

17.4 About this Manual - Markup Style Guide

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Markup Style Guide

This pages covers the conventions for writing and use of the reStructuredText (RST) markup syntax.

Conventions

- 3 space indentation.
- Lines should be less than 120 characters long.
- Use italics for button/menu names.

Other loose conventions:

- Avoid unicode characters.
- Avoid heavily wrapped text (*sentences can have their own lines for eg.*).

Headings

Document Part
#####

Document Chapter

Document Section
=====

Document Subsection

Document Subsubsection
^^^^^^^^^^^^^^^^^^^^

Document Paragraph

Note

Parts should only be used for contents or index pages.

Note

each `.rst` file should only have one chapter heading (*) per file.

Text Styling

See the overview on ReStructured Text for more information on how to style the various elements of the documentation and on how to add lists, tables, pictures and code blocks. The sphinx reference provides more insight additional constructs.

The following are useful markups for text styling:

```
*italic*  
**bold**  
``literal``
```

Interface Elements

- `:kbd: `LMB`` - keyboard and mouse shortcuts.
- `*Mirror*` - interface labels.
- `:menuselection: `3D View --> Add --> Mesh --> Monkey`` - menus.

Code Samples

There is support for syntax highlighting if the programming language is provided, and line numbers can be optionally shown with the `:linenos:` option.

```
.. code-block:: python  
:linenos:  
  
import bpy  
def some_function():  
    ...
```

Images

Figures should be used to place images:

```
.. figure:: /images/modifiers_subsurf_example.jpg
```

Image Caption

Files

No Caps, No Gaps

Lower case filenames, underscore between words.

Sort Usefully

Order naming with specific identifiers at the end.

Format

Use `.png` for images that have solid colors such as screenshots of the Blender interface, and `.jpg` for images with a lot of color variance, such as sample renders and photographs.

Do not use animated `.gif` files, these are hard to maintain, can be distracting and are usually large in file size. If a video is needed, use YouTube or Vimeo (see Videos below).

Location

Place the image in the `manual/images` folder. Use no other subfolders.

Naming

Image files should be named: `chapter_subsection_id.png`, eg:

- `render_cycles_lighting_example_01.jpg`
- `interface_intro_splash.jpg`
- `interface_ui_panel.jpg`

Do not use special characters or spaces

Usage Guides

- Avoid specifying the resolution of the image or its alignment, so that the theme can handle the images consistently and provide the best layout across different screen sizes.
- When documenting a panel or section of the UI, it is better to use a single image that shows all of the relevant area (rather than multiple images for each icon or button) placed at the top of the section you are writing, and then explain the features in the order that they appear in the image.

Note

It's important that the manual can be maintained long term, UI and tool-options change so try to avoid having a lot of images (when they aren't especially necessary). Otherwise this becomes too much of a maintenance burden.

Videos

Videos from YouTube and Vimeo can be embedded using:

```
.. youtube:: ID
.. vimeo:: ID
```

The ID is found in the video's URL, e.g:

- The ID for <https://www.youtube.com/watch?v=Ge2Kwy5EGE0> is Ge2Kwy5EGE0
- The ID for <http://vimeo.com/15837189> is 15837189

Usage Guides

- Avoid adding videos which rely on voice, as this is difficult to translate.
- Do not embed video tutorials as a means of explaining a feature, the writing itself should explain it adequately (though you may include a link to the video at the bottom of the page under the heading Tutorials).

Useful Constructs

- `|BLENDER_VERSION|` - Resolves to the current Blender version.
- `:abbr:`SSAO (Screen Space Ambient Occlusion)`` - Abbreviations display the full text as a tooltip for the reader.
- `:term:`Manifold`` - Links to an entry in the *Glossary*.

Cross References and Linkage

You can link to another document in the manual with:

```
:doc:`The Title </section/path/to/file>`
```

To link to a specific section in another document (or the same one), explicit labels are available:

```
.. _sample-label:
[section or image to reference]
Some text :ref:`Optional Title <sample-label>`
```

Linking to a title in the same file.

```
Titles are Targets
=====

Body text.
```

Implicit references, like ``Titles are Targets`_`

Linking to the outside world:

``Blender Website <http://www.blender.org>`_`

Directory layout

Sections should be generally structured as follows:

- `directory_name/`
 - `index.rst` (contains links to internal files)
 - `introduction.rst`
 - `section_1.rst`
 - `section_2.rst`

For example:

- `rendering/`
 - `index.rst`
 - `cycles/`
 - `index.rst`
 - `introduction.rst`
 - `materials/`
 - `index.rst`
 - `introduction.rst`
 - `volumes.rst`

The idea is to enclose all the content of a section inside of a folder. Ideally every section should have an `index.rst` (containing the TOC for that section) and an `introduction.rst` (introducing) to the contents of the section.

Table of Contents

By default a table of contents should show two levels of depth.

```
.. toctree::
   :maxdepth: 2

   introduction.rst
   perspective.rst
   depth_of_field.rst
```

Further Reading

To learn more about reStructuredText, see:

Sphinx RST Primer <http://sphinx-doc.org/rest.html>

Good basic introduction.

Docutils reStructuredText reference <http://docutils.sourceforge.net/rst.html>

Links to reference and user documentation.