

## 13.3 Advanced - Application Templates

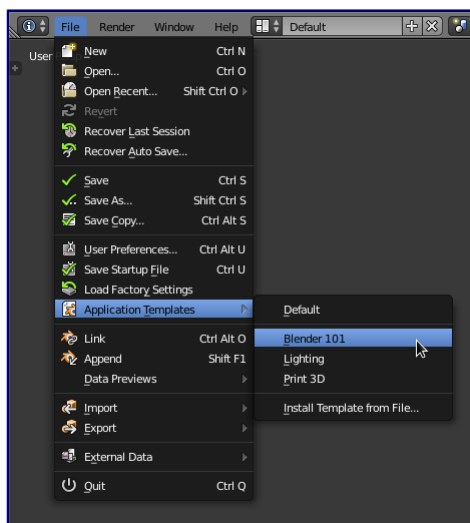
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# Application Templates

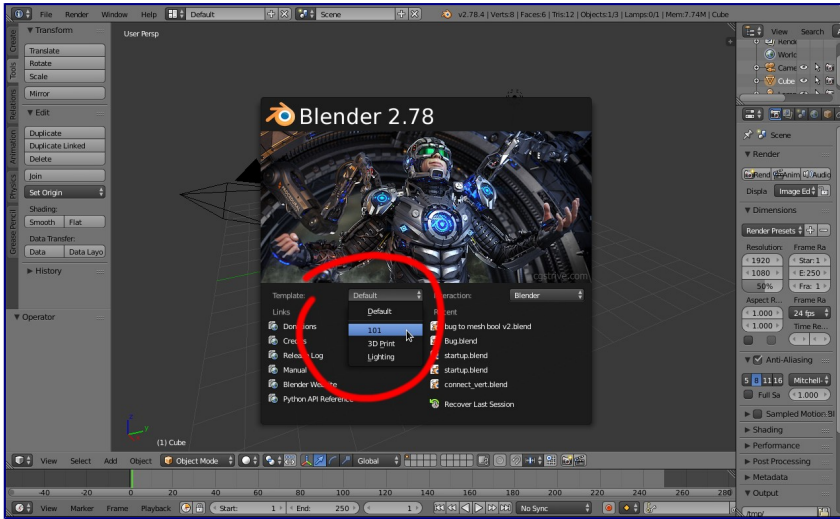
## Application Templates

### Usage

Application templates are a feature that allows you to define a re-usable configuration that can be selected to replace the default configuration, without requiring a separate Bforartists installation or overwriting your personal settings.



Using templates from the file menu



Selecting a template from the splash screen.

Application templates can be selected from the splash screen or the file menu (*as shown above*).

When there are no templates found the menu will not be displayed on the splash screen.

New application-templates can be installed from the file menu.

If you would like to keep the current application-template active on restarting Blender, save your user-preferences.

## Motivation

In some cases its not enough to write a single script or add-on, and expect someone to replace his user-preferences and startup file, install scripts and change his key-map.

The goal of application-templates is to support switching to a customized configuration without disrupting your existing settings & installation.

This means people can build their own *applications* on top of Bforartists that can be easily distributed.

## Details

An application-template may define its own:

### Startup File

The default file to load with this template.

### User Preferences

Only certain user-preferences from a template are used:

- Themes.
- Add-ons.
- Keymaps.
- Viewport lighting.

### Splash Screen

Templates may provide their own splash screen image.

### Python Scripts

While templates have access to the same functionality as any other scripts, typical operations include:

- Modifying and replacing parts of the user-interface.
- Defining new menus, key-maps & tools.
- Defining a custom add-on path for template specific add-ons.

Templates also have their own user configuration so saving startup while using a template won't overwrite your default startup file.

## Directory Layout

Templates may be located in one of two locations within the `scripts` directory.

### Template locations:

```
{BLENDER_USER_SCRIPTS}/startup/bl_app_templates_user  
{BLENDER_SYSTEM_SCRIPTS}/startup/bl_app_templates_system
```

User configuration is stored in a sub directory,

### Without a template:

```
./config/startup.blend  
./config/userpref.blend
```

### With a template:

```
./config/{APP_TEMPLATE_ID}/startup.blend  
./config/{APP_TEMPLATE_ID}/userpref.blend
```

See [Configuring Directories](#) for details on script and configuration locations.

## Template Contents

Each of the following files can be used for application templates but are optional.

### **startup.blend**

Factory startup file to use for this template.

### **userpref.blend**

Factory user-preferences file to use for this template.

*(As noted previously, this is only used for a subset of preferences).*

### **splash.png, splash\_2x.png**

Splash screen do override Blender's default artwork (not including header text).

Must be 501x230 or 1002x460 (used for HiDPI monitors).

### **\_\_init\_\_.py**

A Python script which must contain `register` and `unregister` functions.

### Note

Bundled blend files `startup.blend` and `userpref.blend` are considered *Factory Settings* and are never overwritten.

The user may save his own startup/preferences while using this template which will override them.

The original template settings can be loaded using: *Load Template Factory Settings* from the file menu in much the same way *Load Factory Settings* works.