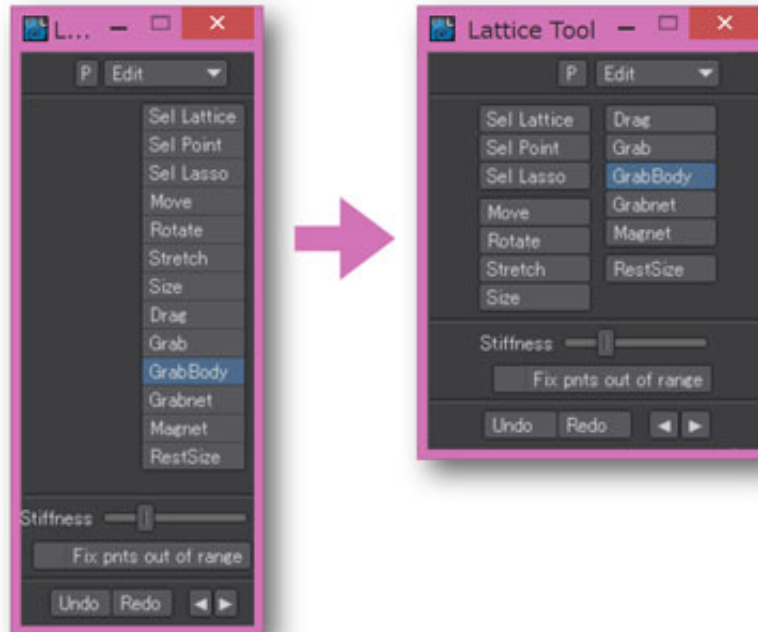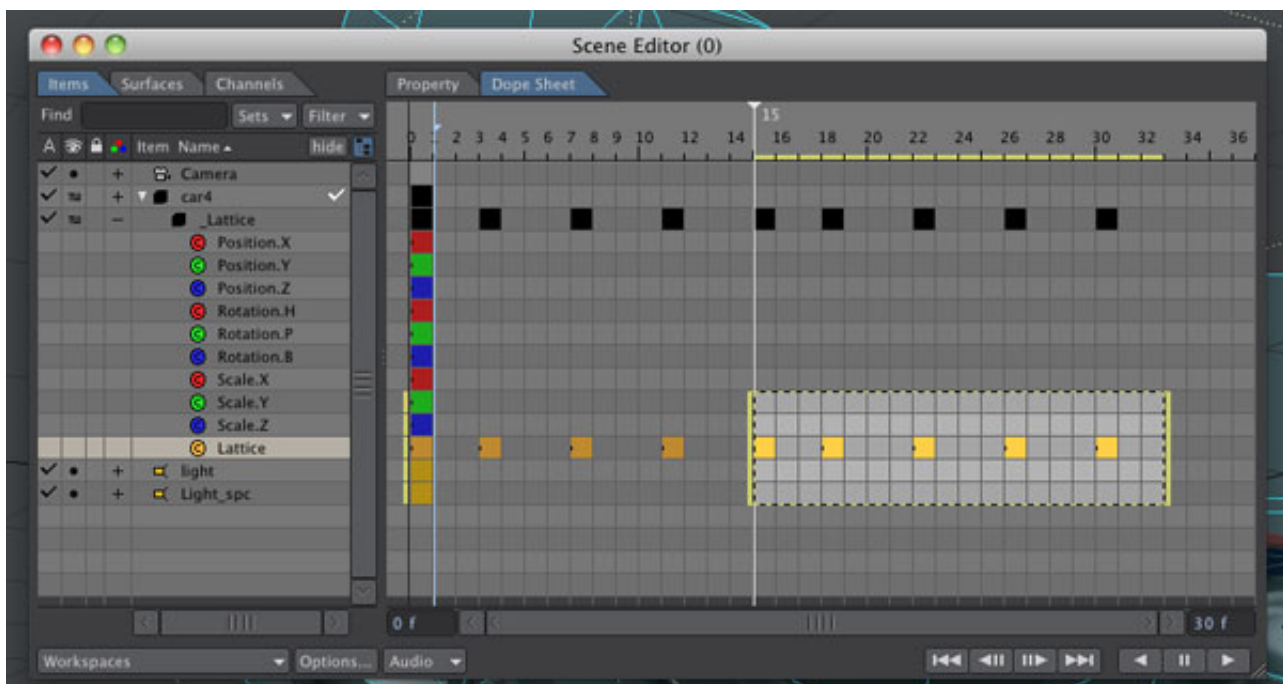## Version 1.06

The tool panel has become wider and more compact for ease of moving the panel itself around.

Version 1.05

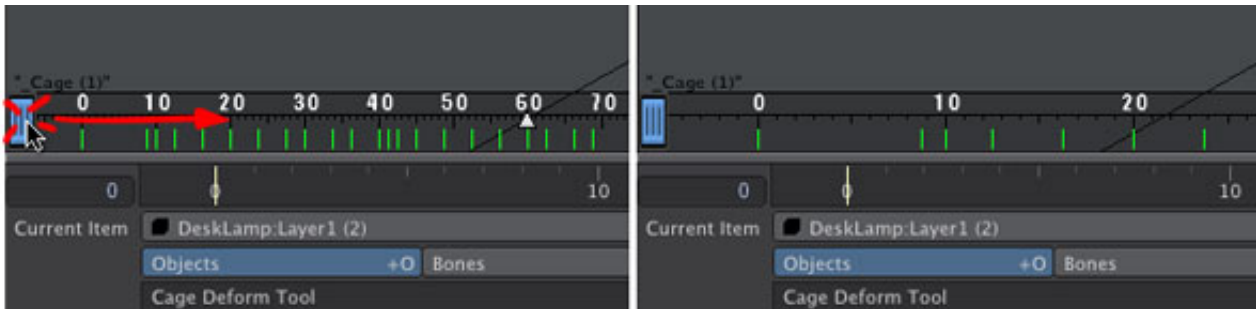### Editing the keyframes in the Scene Editor's dope sheet

Also in the Scene Editor's dope sheet, the shape keyframes for scene lattices can be edited. It allows copying, deleting, quantizing, time shifting and time scaling of selection of keyframes.

If any of the existing shape keyframes are edited in the Scene Editor with the Lattice Tool panel open, the undo/redo stack will be cleared. Because these keyframe values are used as IDs for tying themselves to the actual shape keyframes, they should never be changed. Even if they are changed and become broken links due to some kind of mistake, you can repair broken key links by selecting the lattices or by saving and reloading the scene.

Rescaling of the timeline range

Left-clicking and dragging left/right on the scale button located at each side of the timeline let you interactively change the timeline range.

You can also fit the timeline to Layout's built-in timeline by right-clicking on the scale button, but the pixel width per frame is limited to numbers between a minimum of 4 and a maximum of 128.