1. Using addon

The use of the addon is very simple.

Open a blend file and select one scene.

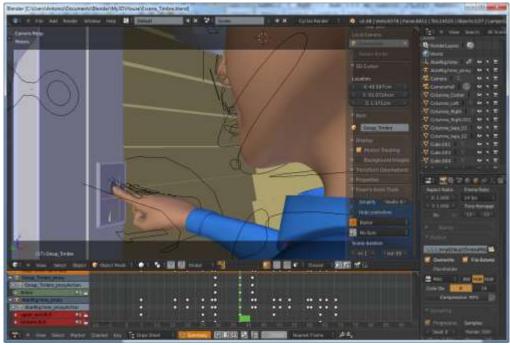


Image 1

Now select, File>Export>Create html documentation.

(if you can't see the option in export menu, review image 8 in installation section of this guide.)

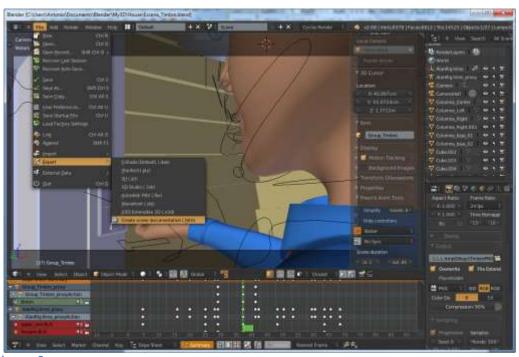


Image 2

You will get the export screen. In the bottom left area, you will see the export options.

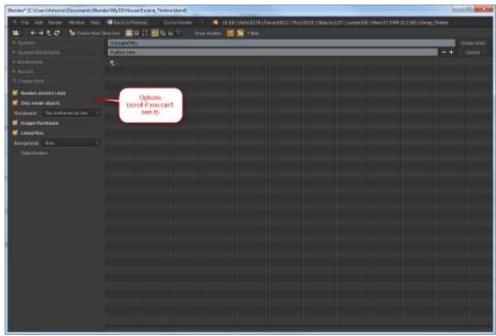


Image 3

Warning: The exportation process always replaces existing files, so make a backup before generating if you want to keep old versions of your documentation.

Now, we describe each of the parameters.

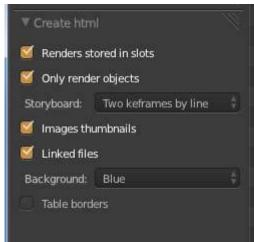


Image 4

1.1. Render stored in slots

Define if the documentation must include a image of each render that actually is stored in the slots.

You can see if you have any slot with render pressing F11 in the 3D view.

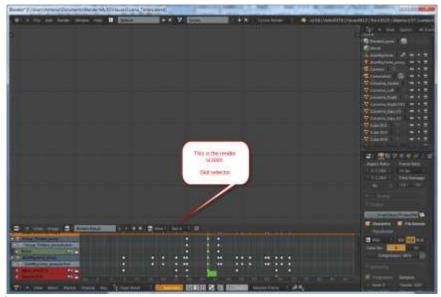


Image 5

If you have any render, the documentation will include them in the html documentation. You can, for example, render in slot 1 a OpenGL, in slot 2 a final render with full light, and in slot 3 a final render with medium light. The options are infinite.

If you have all render slots empty, the addon will try to create a OpenGL render in slot 8.

In some situations, the addon will be unable to create a default render, so the documentation will include a message for warning about the problem.

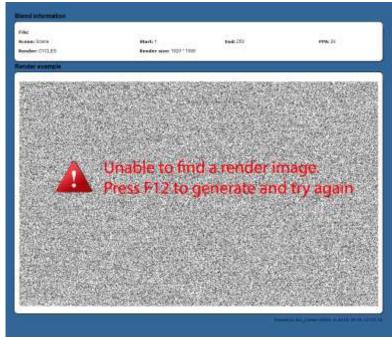


Image 6

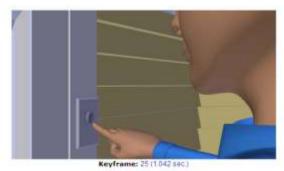
To solve the problem, back to 3d view, press F12 to generate a render and regenerate the documentation..

1.2. Only render objects

Allows to disable de non render objects. This option is the same that appears in the properties panel (N key).



lmage 7





Render only enabled

Render only disabled

Image 8

1.3. Storyboard

This option allows to generate a storyboard in OpenGL format of any keyframe defined. Of course, you need an animation to get this. If no animation is present, the section will be omitted in the documentation.

The storyboard can be generated in three formats.

Two keyframes by line:

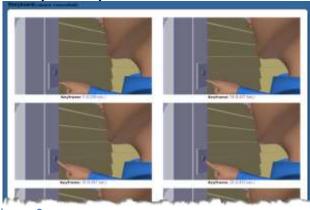
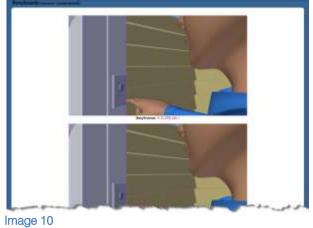
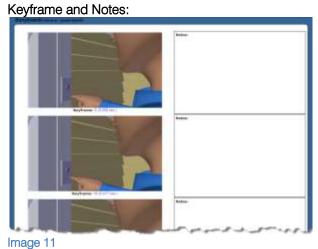


Image 9

One keyframe by line:





Or you can disable the storyboard with **None** option.

For each keyframe, the system generates the following information.

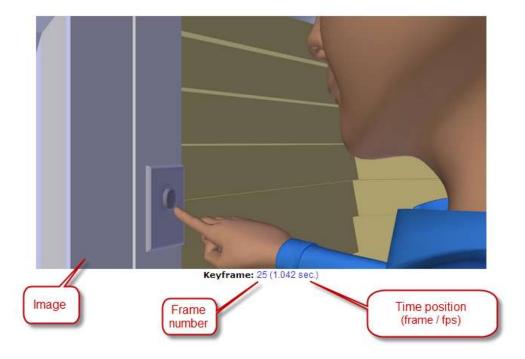


Image 12

You can click to expand the image to native render size in a new window.

1.4. Images thumbnails

This option generates a table with all the images used in the blend file. This includes any linked image from linked files.

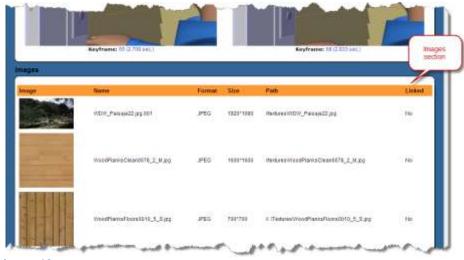


Image 13

The addon will export all images in PNG format to a image folder in the final documentation folder. The size will be equal to original file, but not the format.

1.5. Linked files

This option generate a list will all linked files.

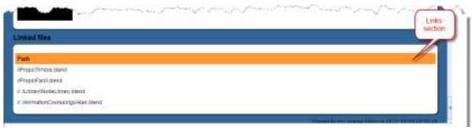


Image 14

1.6. Background color

Defines the background for html documentation. By default a blue color is used.

For example, a green background



Image 15

1.7. Table borders

Defines if the table of images and links must include a border or not.

Table without borders



Image 16

Table with borders



Image 17

2. Technical details

This section describes several topics about output folders, monitoring process and customization.

2.1. Monitoring exporting process

In some cases, the export process can take a while, especially for .blend files with big images or .hdr files.

To monitor the process of exporting, the addon displays a series of messages in the blender console, so if you want to see the details follow these steps.

Select Window>Toggle system console if the console is not visible.



Image 18

Now, start export process as defined in previous sections of this guide. The console shows all the details.

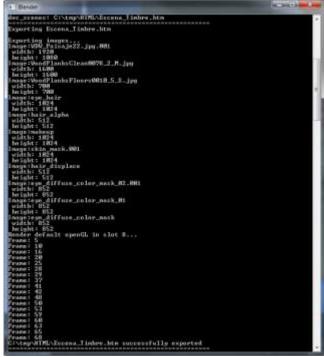


Image 19

2.2. Documentation structure

For each documentation, the addon will create the following files and subfolders.

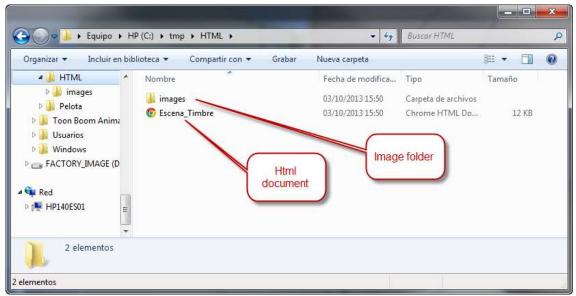


Image 20

The image folder contains all renders and images used by the blend file. All images are exported in PNG format.

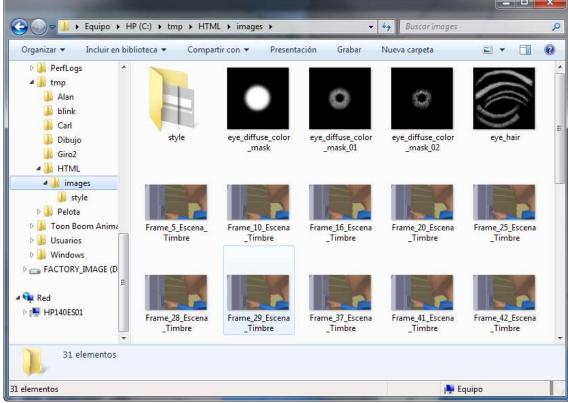


Image 21

The style folder contains css style document and support images for html document.

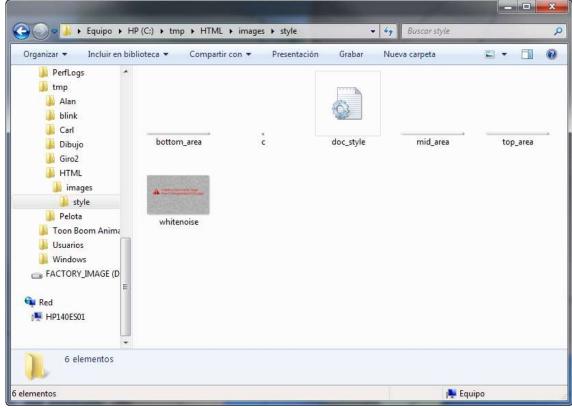


Image 22

2.3. How customize the result

The output of the addon can be customized in order to include a company logo, modify font size, color, etc.

There are two places for customize:

2.3.1. Customize the .css document

This document contains the font size, ,background images, etc. Usually, this file can be found in the addons folder. To get the location uses the User preferences screen.

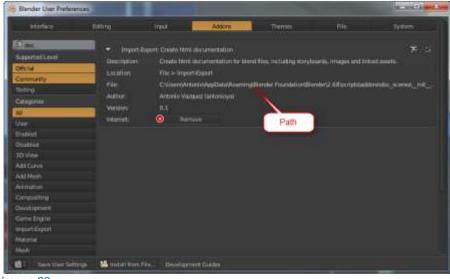


Image 23

The .css has this information.

```
BODY {
               FONT: 11px arial, verdana, sans-serif;
               scrollbar-base-color: #909099;
               scrollbar-track-color: #909099;
               scrollbar-face-color: #909099;
               scrollbar-highlight-color: #FFFFFF;
               scrollbar-3dlight-color: #4E172A;
               scrollbar-darkshadow-color: #4E172A;
               scrollbar-shadow-color: #FFFFFF;
               scrollbar-arrow-color: #FFFFFF; }
a:link
       color: #3333CC;
       text-decoration: none;
       border: 0;
a:visited
             { color: #3333CC; text-decoration: none }
a:active
               { color: #3333CC; text-decoration: none }
a:hover
       color: #990000;
       text-decoration: none;
TD {
              FONT: 12px arial, verdana, sans-serif;}
.copyright
             { COLOR: #000000; FONT: 9px geneva, verdana, arial, sans-serif }
.smalltitle
               { COLOR: #000000; FONT: 11px verdana, arial, sans-serif; font-weight:
bold }
.header {
       text-align: left;
       font-size: medium;
       font-family: Arial, Helvetica, sans-serif;
       font-weight: bold;
.top area {
       font-family: Arial;
       font-size: medium;
       text-align: right;
       background-image: url('top area.png');
       vertical-align: bottom;
.mid_area {
       background-image: url('mid area.png');
.bottom area {
       background-image: url('bottom area.png');
.header table {
       text-align: left;
       font-size: small;
       font-family: Arial, Helvetica, sans-serif;
       font-weight: bold;
.medtitle {
        COLOR: #000000;
        FONT: bold 12px verdana, arial, sans-serif
.box {
       border: thin solid #000000;
       vertical-align: top;
```

2.3.2. Customize the html template

All the documentation is base on a template of html called **doc_template.htm** located in the addon folder (see previous section to find location of the addon).

This is the content of the template.

Image 24

The addon uses special markers to replace with the corresponding information. For example, the tag <!-STORYBOARD--> is replaced with the storyboard information in the final output.

If you want customize the output, keep these tags in order to get the documentation. If you remove these tags, the documentation will not work.

For example, to add a company logo, you could change the template as following:

```
_ _ _ X
doc_template: Bloc de notas
Archivo Edición Formato Ver Ayuda
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN'
"http://www.w3.org/TR/html4/loose.dtd">
<html>
<head>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1">
<title><!--TITLE--></title>
<link href="images/style/doc_style.css" rel="stylesheet" type="text/css">
</tibe>
</head>
</neau>
<body bgcolor="<!--BCKCOLOR-->">
table width="1000" border="0" align="center" cellpadding="0" cellspacing="0">

    <a href="www.mycompany.com" target="_blank">
    <img src="micompanylogo.jpg" width="960" height="54"></a>
  <!--INFO-->
  <! --RENDER-->
  <! --STORYBOARD-->
  <!--IMAGES-->
  <!--LINKS-->
<!--TIME-->
</body>
```

Image 25

It's a good idea make a backup of the template before doing any change.