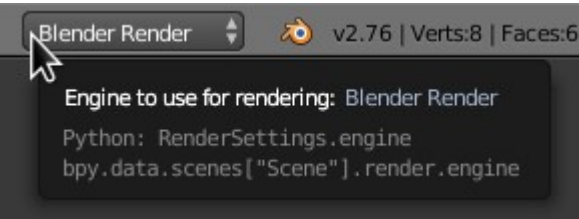


1.3 Getting Started - Help System

- Help System.....1
 - Tooltips.....1
 - Context Sensitive Manual Access.....1
 - Help Menu.....2
 - General Web-based Help.....2
 - Scripting Reference.....2
 - Save System Info.....2
 - Info Window Log.....3
 - Splash Screen.....3

Help System

Tooltips



The Mouse pointer was Stopped for a while over the Render Engines List in the Info Window.

When hovering your cursor over a button or setting, it will show you the *Tooltip*, and related details depending on the button type, such as the key-shortcut for a tool.

The *Python:* text, included last may be of interest to you if you’re an animator or automating tasks, see Scripting & Extending Blender.

Context Sensitive Manual Access

Note

Mode: All modes
Menu: RMB, Online Manual
Hotkey: Alt - F1

You may want to access help for a tool or area from within Blender.

Use the key-shortcut, or right-click menu to visit pages from this reference manual within Blender. This opens a web-page relating to the button under the cursor, supporting both tool and value buttons.

Note

We don’t currently have 100% coverage, you may see an alert in the info header if some tools don’t have a link to the manual.

Other times buttons may link to more general sections of the documentation.

Help Menu

Blender has a range of built-in and web-based Help options.

General Web-based Help

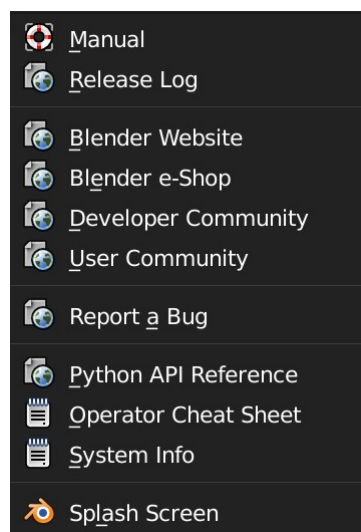
Tip

Browser and Internet Connection

Some forms of Help start up your web browser and access the Blender Foundation's web servers. In order to do this, you must have configured a default web browser for your Operating System, and have a connection to the Internet.

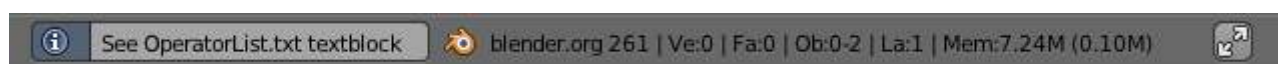
- *Manual* - which you are now reading.
- Release Log - The release notes on the Web for the current Blender version.
- Blender Website - The *blender.org* home page.
- Blender e-Shop - The Blender Store, where you can buy Training DVD's, books, t-shirts and other products.
- Developer Community - The *blender.org* "Get Involved" page. This is the launch page for Blender software development, bug tracking, patches and scripts, education and training, documentation development and functionality research.
- User Community - Lists of many different support venues.
- Report a Bug The Blender Bug Tracker.

Note: in order to Report a Bug, you must register at the website.



Scripting Reference

- Python API Reference - Python application programming interface (API).
- *Operator Cheat Sheet* - Creates the `OperatorList.txt` text-block, which you can access in the *Text Editor*. You can also use Blender Search to generate the file. The lists the available Python operators.



Save System Info

Access Help ▸ Save System Info

This extracts system information which can be useful to include in bug reports, inspecting the configuration or

diagnosing problems.

You will be prompted to save a text file `system-info.txt`.

The text file contains sections:

Blender

This section shows you the Blender version, details about the build configuration, and the path in which Blender is running.

Python

The Python version you are using, showing the paths of the Python programming language paths.

Directories

Paths used for scripts, data-files, presets and temporary files.

Those directories are configured using the *User Preferences* Editor Window.

OpenGL

This section shows the OpenGL version, the name of the manufacturer, and lists the capabilities of your hardware & driver.

Info Window Log

This is not exactly a Help menu, but it is related. If you mouse-over the line between the Info window and the 3D then click and drag the Info window down a bit, you can see the stream of Python calls that the UI is making when you work. This can be useful in creating scripts.

```
bpy.ops.mesh.primitive_cube_add(view_align=False, enter_editmode=False, location=(-7.8
0761, -5.16298, 10.1537), rotation=(0, 0, 0), layers=(True, False, False, False, False
, False, False, False, False, False, False, False, False, False, False, False,
False, False, False))
```

The Info Window Log after adding a Cube

Splash Screen

Access this by clicking on the Blender icon in the Info Window's header.

This displays the image where you can identify package and version. At the top-right corner, you can see the Date that Blender was compiled and the Git Hash. For example, in our Splash Screen below, you can see the version **2.76b** and the revision number **f337fea**. This can be useful to give to support personnel when diagnosing a problem.



Blender Splash Screen, Blender Version 2.76b

There are some Internet Based Help options that are also present in the Blender *Splash Screen*. They are presented as the same links you will find at the *Help* Menu.