

Duplicate Window

Access:

Keyboard shortcut: **SHIFT + LMB of the Frame Splitter > DRAG**

Mode: UV/Image Editor

Panel: None

Menu: View > Duplicate Area in to New Window

Description:

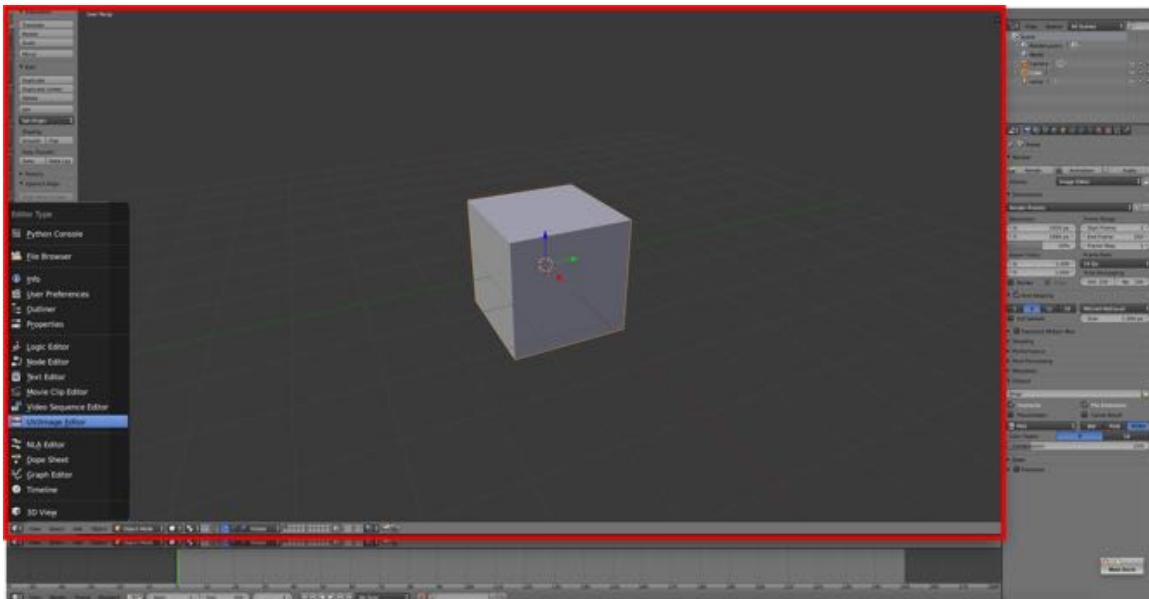
This is a capability which is available in other editors but which is particularly useful for the UV/Image Editor when using Blender to make Trainz assets.

To Use the Tool:

- **LMB drag** on the **hatched area (Frame Splitter)** in the upper right-hand corner of the editor to **create a second editor** in a new window.

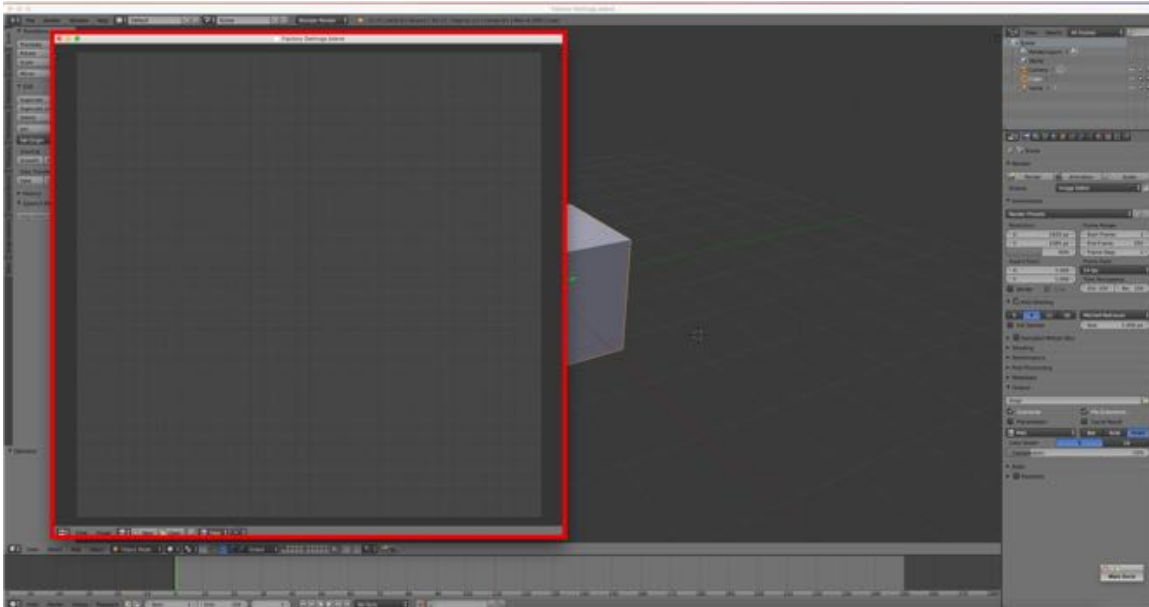
Let's Try It:

- **Open Blender** and **LMB drag** on the **hatched area (Frame Splitter)** in the upper right-hand corner of the 3D Editor to **create a second 3D Editor** in a new window.



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- In the left-hand corner of new **3D Editor's** header **LMB** click on the **Editor Selection Icon** and select **UV/Image Editor**.



The UV/Image Editor window has been reduced in size to show the overlap with the 3D Editor window.

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Note: Both windows may be resized or repositioned on the screen or placed on the screen of a second monitor.

Additional Comments:

It is possible to place other editors in their own window, but I find it to do it only with the UV/Image Editor.

For More Information:

Blender Reference Manual, **Open New Windows**

https://www.blender.org/manual/interface/window_system/arranging_frames.html