13.3 User Preferences - Editing

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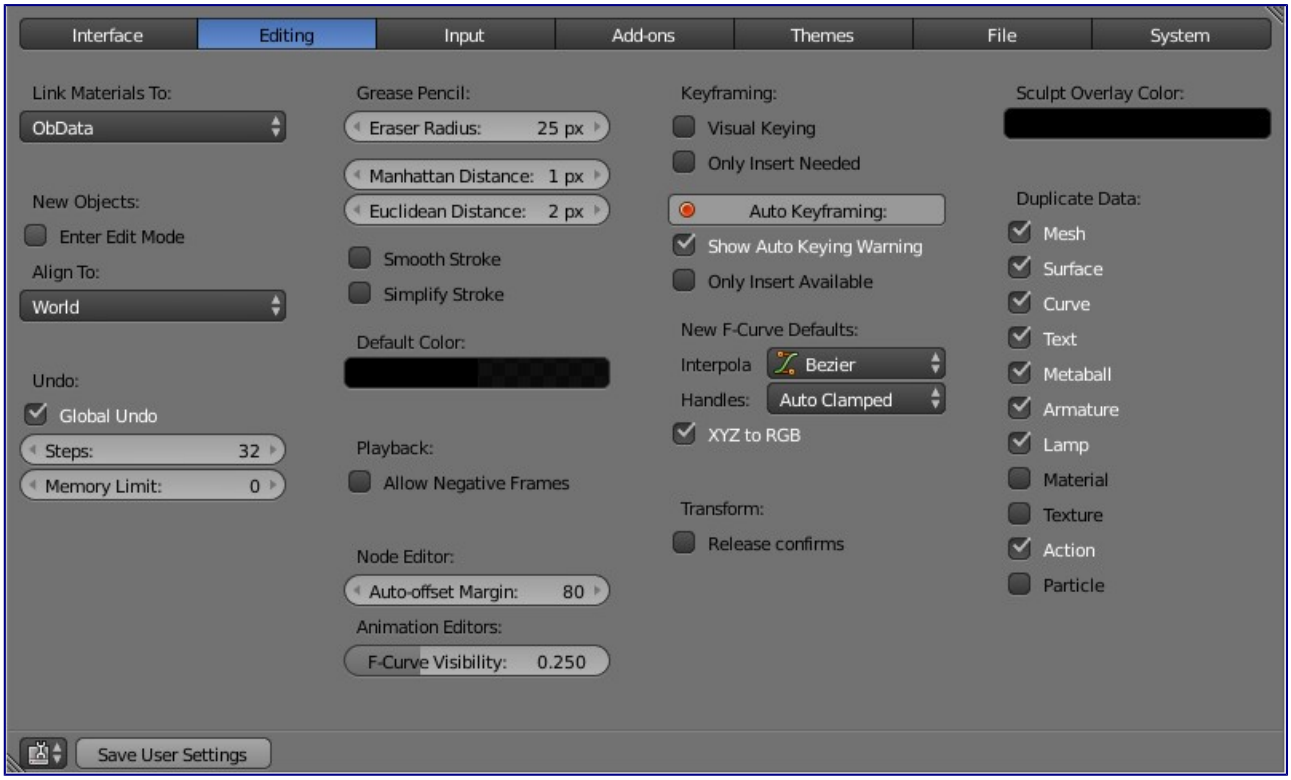
Editing

These preferences control how several tools will interact with your input.



Link Materials To

Example for a Mesh

To understand this option properly, you need to understand how Blender works with Objects. Almost everything in Blender is organized in a hierarchy of data-blocks. A data-block can be thought of as containers for certain pieces of information. For example, the Object data-block contains information about the Object's location while the Object Data (*ObData*) data-block contains information about the mesh.

A material may be linked in two different ways:

A material linked to ObData (left) and Object (right).

ObData
Any created material will be created as part of the ObData data-block.
Object
Any created material will be created as part of the Object data-block.

Read more about Blender's Data System

New objects

Enter Edit Mode
If selected, Edit Mode is automatically activated when you create a new object.
Align To
World
New objects align with world coordinates.
View
New object align with view coordinates.

Undo

Global Undo

This enables Blender to save actions done when you are **not** in *Edit Mode*. For example, duplicating Objects, changing panel settings or switching between modes.

Warning
While disabling this option does save memory, it stops the redo panel from functioning, also preventing tool options from being changed in some cases. For typical usage, its best to keep this enabled.

Step
Number of Undo steps available.
Memory Limit
Maximum memory usage in Mb (0 is unlimited).

Read more about Undo and Redo options

Grease Pencil

Grease Pencil permits you to draw in the 3D viewport with a pencil-like tool.

Manhattan Distance
The minimum number of pixels the mouse has to move horizontally or vertically before the movement is

recorded.

Euclidian Distance
The minimum distance that mouse has to travel before movement is recorded.

Eraser Radius
The size of the eraser used with the grease pencil.

Smooth Stroke
Smooths the pencil stroke after it's finished.

Playback

Allow Negative Frame
If set, negative framenumbers might be used.

Keyframing

In many situations, animation is controlled by keyframes. The state of a value (e.g. location) is recorded in a keyframe and the animation between two keyframes is interpolated by Blender.

Visual Keying
Use Visual keying automatically for constrained objects.

Only Insert Needed
When enabled, new keyframes will be created only when needed.

Auto Keyframing

Automatic keyframe insertion for Objects and Bones. Auto Keyframe is not enabled by default.

Only Insert Available
Automatic keyframe insertion in available curves.

New F-Curve Defaults

Interpolation
This controls how the state between two keyframes is computed. Default interpolation for new keyframes is Bezier which provides smooth acceleration and de-acceleration whereas Linear or Constant is more abrupt.

XYZ to RGB
Color for X, Y or Z animation curves (location, scale or rotation) are the same as the color for the X, Y and Z axis.

Transform

Release confirm
Dragging LMB on an object will move it. To confirm this (and other) transforms, a LMB is necessary by default. When this option is activated, the release of LMB acts as confirmation of the transform.

Sculpt Overlay Color

This color selector allows the user to define a color to be used in the inner part of the brushes circle when in sculpt mode, and it is placed as an overlay to the brush, representing the focal point of the brush influence. The overlay color is visible only when the overlay visibility is selected (clicking at the *eye* to set its visibility), and the transparency of the overlay is controled by the alpha slider located at the brush selector panel, located at the top of the tool shelf, when in sculpt mode.

Duplicate Data

The ‘Duplicate Data’ check-boxes define what data is copied with a duplicated Object and what data remains linked. Any boxes that are checked will have their data copied along with the duplication of the Object. Any boxes that are not checked will instead have their data linked from the source Object that was duplicated.

For example, if you have Mesh checked, then a full copy of the mesh data is created with the new Object, and each mesh will behave independently of the duplicate. If you leave the mesh box unchecked then when you change the mesh of one object, the change will be mirrored in the duplicate Object.

The same rules apply to each of the check-boxes in the ‘Duplicate Data’ list.