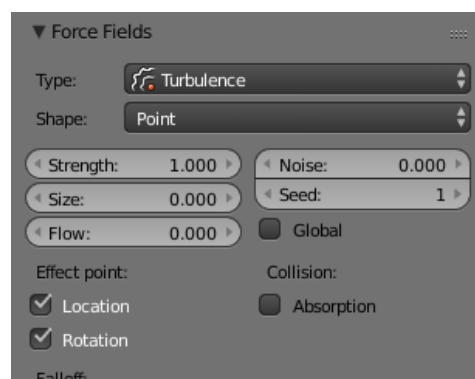
UI for a Turbulence force field.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/forces/force_fields/types/turbulence.rst, line 19.)
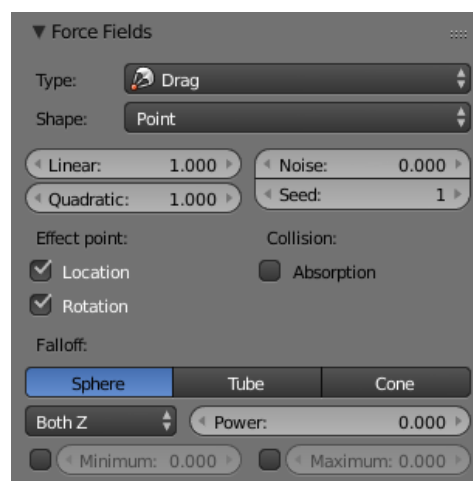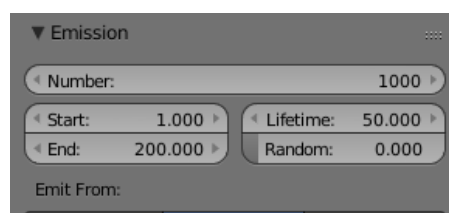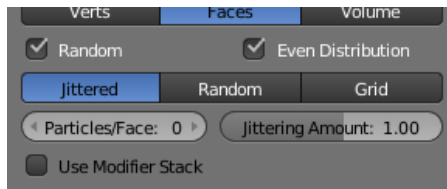
TODO

Update image
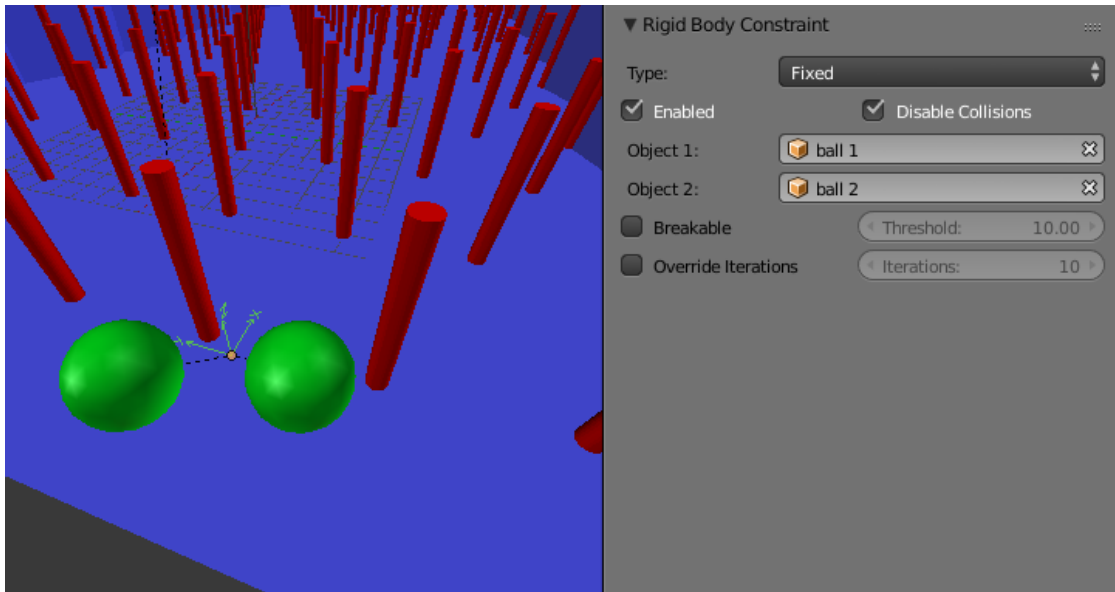
Fixed constraint options.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/rigid_body/constraints/types/fixed.rst, line 1

TODO

Update image

UI for a Harmonic force field.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/forces/force_fields/types/harmonic.rst, line 22.)
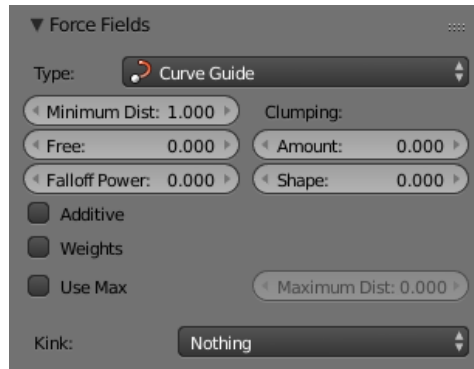
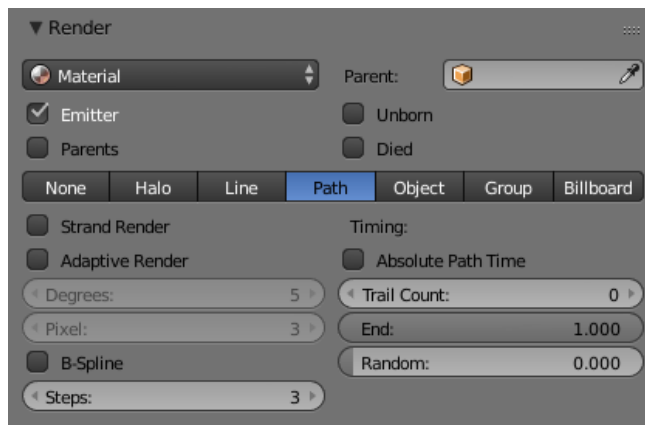UI for a Curve Guide force field.

UI for a Texture force field.

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/particles/emitter/children.rst, line 60.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/particles/emitter/children.rst, line 62.)
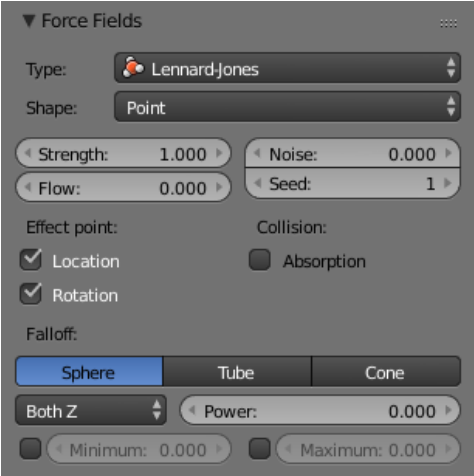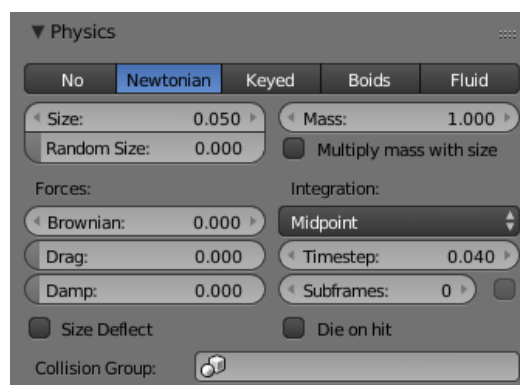
> TODO
>
> Update image
>
>
>
> UI for a Lennard-Jones force field.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/forces/force_fields/types/lennard_jones.rst, line 21.)

> TODO
>
> Update image
>
>
>
> UI for a Fluid Flow force field.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/forces/force_fields/types/fluid_flow.rst, line 21.)
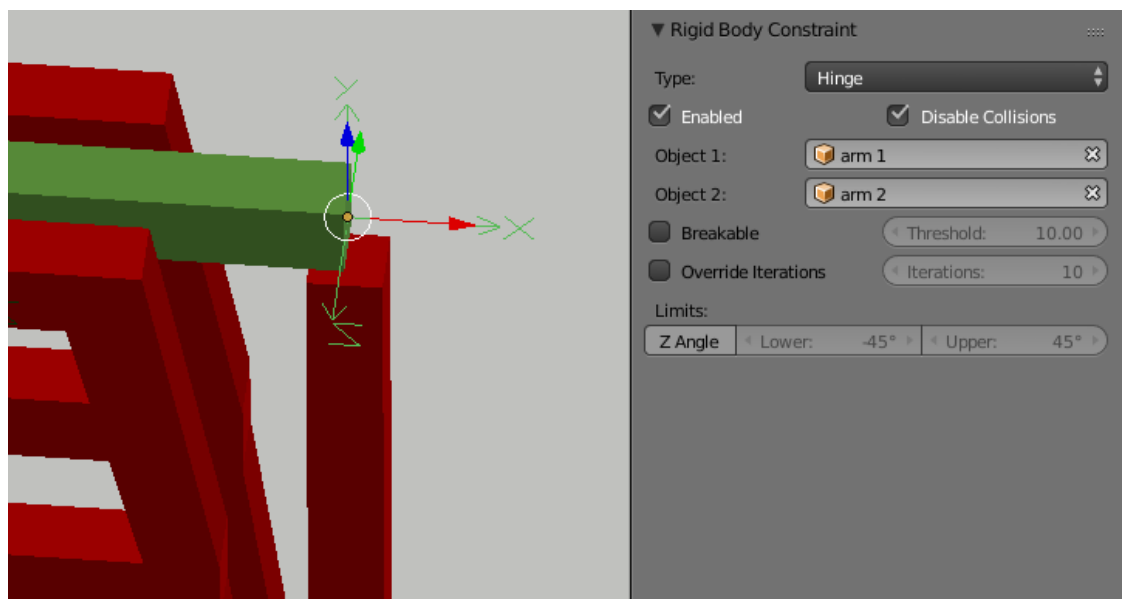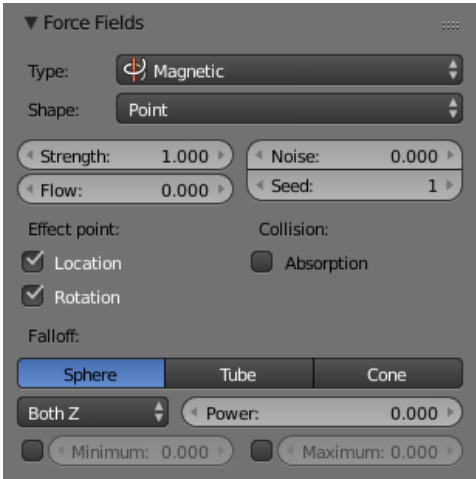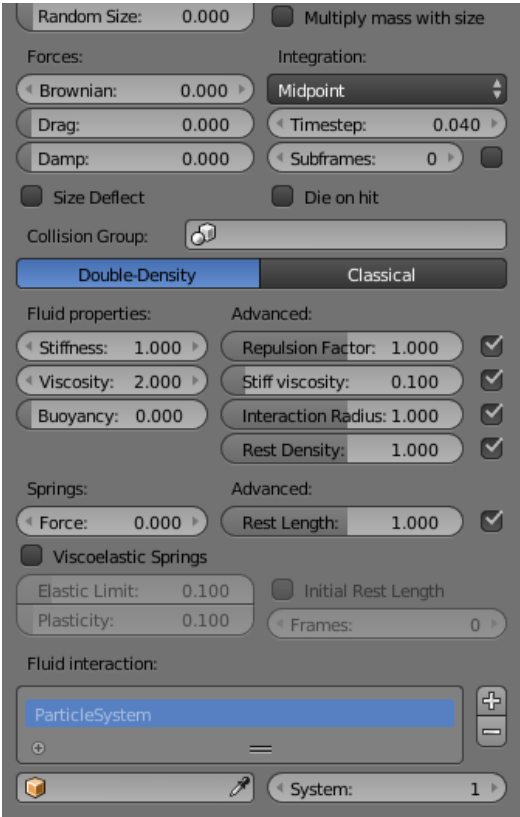
> TODO
>
> Update image

Boid Physics settings.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/particles/emitter/physics/boids.rst, line 13.)

TODO

Update image

UI for a Drag force field.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/forces/force_fields/types/drag.rst, line 18.)
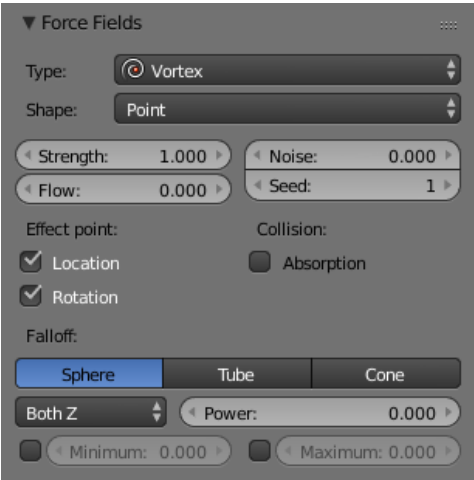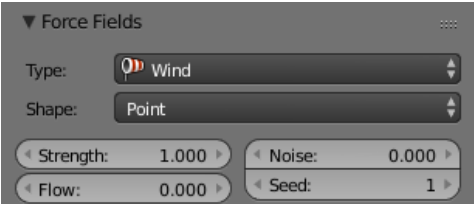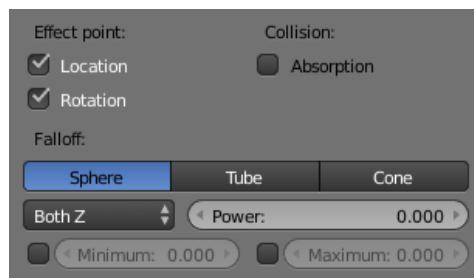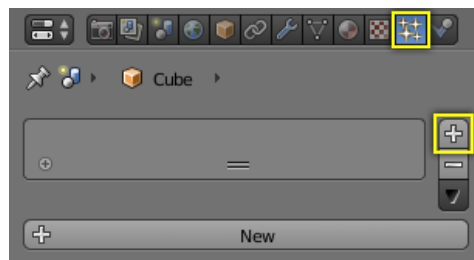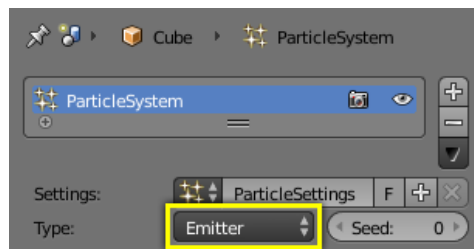
TODO

Update image

Particle Emission settings.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/particles/emitter/emission.rst, line 18.)

TODO

Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/particles/emitter/render.rst, line 21.)

TODO

Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/particles/emitter/render.rst, line 25.)

TODO

Update image

The Visualization panel for Path visualization.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/particles/emitter/render.rst, line 60.)

TODO

Update image

Newtonian Physics settings.
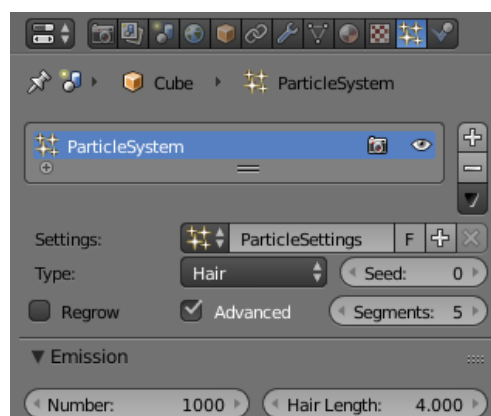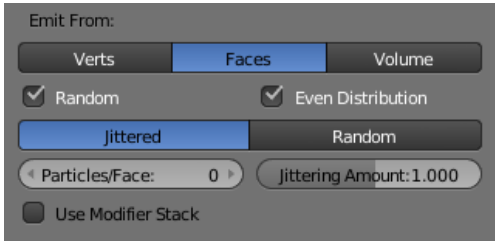
(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/particles/emitter/physics/newtonian.rst, line 17.)

> **TODO**
>
> Update image
>
>
>
> *Hinge* constraint options.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/rigid_body/constraints/types/hinge.rst, line 21.)

> **TODO**
>
> Update image
>
>
>
> UI for a Magnetic force field.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/forces/force_fields/types/magnetic.rst, line 15.)

> **TODO**
>
> Update image
>
>

Fluid Physics settings.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/particles/emitter/physics/fluid.rst, line 12.)
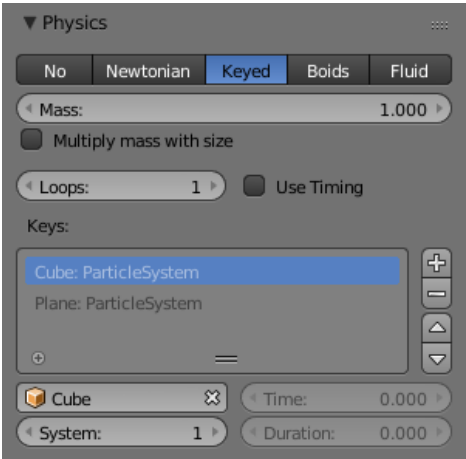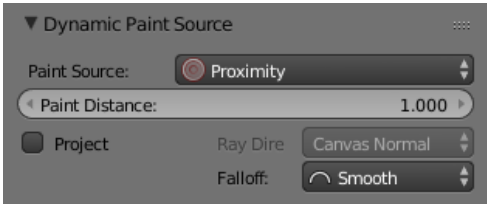
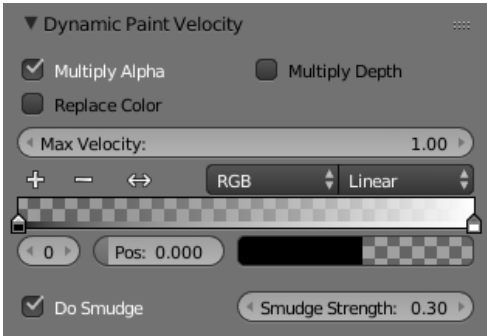| TODO |
| --- |
| Update image |

UI for a Vortex force field.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/forces/force_fields/types/vortex.rst, line 24.)

TODO
Update image

UI for a Wind force field.

TODO

Update image

Adding a particle system.

TODO

Update image

Particle System Types.

TODO

Update image

Hair particle system settings.

TODO

Update image

Texture influence settings.

TODO

Update image

Generic Spring constraint options.

TODO

Update image

▼ Physics

| No | Newtonian | Keyed | Boids | Fluid |

Mass: 1.000

☐ Multiply mass with size

Loops: 1   ☐ Use Timing

Keys:

Cube: ParticleSystem
Plane: ParticleSystem

🔲 Cube ⊗   Time: 0.000
System: 1   Duration: 0.000

Keyed Physics settings.

TODO

Update image

▼ Dynamic Paint Source

Paint Source: ⊙ Proximity
Paint Distance: 1.000
☐ Project   Ray Dire   Canvas Normal
Falloff: ⌒ Smooth

Paint source panel.

TODO

Update image

▼ Dynamic Paint Velocity

☑ Multiply Alpha   ☐ Multiply Depth
☐ Replace Color
Max Velocity: 1.00
+ − ↔   RGB   Linear

0   Pos: 0.000
☑ Do Smudge   Smudge Strength: 0.30

Velocity panel.

TODO

Update image

Brush Waves panel.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/dynamic_paint/brush.rst, line 205.)
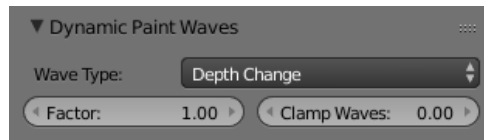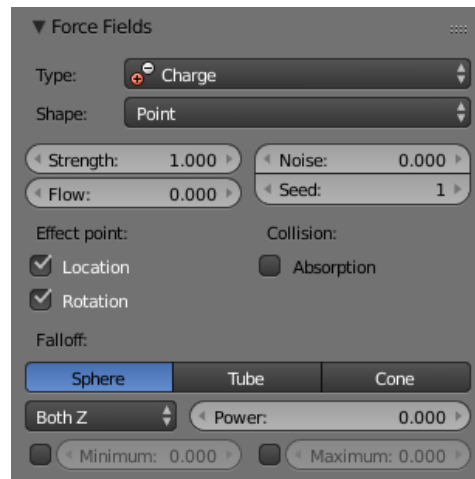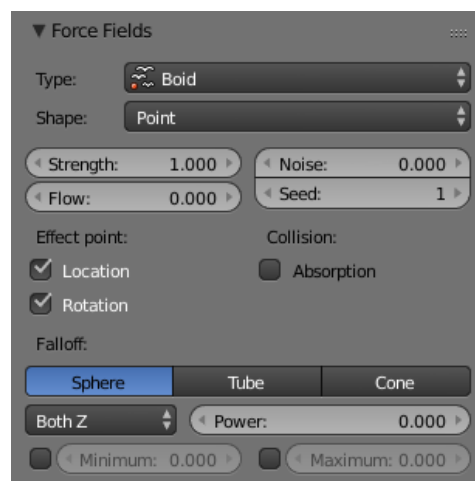
TODO

Update image

UI for a Charge force field.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/forces/force_fields/types/charge.rst, line 18.)
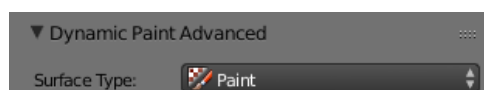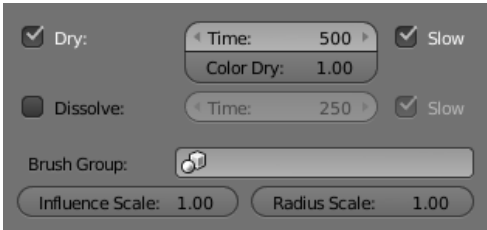
TODO

Update image

UI for a Boid force field.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/forces/force_fields/types/boid.rst, line 16.)

TODO

Update image

Canvas advanced panel.

TODO

Update image

Canvas cache panel.

TODO

Update image

Effects panel.

TODO

Update image

Canvas Output panel.

TODO

Update image
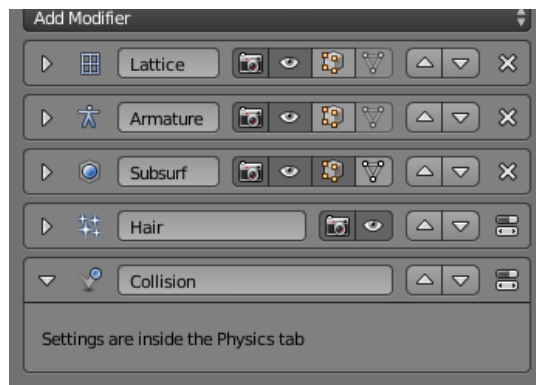
Collision stack.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/physics/collision.rst, line 92.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/movie_clip/tracking/clip/editing/clip.rst, line 17.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/movie_clip/tracking/clip/editing/clip.rst, line 78.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/movie_clip/tracking/clip/editing/track.rst, line 9.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/movie_clip/tracking/clip/editing/track.rst, line 128.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/movie_clip/tracking/clip/editing/track.rst, line 352.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/movie_clip/tracking/clip/editing/track.rst, line 358.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/movie_clip/tracking/clip/editing/track.rst, line 364.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/movie_clip/tracking/clip/editing/track.rst, line 370.)

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/movie_clip/tracking/clip/editing/track.rst, line 370.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/movie_clip/tracking/clip/editing/track.rst, line 442.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/movie_clip/masking/editing.rst, line 118.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/modeling/meshes/properties/vertex_groups/vertex_groups.rst, line 42.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/modeling/meshes/editing/vertex/vertex_groups.rst, line 6.)

> TODO
>
> Add this information.

(The *original entry* is located in /home/blender/git/blender-manual-v440/blender-manual.git/manual/modeling/meshes/editing/mesh/merge.rst, line 50.)