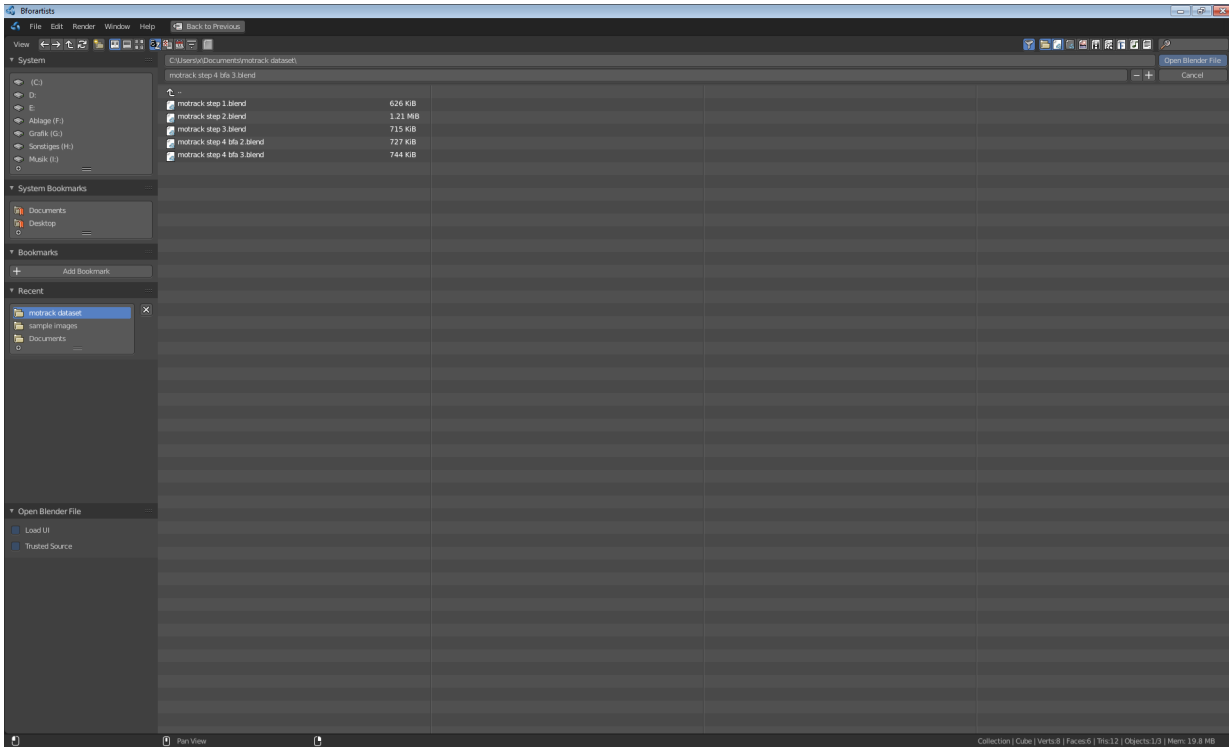


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File Browser



The file browser is a explorer dialog that allows you to browse for locations and files, and allows you to load and save them.

The file browser has multiple uses. While its often used for save/load, it can be kept open for other uses too.

In the file browser you can:

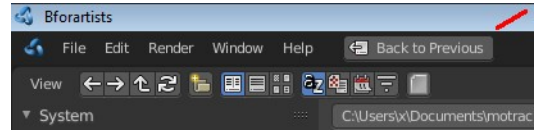
- Opening and Saving Blend files.
- Import/Export other file formats.
- Picking new locations for existing file-paths (images, video’s, fonts... etc).
- Browsing inside other .blend files, when using *Append and Link*.

You can also keep the file selector open, as with any other window type. In this case the buttons to load files is removed. The main purpose of this is to be able to drag media files.

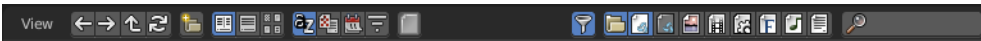
- Images into the Video Sequence Editor (to set background or apply as material textures).
- Media files into the Video Sequence Editor.

Back to Previous

Once you open the file browser you will see a "Back to Previous" Button in the header of the Info Editor. This allows you to leave the File Browser when you decide not to load or save. The same can of course be done with the Cancel button.



Header tools



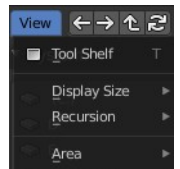
The header is divided into two sections. At the left side you can find the general tools. At the right side the search and some settings.

There are several tools in the header to find. The range goes from navigation elements across filters up to display options. Some defaults differs, dependant of what file format you try to load or to save.

View Menu

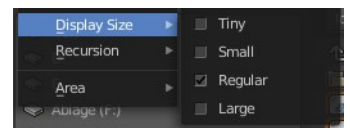
Tool Shelf

Shows or hides the tool shelf at the left side



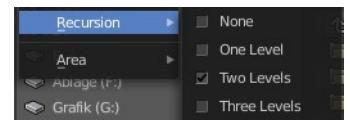
Display Size

Here you can set the display size of the file browser to four predefined sizes.



Recursion

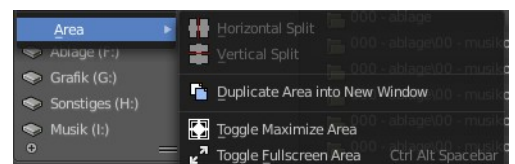
Recursion is a dropdown menu where you can adjust how deep the explorer should dig. Normally it just lists the content of the currently selected directory. But it is also possible to list the content of the folders three levels lower.



The recursion direction is always downwards. Default is None.

Area Menu

Area is a menu with window related settings.



Horizontal Split

Splits the editor horizontally into two editors.

Vertical Split

Splits the editor vertically into two editors.

Duplicate Area into new Window

Creates a floating window out of the current editor.

Toggle Maximize Area

Displays the editor maximized with menus.

To return to split view press hotkey Ctrl Up Arrow, or reuse the menu item in the View menu.

Toggle Fullscreen Area

Displays the editor maximized without menus.

To return from the full screen view press hotkey Alt F10, or use the little button that appears up right when you move the mouse in this corner.

Folder Navigation



Previous Folder

Navigates to the previous folder location

Next Folder

Navigates to the next folder location. This just works when you had Previous folder clicked before.

Parent File

Moves one upwards in the explorer hierarchy

Refresh List

Refreshes the file list. This is useful when you did some modifications at the folder content outside of the file browser.

Create new Directory

Creates a new folder inside of the currently selected directory.



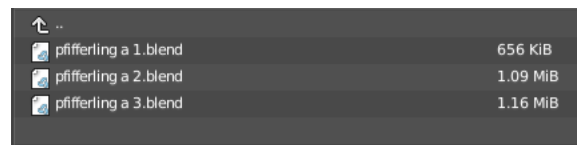
Display mode for File List

There are three methods to display the content of the folders.



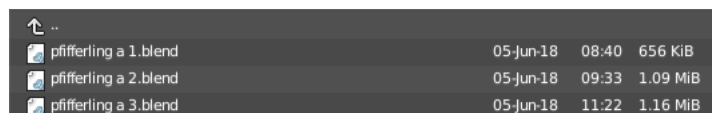
Short List

Displays the content of the file browser as a short list. Just File name and size gets displayed.



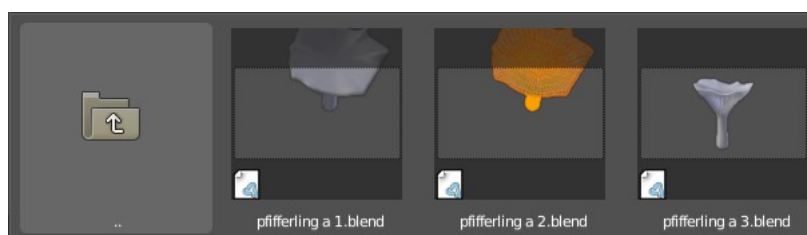
Long List

Displays the content of the file browser as a list. Besides Filename and Size also the create date gets displayed.



Thumbnails

Displays the content of the file browser as thumbnails. This is especially for images of use.



Sort Method

Here you can adjust how the directory list gets sorted.



Alphabetically

Sorts the content by its name.

By Extension Type

Sorts the content by the extension type.

By Modification Time

Sorts the content by date.

By Size

Sorts the content by size.

Show hidden Dot Files

This is a Unix feature. Unix systems like Linux or Mac hides files from file browsers and explorers by having a dot before the file. A good example is the .htaccess file at servers. Show hidden Dot Files makes such files visible to the file browser.



Filtering



You can filter the content of the file browser in various ways. The defaults differs, dependant of what you want to load or to save.

Enable Filtering of Files

This is the button that enables or disables filtering at all.

Show Folders

Display folders.

Show Blend files

Display Blend files.

Show Blend1, Blend2, Blend3, etc. files

Display blender backup scenes. Blender creates sometimes backups with the file ending with an increasing number at the end. blend1 for example.

Show Image files

Display image files.

Show Movie Files

Display movie files.

Show Script files

Display script files

Show Font files

Display font files.

Show Sound files

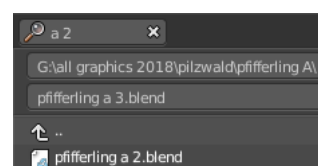
Display sound files.

Show Text files

Display text files.

Filter by string

Here you can filter the results in the file browser by a string.

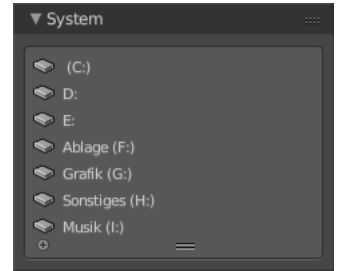


Tool Shelf

The Tool Shelf provides you with some panels for quick access to files and bookmarks.

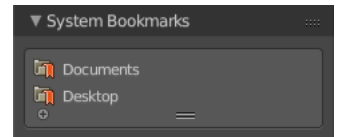
System Panel

Lists your drives.



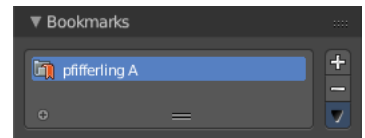
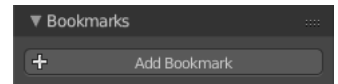
System Bookmarks

Lists some system libraries.



Bookmarks

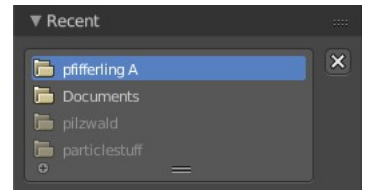
Here you can add your own bookmarks.



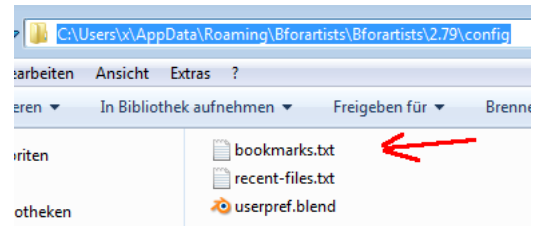
Recent

A list of the recent accessed folders.

Greyed out folders are not longer existing directories. There is unfortunately no way to remove them from within Bforartists. You would need to do this manually in the History text files in the settings folder.

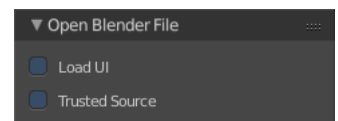


Under Windows this is the bookmarks.txt file in the Appdata folder.



Import Export Settings

At the lower half of the Tool Shelf you will find the special Import or Export settings for the current file format. For a Blend file you will just see two entries. For file formats like FBX you will find plenty of settings.



As an example, and to explain the two settings for loading a blend file:

Load UI

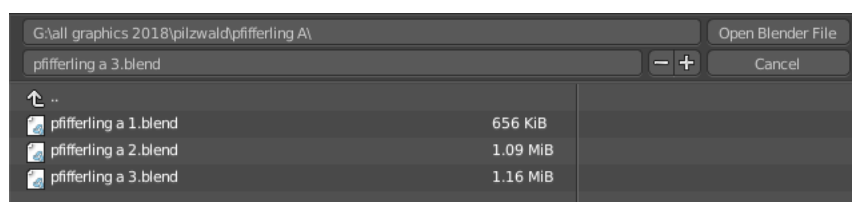
Bforartists comes with the feature **Load UI** unticked. This means the Bforartists UI will not change when you load a scene. Here you can temporary enable to load the scene with the layout and UI arrangement in which the scene was saved.

Trusted Source

With Load UI you can also load script files, which can execute. This is a potential security risk when the file comes from an unknown source.

File dialog

The file dialog is the actual place where your files and directories gets listed.



Path edit box

Here you can see and edit the full path to the file. And here you can set or modify it manually too. But usually you will use the navigation elements in the tool shelf. Or navigate by clicking at the folders and items in the list.

Open / Save Button

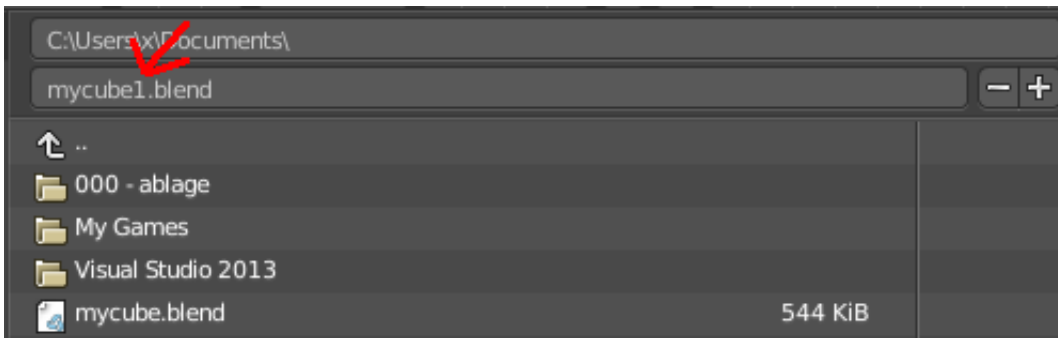
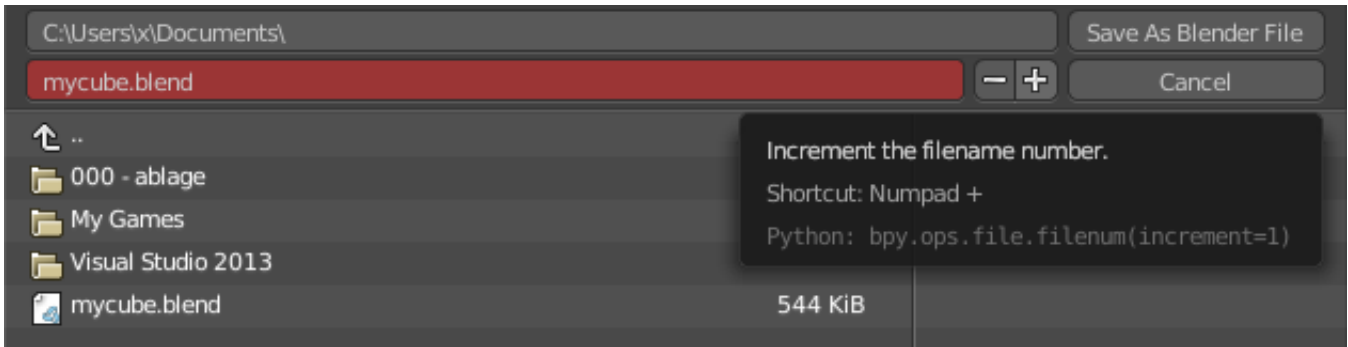
Execute loading or saving. For file loading, you can also double click at the file in the list to open it.

File edit box

Here you can read the file name. When you save a file, then this is the place to insert your needed file name.

+ and - Buttons behind File Edit box

This feature is of interest when you want to save a file with increasing number. The + button adds a increasing number at the end of the file name. The - button decreases this value. This means when you have a file with no number at the end, like cube, then the name changes to cube1. When the name is cube1, and you press the + button, then the name changes to cube2. When the file name is cube2, and you press the + button, then the file name changes to cube3. And so on.



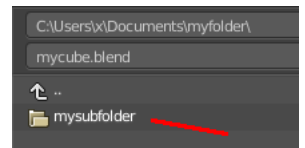
The red color indicates that a file with this name already exists.

Cancel Button

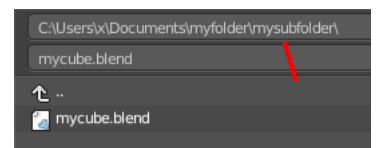
Cancel the load or save action completely. The file dialog will close.

File Dialog navigation

Usually you move one hierarchy downwards by simply clicking at the folder in the list that you want to explore.



So when i click at "mysubfolder" here, then we will enter this folder. And its content gets displayed. As you can see, the path has changed. We are now in the subfolder directory.



A double click at the mycube.blend file will open the file then.

There is also a way to navigate upwards. It's the arrow button in the list. A click at it, and we are back at the parent directory.

