

# 13.7 User Preferences - File Preferences

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## File Preferences

The *File Preferences* tab allows you to configure auto-save preferences and set default file paths for .blend files, rendered images, and more.



## File Paths

Locations for various external files can be set for the following options:

### Fonts

Default location when searching for font files.

### Textures

Default location when searching for image textures.

### Render Output

Where rendered images/videos are saved.

### Scripts

An additional location to search for Python scripts. See Scripts Path below.

### Sounds

Default location when searching for sound files.

## **Temp**

The location where temporary files are stored.

## **Render Cache**

The location where cached render images are stored.

## **Branches**

The path to the `/branches` directory of your local svn-translation copy, to allow translating from the UI.

## **Image Editor**

The path to an external program to use for image editing.

## **Animation Player**

The path to an external program to use for playback of rendered animations.

### **Note**

If these folders do not exist, they will *not* be created automatically.

## **Scripts Path**

By default Blender looks in several directories (OS dependant) for scripts. By setting a user script path in the preferences an additional directory is looked in. This can be used to store certain scripts/templates/presets independently of the currently used Blender Version.

Inside the specified folder specific folders have to be created to tell Blender what to look for where. This folder structure has to mirror the structure of the scripts folder found in the installation directory of Blender:

- scripts
  - add-ons
  - modules
  - presets
  - camera
  - cloth
  - interface\_theme
  - operator
  - render
  - ...
  - startup
  - templates
- Not all of the folders have to be present.

## **Auto Execution**

Python scripts (including driver expressions) are not executed by default for security reasons.

### **Auto Run Python Scripts**

You may choose to ignore these security issues and allow scripts to be executed automatically.

### **Excluded Paths**

Blend files in these folders will *not* automatically run Python scripts. This can be used to define where blend files from untrusted sources are kept.

## See also

*Scripting & Security*

## Save & Load

### Relative Paths

By default, external files use a *relative path*.

### Compress File

Compress `.blend` file when saving.

### Load UI

Default setting is to load the Window layout (the *Screens*) of the saved file. This can be changed individually when loading a file from the *Open Blender File* panel of the *File Browser* window.



File extension filter

### Filter File Extensions

By activating this, file dialog windows will only show appropriate files (i.e. `.blend` files when loading a complete *Blender* setting). The selection of file types may be changed in the file dialog window.

### Hide Dot File/Data-blocks

Hide file which start with `.` on file browsers (in Linux and Apple systems, `.` files are hidden).

### Hide Recent Locations

Hides the *Recent* panel of the *File Browser* window which displays recently accessed folders.

### Show Thumbnails

Displays a thumbnail of images and movies when using the *File Browser*.

## Auto Save

### Save Versions

Number of versions created for the same file (for backup).

### Recent Files

Number of files displayed in File ▸ Open Recent.

### Save Preview Images

Previews of images and materials in the *File Browser* window are created on demand. To save these previews into your `.blend` file, enable this option (at the cost of increasing the size of your `.blend` file).

### Auto Save Temporary File

Enable Auto Save (create a temporary file).

### Timer

Time to wait between automatic saves.

*Read more about Auto Save options*