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Install

This section documents how to install the software used to generate the manual on your own system.

- Linux
- Mac OSX
- MS-Windows

Installation Guide for Editing the Blender Manual on Linux

This guide covers the following topics:

1. Installing Dependencies
2. Downloading the Repository
3. Setting up the Build Environment
4. Building the HTML Files

Installing Dependencies

Below are listed the installation commands for popular Linux distributions.

For the appropriate system, run the command in a terminal:

Debian/Ubuntu

```
sudo apt-get install python python-pip subversion
```

Redhat/Fedora

```
sudo yum install python python-pip
```

Arch Linux

```
sudo pacman -S python python-pip subversion
```

Downloading the Repository

Simply checkout the blender-manual repository using:

```
cd ~  
svn checkout https://svn.blender.org/svnroot/bf-manual/trunk/blender_docs
```

The repository will now be downloaded which may take a few minutes depending on your internet connection.

Setting up the Build Environment

In a terminal, enter the `blender_docs` folder which was just added by the SVN checkout:

```
cd ~/blender_docs
```

Inside that folder is a file called `requirements.txt` which contains a list of all the dependencies we need. To install these dependencies, we can use the `pip` command:

```
sudo pip install -r requirements.txt
```

Note

Every now and then you may want to make sure your libs are up to date using:

```
sudo pip install -r requirements.txt --upgrade
```

Building the HTML Files

We are now ready to convert all those **rst** files into pretty **html**!

Open a terminal to the folder `~/blender_docs` and simply run:

```
make
```

This is the command you will always use when building the docs. The building process may take several minutes the first time (or after any major changes), but the next time you build it should only take a few seconds.

Once the docs have been built, all the html files can be found inside `~/blender_docs/build/html`. Try opening `build/html/contents.html` in your web browser and read the manual.

```
xdg-open build/html/contents.html
```

Now that you are able to build the manual, please visit the *writing* and *markup* style guides for standard conventions, or the *contribution* page to see how you can help write this manual.

Building a Single Chapter

If you are working on a specific chapter of the manual, you can build it quickly using:

```
make <chapter name>
```

For example, to build only the documentation for the modifiers, use `make modifiers`. You can then view this quick build by opening `build/html/contents_quicky.html`.

This will build very quickly, but it will mean your next complete build of all the chapters will be slow.

Installation Guide for Editing the Blender Manual on OSX

This guide covers the following topics:

1. Installing Dependencies
2. Downloading the Repository
3. Setting up the Build Environment
4. Building the HTML Files

Note

This guide relies heavily on command-line tools. It assumes you are the least familiar with the OSX Terminal application.

Installing Dependencies

Install those packages or make sure you have them in your system.

- Python
- PIP
- Subversion

Downloading the Repository

Simply checkout the blender-manual repository using:

```
cd ~  
svn checkout https://svn.blender.org/svnroot/bf-manual/trunk/blender_docs
```

The repository will now be downloaded which may take a few minutes depending on your internet connection.

Setting up the Build Environment

In a terminal, enter the `blender_docs` folder which was just added by the SVN checkout:

```
cd ~/blender_docs
```

Inside that folder is a file called `requirements.txt` which contains a list of all the dependencies we need. To install these dependencies, we can use the `pip` command:

```
sudo pip install -r requirements.txt
```

Note

Every now and then you may want to make sure your libs are up to date using:

```
sudo pip install -r requirements.txt --upgrade
```

Building the HTML Files

We are now ready to convert all those `rst` files into pretty `html`!

Open a terminal to the folder `~/blender_docs` and simply run:

```
make
```

This is the command you will always use when building the docs. The building process may take several minutes the first time (or after any major changes), but the next time you build it should only take a few seconds.

Once the docs have been built, all the html files can be found inside `~/blender_docs/build/html`. Try opening `build/html/contents.html` in your web browser and read the manual.

```
open build/html/contents.html
```

Now that you are able to build the manual, please visit the *writing* and *markup* style guides for standard conventions, or the *contribution* page to see how you can help write this manual.

Building a Single Chapter

If you are working on a specific chapter of the manual, you can build it quickly using:

```
make <chapter name>
```

For example, to build only the documentation for the modifiers, use `make modifiers`. You can then view this quick build by opening `build/html/contents_quicky.html`.

This will build very quickly, but it will mean your next complete build of all the chapters will be slow.

Installation Guide for Editing the Blender Manual on MS-Windows

This guide covers the following topics:

1. Installing Python (used to “convert” the source files to HTML)
2. Installing SVN and Downloading the Repository
3. Setting up the Build Environment
4. Building the HTML Files

Installing Python

1. Download the Python installation package for MS-Windows from here:
<https://www.python.org/downloads/>

In this guide version 3.5.x is used.

2. Install Python with the installation wizard.

In this guide the default settings are used.

Installing SVN and Downloading the Repository

In this guide we'll use TortoiseSVN, though any Subversion client will do.

1. Download TortoiseSVN for MS-Windows from [here](#)
2. Install TortoiseSVN with the installation wizard. When choosing which features will be installed, it is recommended that you enable *command line client tools* to give you access to SVN from the command line (there is no harm in doing this, and it may be helpful if you ever run into any trouble).
3. Once the installation has finished, create a new folder that will contain everything related to the Blender Manual. In this guide we'll use `C:\blender_docs`.
4. Open the new folder, right click and choose *SVN Checkout...* from the context menu.
5. In the *URL of repository* field, enter: `https://svn.blender.org/svnroot/bf-manual/trunk/blender_docs`.
6. In the *Checkout directory* field, enter: `C:\blender_docs`.
7. Click *OK* - the repository will now be downloaded which may take a few minutes depending on your internet connection.

Setting up the Build Environment

- Open a command prompt and change to the repository folder using

```
cd C:\blender_docs
```

- Install the all the requirements using Python's `pip` command

```
pip install -r requirements.txt
```

- If all goes well, you should see the following message when it's finished

```
Successfully installed Jinja2 MarkupSafe Pygments Sphinx docutils sphinx-rtd-theme Cleaning up...
```

During the setup some warnings may be shown, but don't worry about them. However if any errors occur, they may cause some problems.

Note

Every now and then you may want to make sure your libs are up to date using:

```
pip install -r requirements.txt --upgrade
```

Building the HTML Files

We are now ready to convert all those **rst** files into pretty **html**!

- Open a command prompt and change to the repository with `cd C:\blender_docs`.
- Build using the following command

```
sphinx-build -b html manual build\html
```

This is the command you will always use when building the docs. The building process may take several minutes the first time (or after any major changes), but the next time you build it should only take a few seconds.

Note

If you encounter an error ending with `TypeError: an integer is required (got type str)`, you may need to install an older version of *Babel* (the Python Internationalization Library).

To do this, simply run:

```
pip install sphinx "babel<2.0"
```

- Once the docs have been built, all the html files can be found inside `C:\blender_docs\build\html`. Try opening `\build\html\contents.html` in your web browser and read the manual.

Now that you are able to build the manual, please visit the *writing* and *markup* style guides for standard conventions, or the *contribution* page to see how you can help write this manual.