# Topbar
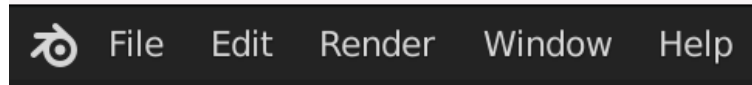
## Menus

File    Edit    Render    Window    Help

### Blender Menu

**Splash Screen**

Open the Splash Screen.

**About Blender**

Opens a menu displaying the following information about Blender:

- **Version**: The Blender version.
- **Date**: Date when Blender was compiled.
- **Hash**: The Git Hash of the build. This can be useful to give to support personnel when diagnosing a problem.
- **Branch**: Optional branch name.
- **Windowing Environment**: On Linux, this will show either Wayland or X11 depending on the windowing environment that Blender is running o
- **Donate**: Open Blender's Development Fund website.
- **What's New**: Open the latest release notes.
- **Credits**: Open the credits webpage.
- **License**: Open the license webpage.
- **Blender Store**: Open the Blender Store website.
- **Blender Website**: Open main Blender website.

**Install Application Template**

Install a new application template.

### File Menu

The options to manage files are:

**New** `Ctrl – N`

Clears the current scene and loads the selected application template.

**Open** `Ctrl – O`

Open a blend-file.

**Open Recent** `Shift – Ctrl – O`

Displays a list of the most recently opened blend-files. Hovering over items will show a preview, and information about the blend-file. Select any o
the file names in the list to open that blend-file.

**Clear Recent Files List**

Removes items from the recent files list.

**Revert**

Reopens the current file to its last saved version.

**Recover**

**Recover Last Session**

This will load a blend-file that Blender automatically saves just before exiting. So this option enables you to recover your last work session,
e.g. if you closed Blender by accident.

**Recover Auto Save**

This will open an automatically saved file to recover it.

**Save** `Ctrl – S`

Save the current blend-file.

**Save As...** `Shift – Ctrl – S`

Opens the File Browser to specify file name and location of save.

**Save Copy...**

Saves a copy of the current file.

**Save Incremental** `Ctrl – Alt – S`

Save the current Blender file with a numerically incremented name that does not overwrite any existing files.

**Link...**

Links data from an external blend-file (library) to the current one. The editing of that data is only possible in the external library. *Link* and *Append* are used to load in only selected parts from another file. See Linked Libraries.

**Append...**

Appends data from an external blend-file to the current one. The new data is copied from the external file, and completely unlinked from it.

**Data Previews**

Tools for managing data-block previews.

**Import**

Blender can use information stored in a variety of other format files which are created by other graphics programs. See Import/Export.

**Export**

Normally you save your work in a blend-file, but you can export some or all of your work to a format that can be processed by other graphics programs. See Import/Export.

**Export All Collections**

Invokes all configured exporters for all collection.

**External Data**

External data, like texture images and other resources, can be stored inside the blend-file (packed) or as separate files (unpacked). Blender keeps track of all unpacked resources via a relative or absolute path. See pack or unpack external data.

**Automatically Pack Resources**

Pack all currently used external files into the blend-file and automatically pack any files that are added later. Unchecking this option will only stop the automatic packing for new files; it won't unpack existing ones.

**Pack Resources**

Pack all used external files into the blend-file. After running this operator and saving the blend-file, the external files will no longer be used – any changes in them will no longer be reflected in the blend-file, and you are free to move or delete them.

**Unpack Resources**

Export previously packed files back to external ones. You can choose whether to reuse existing external files or overwrite them.

**Pack Linked Libraries**

Pack data-blocks that are linked from an external blend-file into the current one.

**Unpack Linked Libraries**

Export previously packed data-blocks back to external blend-files. Existing blend-files are overwritten.

**Make Paths Relative**

Make all paths to external files relative to the current blend-file.

**Make Paths Absolute**

**Make Paths Absolute**

Make all paths to external files absolute (= full path from the system's root).

**Report Missing Files**

This option is useful to check if there are links to unpacked files that no longer exist. After selecting this option, a warning message will appe
in the Info editor's header. If no warning is shown, there are no missing external files.

**Find Missing Files**

In case you have broken links in a blend-file, this can help you to fix the problem. A File Browser will show up. Select the desired directory
(or a file within that directory), and a search will be performed in it, recursively in all contained directories. Every missing file found in the
search will be recovered. Those recoveries will be done as absolute paths, so if you want to have relative paths you will need to select *Mak*
*Paths Relative*.

> Note
>
> Recovered files might need to be reloaded. You can do that one by one, or you can save the blend-file and reload it again, so that all
> external files are reloaded at once.

**Clean Up**

**Purge Unused Data**

Opens a dialog to remove unused data-blocks from both the current blend-file or any Linked Data (cannot be undone). See the Outliner fo
more information.

**Manage Unused Data**

Opens a pop-up window of the Outliner in Unused Data mode which lists data-blocks and other data that are unused and/or will be lost
when the file is reloaded. It includes data-blocks which have only a fake user. You can add/remove the Fake User by clicking on cross/tick
icon on the right side of the Outliner.

**Defaults**

This menu manages the startup file which is used to store the default scene, workspace, and interface displayed when creating a new file.

Initially this contains the startup scene included with Blender. This can be replaced by your own customized setup.

**Save Startup File**

Saves the current blend-file as the startup file.

**Load Factory Settings**

Restores the default startup file and preferences.

When an Application Templates is in use the following operators are shown:

**Load Factory Blender Settings**

Loads the default settings to the original Blender settings without the changes made from the current application template.

**Load Factory (Application Template Name) Settings**

Loads the default settings to the original application template.

> See also
>
> Managing Preferences.

**Quit** `Ctrl – Q`

Closes Blender. The current scene is saved to a file called "quit.blend" in Blender's temporary directory (which can be found on the "File Paths" t
of the Preferences).

# Edit Menu

**Undo, Redo, Undo History**

See Undo & Redo.

**Adjust Last Operation, Repeat Last, Repeat History**

See Undo & Redo.

**Menu Search**

Find a menu based on its name.

**Operator Search**

Execute an operator based on its name (Developer Extras only).

**Rename Active Item**

Rename the active object or node; see Rename tool for more information.

**Batch Rename**

Renames multiple data types at once; see Batch Rename tool for more information.

**Lock Object Modes**

Prevents selecting objects that are in a different mode than the current one.

> Note
>
> This option can prevent accidental mode changes, such as when you're trying to select a bone in Pose Mode to animate it, but instead click a piece of background scenery (which would normally select that piece and switch to Object Mode).
>
> You may want to disable *Lock Object Modes* for example when weighting rigged objects or sculpting/painting where you intentionally want to switch between objects in different modes.

**Preferences** `Ctrl - Comma`

Open the Preferences window.

# Render Menu

**Render Image** `F12`

Render the active scene at the current frame.

**Render Animation** `Ctrl - F12`

Render the animation of the active scene.

> See also
>
> - Rendering Animations for details.

**Render Audio**

Mix the scene's audio to a sound file.

> See also
>
> - Rendering audio for details.

**View Render** `F11`

Show the Render window. (Press again to switch back to the main Blender window.)

**View Animation** `Ctrl - F11`

Playback rendered animation in a separate player.

> See also
>
> - Animation player for details.
> - Preferences for selecting a different animation player than the default one.

**Lock Interface**

Lock interface during rendering in favor of giving more memory to the renderer.

## Window Menu

**New Window**

Create a new window by copying the current window.

**New Main Window**

Create a new window with its own workspace and scene selection.

**Toggle Window Fullscreen**

Toggle the current window fullscreen.

**Next Workspace**

Switch to the next workspace.

**Previous Workspace**

Switch to the previous workspace.

**Show Status Bar**

Choose whether the Status Bar at the bottom of the window should be displayed.

**Save Screenshot**

Capture a picture of the current Blender window. A File Browser will open to choose where the screenshot is saved.
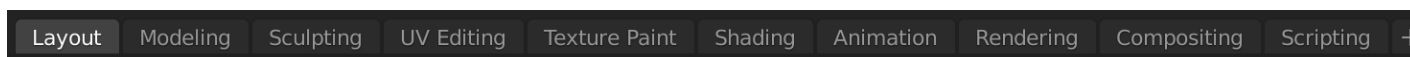
**Save Screenshot (Editor)**

Capture a picture of the selected Editor. Select the Editor by clicking `LMB` within its area after running the operator. A File Browser will open to choose where the screenshot is saved.
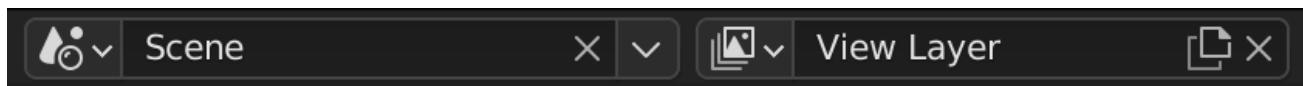
## Help Menu

See Help Menu.

## Workspaces

| Layout | Modeling | Sculpting | UV Editing | Texture Paint | Shading | Animation | Rendering | Compositing | Scripting | + |

This set of tabs is used to switch between Workspaces, which are essentially predefined window layouts.

## Scenes & Layers

| Scene | × | ∨ | | View Layer | ⎘ × |

These data-block menus are used to select the current Scene and View Layer.

View Source
View Translation
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