

# Edit menu

The Edit menu allows you to select and deselect objects. Once objects are selected, they can be operated on using the [Objects Library](#), or [Object Line type](#), color, [Object filter settings](#) or [Object Point spacing](#).

## Select all objects

This will select all objects in all frames of the scene.

## Select all objects in current frame

This will select all objects that are in the current frame.

## Deselect all

This will deselect all objects in all frames. You may also deselect all objects by clicking the mouse in any blank area of the Viewport.

## See Also

- [Viewport](#)
- [Objects Library](#)
- [Toolbar buttons](#)

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