Selection Sets

Reference

Mode:
    Pose Mode
Panel:
    Armature ‣ Selection Sets

Selection Sets are a feature that allows the definition of sets of bones for easy selection while animating. The sets can be created in local and linked armature overrides.

Selection Set

A List View listing all selection sets for the selected armature. Here, selection sets can be renamed by double clicking on the name.

To the right of the name is a check box to include that selection set when copying to the clipboard.

Specials

Delete All Sets

Removes all selection sets from the list.

Remove Selected Bones from All Sets

Removes the selected bones from all selection sets.

Copy Selected Set(s)

Copies the selected set to Blender's clipboard.

Paste Selected Set(s)

Pastes a selection set from Blender's clipboard.

Assign

Assigns the selected bones to the active selection set.

Remove

Removes the selected bones to the active selection set.

Select

Selects all the bones in the active selection set.

Deselect

Deselects all the bones in the active selection set.