

## 5 Topbar and Statusbar

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## Introduction

The interface of Bforartists is made of several UI elements and layouts. Topbar and status bar are the two UI elements that are visible in all layouts. They contain some general functionality.

## Topbar



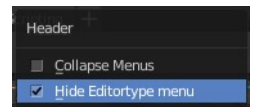
The Topbar is the area at the top that is visible in all workspaces. The top bar contains some general menus like File and Edit. And it contains tabs to switch between workspaces.

## Header Right Click menu

The header has, like all headers, some right click menu functionality.

## Collapse Menus

Make the menus in the header appear collapsed.

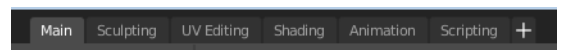


## Hide Editortype Menu

This menu item has no purpose in the Topbar header. The Topbar header does not have a editortype menu.

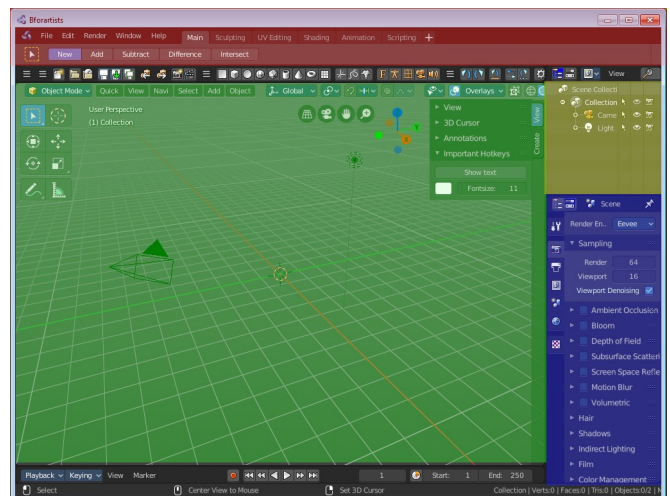
## Navigation Tabs

With the tabs you can switch between different workspaces of an application template.



Application templates are a collection of Workspaces. A Workspace is a layout of screens and special setups. Like in what mode the workspace starts, how the windows are arranged and so on.

Every layout is made of several editors. The 3D View, a Properties Editor, the header and footer, the Toolbar at the top, and so on.

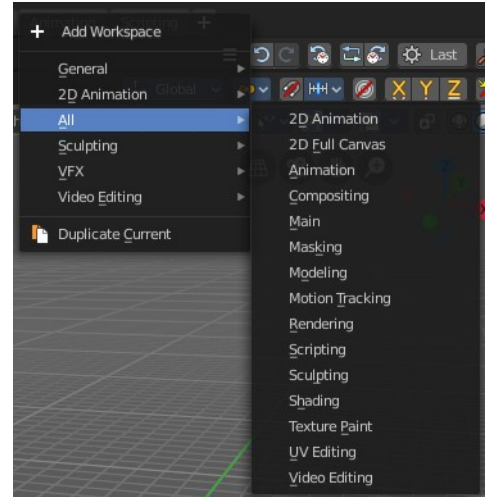


## Adding a new tab

You can also add a new workspace to the existing ones. For this you can either add one of the existing workspaces from the Add Workspace menu that hides under the + button at the right. The greyed out menu items are already added to the Tabs.

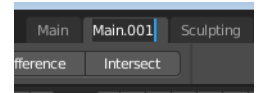
The other way is by duplicating the current workspace, tweak it to your needs, and rename it then. This can also be done in the Add Workspace menu. Duplicate Current.

When done, save the startup file to make the change permanent. Be careful here, this overwrites the current startup.blend file with all its settings.



## Rename a tab

To rename a tab double click at it. The name turns into an edit box. And you can edit the name of the tab.



## Tab Right Click Menu

When you right click at a tab then you will reveal a menu with further functionality.

### Duplicate

Duplicates the workspace with all its settings.

### Delete

Deletes the workspace with all its settings.

### Reorder to Front

Orders the tab to be the first in the list.

### Reorder to Back

Orders the tab to be the last in the list.

### Previous Workspace

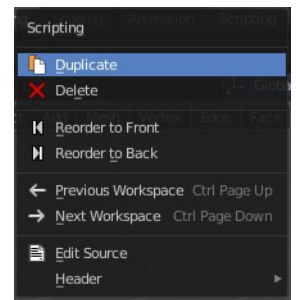
Cycle to the previous workspace.

### Next Workspace

Cycle to the next workspace.

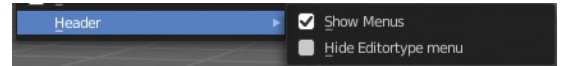
### Edit Source

Open the Python script that contains this button in the text editor. Note that you need to have a text editor open.



## Header

Same menu than the right click menu in the header area.



### Show Menus

Make the menus in the header appear collapsed.

### Hide Editortype Menu

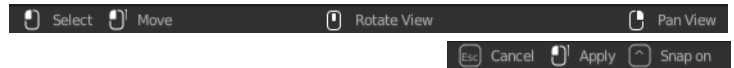
This menu item has no purpose in the Topbar header. The Topbar header does not have a editortype menu.

## Statusbar

The statusbar is, besides the Topbar, the second UI element that will display in all workspaces. At least when you don't hide it away. Which is not recommended. Since here you can find the scene information. In this area you will also see informations and warnings about the current operation. For example, you can see the progress bar for rendering in this area. Besides that, the footer also displays some infos about navigation.



The Navigation content changes, dependent of where you have the mouse over, and what tool or functionality you want to use.



In the middle to the right you will see things like the render status bar, when you have a render job running. But in this area you can also see some warnings occur.



When you right click at the status bar then you will reveal a menu where you can choose what informations you want to display in the right area of the footer. By default just the Bforartists version number is shown.

