



21 Editors - Text Editor

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Text Editor

The Text Editor is mainly used to write scripts. And so the functionality orients towards this usage. But you can also use it to write any text. To store some notes for the scene for example. See Tip below.

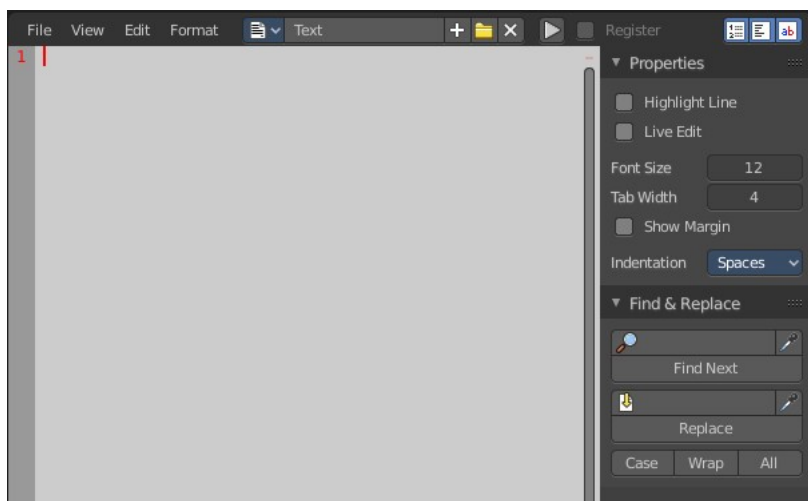
When you don't have a file loaded then the header content is rather small.



Once you create a new file, or load a file, you will see the toolbar change, and reveal further functionality.



Some text related functionality can also be found in the tool shelf at the right.



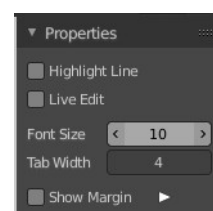
Tip

A Text window can be used to write in a **README** text explaining the contents of your blend file. Be sure to keep it visible when saving! And be sure to tell the receiver to activate Load UI to display the text file then. Bforartists has Load UI deactivated by default.

Slider snapping

Snapping also works at sliders. Hover with the mouse over the slider, start to slide, and holding down **ctrl** will snap the sliders in incremental steps.

When it's a default value between 0 and 1 then it usually snaps in 0.1 steps. When it's a default value over 1 then it usually snaps in steps of 10.

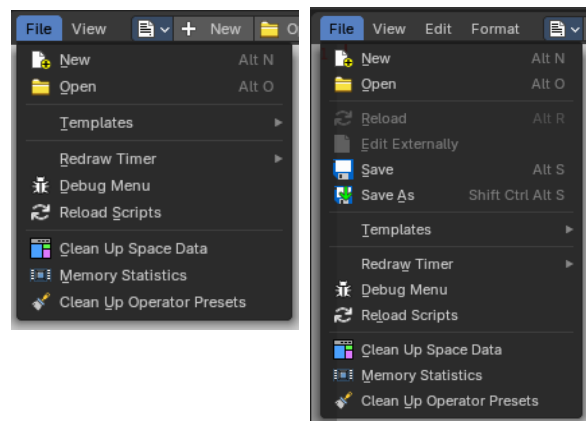


The increment snapping also works at the frame slider.

Header - File Menu

The File menu contains the load and save functionality. But also some Python and OSL templates. And some general debug functionality.

When no text is loaded then the menu is reduced.



New Text

Creates a new text file.

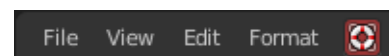
Open Text

Open a text file.

Reload

It can happen that you work with an external script editor, like Visual Studio, and change your script there. The reload button reloads the current active text file from hard disk.

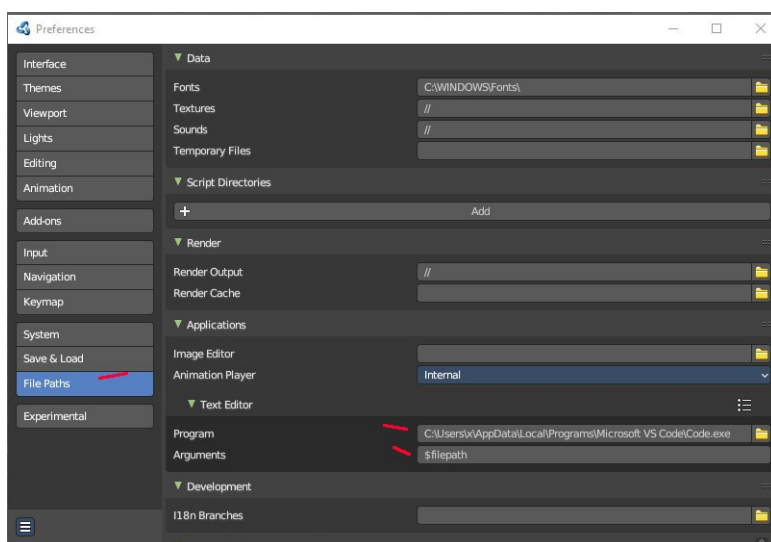
You will get a warning symbol in the header when the script in the text editor doesn't match with the external text anymore.



Edit Externally

Allows you to edit your file externally with a defined code editor like VS Code.

Note that you need to define the external editor in the preferences first.



Save

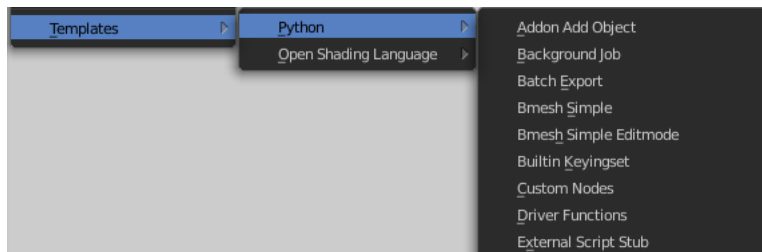
Saves the text file. Overwrites the existing version immediately.

Save As

Save as opens a save as file dialog.

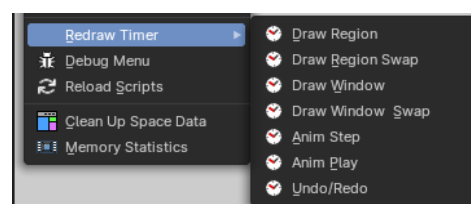
Templates

The Templates category contains some example scripts. There are two kind of templates. Python scripts and Open Shading Language scripts. The name of the files should tell you what the script is good for.



Redraw Timer

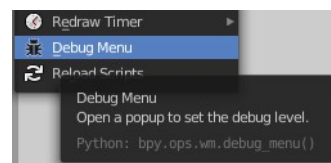
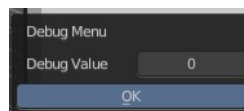
This is a relict from early Blender days. A debugging timer for the UI where you can test the redraw time of different UI elements.



Debug Menu

Another development tool. Set the debug level.

```
bpy.data.window_managers["WinMan"].(null) = 5
```



Reload Scripts

Reload Scripts reloads all active python scripts and addons. Including the Bforartists python UI files. This can be useful when you work at the UI or at an add-on. Then you don't have to close and reload Bforartists to see the changes. You can simply reload the scripts and keep Bforartists open.

Clean up Space Data

Remove unused settings for invisible editors.

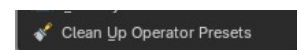
Memory Statistics

Print memory statistics to the console. You need to have the console open.

```
total memory len: 19.353 MB
peak memory len: 24.806 MB
```

Clean Up Operator Presets

Remove outdated operator properties from presets that may cause problems. This is useful when an operator supports presets to customize settings need to be reset.

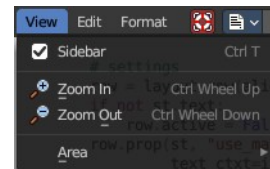


Header - View Menu

The View menu contains some view related functionality.

Sidebar

Opens or closes the sidebar.

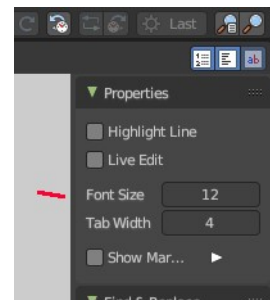


Zoom In

Zooms in to adjust the font size to use for displaying the text. The font size can also be adjusted in the sidebar.

Zoom Out

Zooms out to adjust the font size to use for displaying the text. The font size can also be adjusted in the sidebar.



Top of File

Jumps to the top of the text file.

Bottom of File

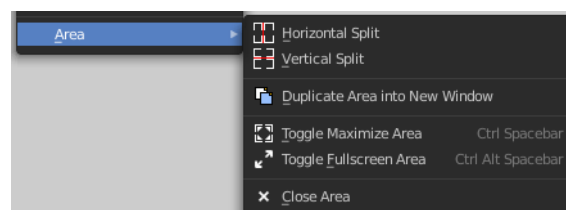
Jumps to the bottom of the text file.

Area

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.

Close Area

Closes the area window.

Header - Edit Menu

The Edit menu contains tools to modify the text.

Cut

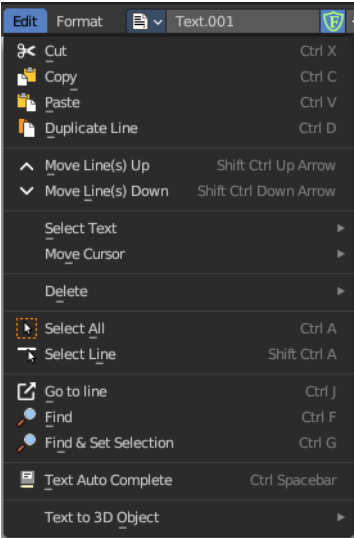
Cuts the selected text.

Copy

Copies the selected text.

Paste

Pastes copied text at Text cursor position.



Duplicate Line

Duplicates the line where the Text cursor currently is.

Move Line up

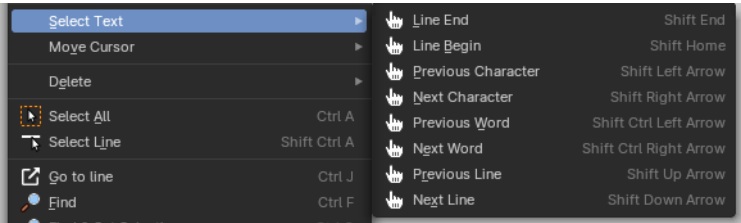
Moves the line where the Text cursor is one line up.

Move Line down

Moves the line where the Text cursor is one line down.

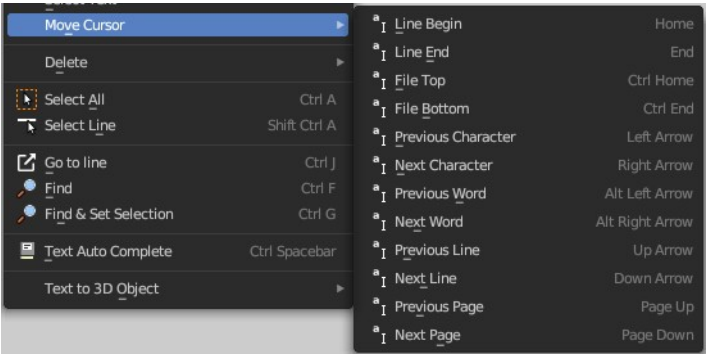
Select Text sub menu

Select text is a sub menu that contains selection functionality, starting from the current position of the Text cursor. The buttons should be self explaining. And usually you use the hotkeys for this functionality.



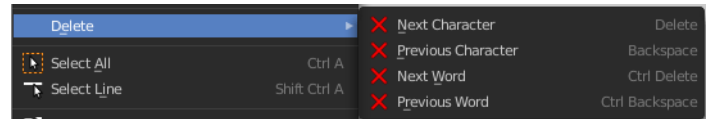
Move Cursor sub menu

This sub menu contains all available methods and its hotkeys to set the mouse cursor in the text.



Delete

Delete is a sub menu with some special Delete methods, starting from the current position of the Text cursor. And usually you use the hotkeys for this functionality.



Select all

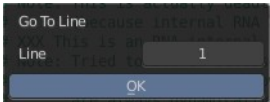
Selects all text.

Select Line

Selects the line where the Text cursor. currently is

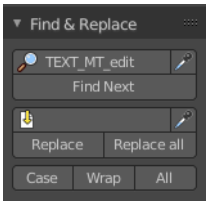
Go to Line

This tool opens a sub menu where you can type in the line number and jump to this line then.



Find

Find opens the Tool Shelf, where you can find a Find & Replace panel. The Find & Replace panel is explained in the tool shelf chapter.



Find & Set Selection

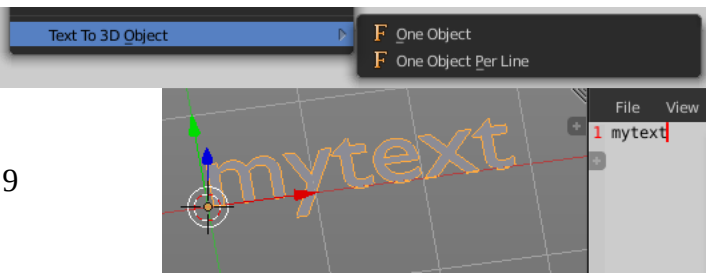
Finds and selects the next text element that matches with the current selection. It's the same functionality than the Find Next button in the Find & Replace panel.

Text Auto Complete

Auto Complete tries to complete your text input.

Text to 3D Object

Text to 3D Object converts the text of the file to an



editable 3D object in the 3D Viewport.

One Object

Converts the whole text into one object.

One Object Per Line

Converts every line of the text into a separate object.

Header - Format Menu

The format menu contains some formatting functionality.

Indent

Indents the text. Python requires proper indentation.

Unindent

Unindents the text.

Comment

Comments the text out. For Python usually with a # sign.

Uncomment

Uncomments commented text.

Toggle comments

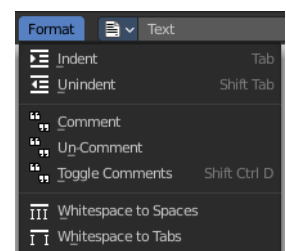
Toggles the comments.

Whitespaces to Spaces

Converts Whitespaces in the text to Spaces.

Whitespaces to Tabs

Converts Whitespaces in the text to Tabs.

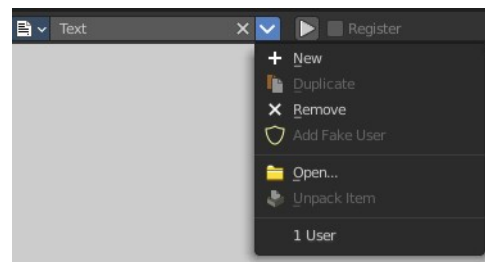


Header - Tools

The Header tools provides you with quick access functionality.



Text Prop



List of text files

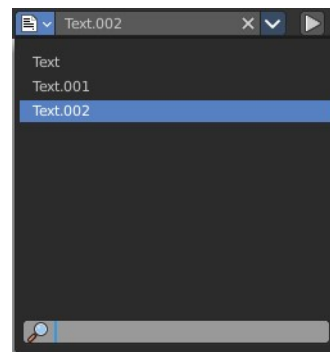
This is a list of the images in the scene. This list allows you to switch to other images.

Search form

Search for specific images.

Text Edit Box

Read the name of the currently selected text. And you can rename the textfile here too.



Unlink Datablock

This closes the selected text. Attention, different from the rest of the UI this text really vanishes immediately from the list then.

File selector menu

New

Create a new text file.

Duplicate

Not supported here.

Unlink Datablock

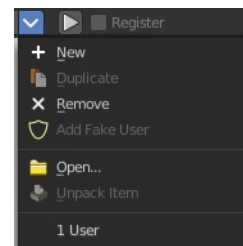
This deletes the selected image. Unfortunately not immediately. You need to save the scene and to reload it.

And you need to make sure that it is not linked to anything else. A mesh or a fake user for example. Have a look if there is a number besides the F button. When this is the case then the image has still a user, and so still loads with loading the scene.

Fake User

With this button you assign a fake user to this selected image.

Data, like images, that is not longer linked to anything else gets removed when you save and reload a scene. Bforartists has the concept of fake users to go around this behavior. An image with a fake user is in fact linked



to something. And so it is not lost when you save and reload the scene.

Open Image

Opens the file browser to load an image.

Unpack Item

Unpack packed files to a directory.

User

The number of users that uses this data. Data with a user number of 0 will be removed with closing Bforartists.

Run Script



This button is for python or OSL scripts. It executes the script.

Register

This checkbox is for Python or OSL Scripts. When checked the classes of the script gets registered in Bforartists.

Info String

Shows infos about the current text file. When it's an internal created file then it displays the String File: Internal. When it's an external loaded file, then the string displays the path to the location of the file.

Show Line Numbers, Wrap and Syntax Highlight



Show Line numbers displays a row of numbers at the left side of the text file.

Wrap words wraps the text to fit into the current editor size.

Syntax highlighting colors text parts fitting to the language.

Tool Shelf

The Tool Shelf is the place for some options and the text search panel.

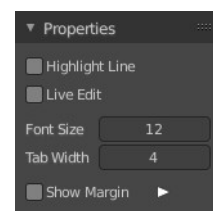
Properties Panel

Highlight

Highlights the line where the text cursor is.

Live Edit

Updates the script while editing.



Font Size

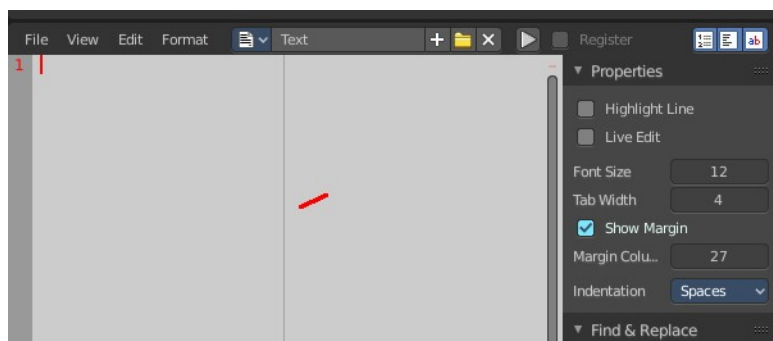
The font size for the text editor

Tab width

Number of spaces to display tabs with. Default is four.

Show Margin

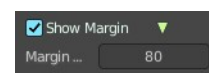
Shows a dotted line at the right. Note that we have currently a theming problem here with the default Bforartists theme. We have white text, means a white dotted line. And we have a white background. This means that the dotted line just shows with other themes where the header text color is black.



Margin Column

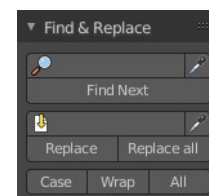
This edit box becomes visible when Show Margin is ticked.

Here you can adjust the width from the left at which the dotted margin line should show.



Find & Replace Panel

In the find panel you will find tools with text search and replace functionality.



Find Edit Box

Here you can type in the string that you want to search.

Find set selected

Copies the currently selected text into the Find edit box, searches for a matching string in the text, and selects this match then.

Find Next

Searches for the next matching string in the text.

Replace Edit Box

Here you can type in the string that you want to replace in the text.

Replace set selected

Copies the currently selected text into the Find edit box, searches for a matching string in the text, and replaces this match with the string in the Replace edit box.

Replace

Searches for the next matching string in the text. And replaces it the string in the Replace edit box.

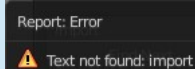
Replace all

Searches for matching strings in the text. And replaces them all by the string in the Replace edit box.

Note

By default when the search does not find a matching string anymore in the text below the current selection, then you will get a warning that the search string is not present in the text file. It will not automatically start the search from the top again. You have to place the text cursor manually at the top of the text.

Or turn on the Wrap checkbox below.



Match case

When ticked then the search is Upper case sensitive.

Wrap

Starts the search from the top of the document when the search has reached the end of the document.

All

Search in all opened Text files, not just the currently active one.

Footer

Info String

This string shows infos about the current text file.

When it's an internal created file then it displays the String File: Internal.

When it's an external loaded file, then the string displays the full path to the location of the file.

File: H:\bforartists\bforartists_build64\bin\Release\2.80\scripts\startup\bl_ui\space_view3d.py

Context menu

When you right click into the text editor then a popup menu opens up. It is to 100% made of double menu entries.

Cut

Cuts the selected text.

Copy

Copies the selected text.

Paste

Pastes copied text at Text cursor. position.

Move Line up

Moves the line where the Text cursor. is one line up.

Move Line down

Moves the line where the Text cursor. is one line down.

Indent

Indents the text. Python requires proper indentation.

Unindent

Unindents the text.

Toggle comments

Toggles the comments.

Text Auto Complete

Auto Complete tries to complete your text input.

