

## Installing Bforartists

Getting Bforartists.....	1
Download Bforartists.....	1
Minimum Requirements.....	1
Install Bforartists.....	2
Installing on Linux - Not yet!.....	2
Download from Bforartists.de.....	2
Running from the terminal.....	2
Avoiding Alt+Mouse Conflict.....	2
Installing on OSX - Not Yet!.....	3
Installing on MS-Windows.....	3
Configuring Peripheral.....	3
Multi-Monitor Setup.....	4
Graphic Tablets.....	4
3D Mice.....	4
Configuration.....	4
Language.....	4
Input.....	4
File and Paths.....	4
Configuration and Data Paths.....	4
Platform Dependant Paths.....	5
Linux.....	5
Mac OSX.....	5
MS-Windows.....	6
Path Layout.....	6

## Getting Bforartists

### Download Bforartists

Bforartists is currently just available for download for MS-Windows as a zipfile from the Bforartists page.

<http://www.bforartists.de/content/download>

Linux and OS X versions are planned. But not yet available.

What is also available is the source code. Which can either be found at the same download page as shown above. Or at github.

<https://github.com/Bforartists/Bforartists>

### Minimum Requirements

Check if your system meets the minimum or recommended requirements.

Always check that the graphics drivers are up to date, and that OpenGL is well supported.

Support for other hardware such as graphic tablets and 3D mice are covered later in *Supported Hardware*.

## Install Bforartists

The procedure for installing a binary, either the last stable release or a daily build, is the same. Follow the steps for your operative system as listed below

## Installing on Linux - Not yet!

Placeholder. The Linux version is not available yet

## Download from Bforartists.de

Download the Linux version for your architecture and uncompress the file to the desired location (eg. ~/software or /usr/local).

Bforartists can now be launched by double-clicking the executable.

For easy access, you can configure your system by adding a menu entry or shortcut for Bforartists and associate and open .blend files with Bforartists when opening from the file browser. These settings typically belong to the Window Manager (KDE, Gnome, Unity).

## Running from the terminal

To run Bforartists from the terminal without needing to be in the executable directory, add the extracted folder to the environment PATH.

Add the following command to .bash\_rc or .bash\_profile with Bforartists's binary:

```
export PATH=$/path/to/Bforartists-VERSION-linux-glibcVERSION-ARCH:$PATH
```

### Tip

If you use daily builds and update Bforartists frequently, you can link or always rename your folder to 'Bforartists' and use this name for the PATH environment variable and for keeping the window manager menu up to date.

## Avoiding Alt+Mouse Conflict

Many Window Managers default to **Alt - LMB** for moving windows, which is a shortcut that Bforartists uses to simulate a 3 button mouse. You can either have this feature disabled User Preferences ▸ Input ▸ Emulate 3 Button Mouse or you can change the Window Manager settings to use the *Meta* key instead (also called *Super* or *Windows key*):

- **KDE:** System Settings > Window Behavior > Window Behavior > Window Actions , Switch 'Alt' for 'Meta' key
- **Unity/Gnome:** enter the following in a command line (effective at next login):

```
gsettings set org.gnome.desktop.wm.preferences mouse-button-modifier '<Super>'
```

## Installing on OSX - Not Yet!

Placeholder. The OS X version is not available yet

After downloading Bforartists for Mac-OSX, uncompress the file and drag `Bforartists.app` onto the Applications folder.

### Tip

Because *Bforartists* doesn't use the standard OS menu system, you likely have a redundant menu-bar at the top.

To remove it see this post on Macworld, but beware that it is somewhat complex. As an alternative: simply make *Bforartists* full screen by `Alt-F11` or by `File > Window > Toggle Window Fullscreen`.

## Installing on MS-Windows

There is no Windows installer available yet.

Download the `.zip` file. Choose either 32 bit or 64 Bit version, dependand of your operating system.

Place the zip file where you want Bforartists to be. This can be everywhere at your system. Then extract the zipfile. To start Bforartists you have to double click at the exe file inside the created folder now.

It is also recommend to make a shortcut towards this executable. So that you don't have to navigate to the folder all the time when you want to start Bforartists. Place this shortcut at the desktop or the quickstart taskbar.

### Note

With `.zip` you have to manually extract Bforartists to the desired folder, where you can double-click the executable to run Bforartists.

There is no installer to place Bforartists on the menu, but there is also no need for administrator rights. With this option it is possible to have multiple versions of Bforartists without conflicting, as they are not actually installed on the system.

## Configuring Peripheral

## Multi-Monitor Setup

## Graphic Tablets

## 3D Mice

# Configuration

Here are some quick preferences that you may wish to set as quickly as possible. The full list and explanation of the preferences is in the section *User Preferences*.

## Language

At File ▸ User Preferences ▸ System, enable **International Fonts** to choose the **Language** and what to translate from **Interface**, **Tooltips** and **New Data**. See more at [Internationalization](#)

## Input

If you have a compact keyboard without a separate number pad enable File ▸ User Preferences ▸ **Emulate Numpad**.

If you don't have a middle mouse button you can enable File ▸ User Preferences ▸ **Emulate 3 Button Mouse**.

## File and Paths

At File ▸ User Preferences ▸ File you can set options such as what external **Image Editor** to use, such as GIMP or Krita, and the **Animation Player**.

The **Temp** directory sets where to store files such as temporary renders and autosaves.

### Tip

// at the start of a path in Bforartists means the directory of the currently opened **.blend** file, used to reference relative-paths.

If you trust the source of your **.blend** files, you can enable **Auto Run Python Scripts**. This option is meant to protect you from malicious Python scripts that someone can include inside a Bforartists file. This would not happen by accident, and most users leave this option on to automatically run scripts such as **Rigify** that controls the skeleton of a human rig.

# Configuration and Data Paths

There are three different directories Bforartists may use, their exact locations are operating system dependent.

## LOCAL

Location of configuration and runtime data (for self contained bundle)

## USER

Location of configuration files (normally in the user's home directory).

## SYSTEM

Location of runtime data for system wide installation (may be read-only).

For system installations both **SYSTEM** and **USER** directories are needed.

For locally extracted Bforartists distributions, the user configuration and data runtime data are kept in the same sub-directory, allowing multiple Bforartists versions to run without conflict, ignoring the **USER** and **SYSTEM** files.

### Note

You may need to have the “show hidden files” option checked in your file browser settings.

## Platform Dependant Paths

Here are the default locations for each system:

### Linux

#### LOCAL

`./2.76/`

#### USER

`$HOME/.config/Bforartists/2.76/`

#### SYSTEM

`/usr/share/Bforartists/2.76/`

### Note

The path `./2.76/` is relative to the Bforartists Executable & used for self contained bundles

### Note

The **USER** path will use `$XDG_CONFIG_HOME` if its set:

`$XDG_CONFIG_HOME/Bforartists/2.76/`

### Mac OSX

#### LOCAL

./2.76/

## USER

/Users/\$USER/Library/Application Support/Bforartists/2.76/

## SYSTEM

/Library/Application Support/Bforartists/2.76/

## Note

OSX stores the Bforartists binary in `./Bforartists.app/Contents/MacOS/Bforartists`, so the local path to data & config is:

`./Bforartists.app/Contents/MacOS/2.76/`

## MS-Windows

### LOCAL

.\2.76\.

### USER

C:\Documents and Settings\%USERNAME%\AppData\Roaming\Bforartists  
Foundation\Bforartists\2.76\

### SYSTEM

C:\Documents and Settings\All Users\AppData\Roaming\Bforartists  
Foundation\Bforartists\2.76\

## Path Layout

This is the path layout which is used within the directories described above.

Where `./config/startup.blend` could be `~/.Bforartists/2.76/config/startup.blend` for example.

`./autosave/ ...`

Autosave blend file location. *Windows only, temp directory used for other systems.*

Search order: LOCAL, USER.

`./config/ ...`

Defaults & session info.

Search order: LOCAL, USER.

`./config/startup.blend`

Default file to load on startup.

`./config/userpref.blend`

Default preferences to load on startup.

`./config/bookmarks.txt`

File selector bookmarks.

`./config/recent-files.txt`

Recent file menu list.

`./datafiles/ ...`

Runtime files.

Search order: LOCAL, USER, SYSTEM

`./datafiles/locale/{language}/`

Static precompiled language files for UI translation.

`./datafiles/icons/*.png`

Icon themes for Bforartists user interface. *Not currently selectable in the theme preferences.*

`./datafiles/brushicons/*.png`

Images for each brush.

`./scripts/ ...`

Python scripts for the user interface and tools.

Search order: LOCAL, USER, SYSTEM.

`./scripts/addons/*.py`

Python add-ons which may be enabled in the user preferences, includes import/export format support, render engine integration and many handy utilities.

`./scripts/addons/modules/*.py`

Modules for add-ons to use (added to Python's `sys.path`).

`./scripts/addons_contrib/*.py`

Another add-ons directory which is used for community maintained add-ons (must be manually created).

`./scripts/addons_contrib/modules/*.py`

Modules for `addons_contrib` to use (added to Python's `sys.path`).

`./scripts/modules/*.py`

Python modules containing our core API and utility functions for other scripts to import (added to Python's `sys.path`).

`./scripts/startup/*.py`

Scripts which are automatically imported on startup.

`./scripts/presets/{preset}/*.py`

Presets used for storing user defined settings for cloth, render formats etc.

`./scripts/templates/*.py`

Example scripts which can be accessed from: Text Space's Header → Text → Script Templates.

`./python/ ...`

Bundled Python distribution, only necessary when the system Python installation is absent or incompatible.

Search order: LOCAL, SYSTEM.