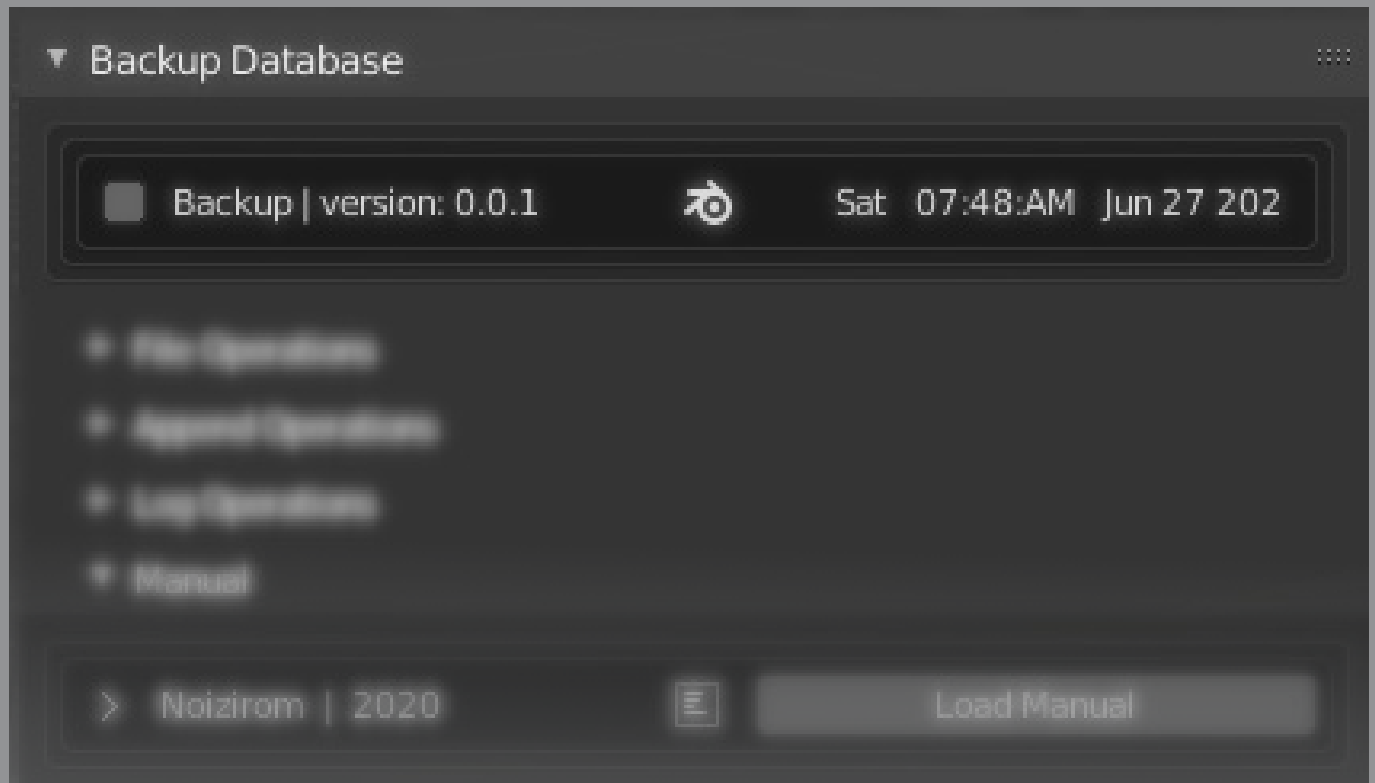


# Backup Database

ver. 0.0.1

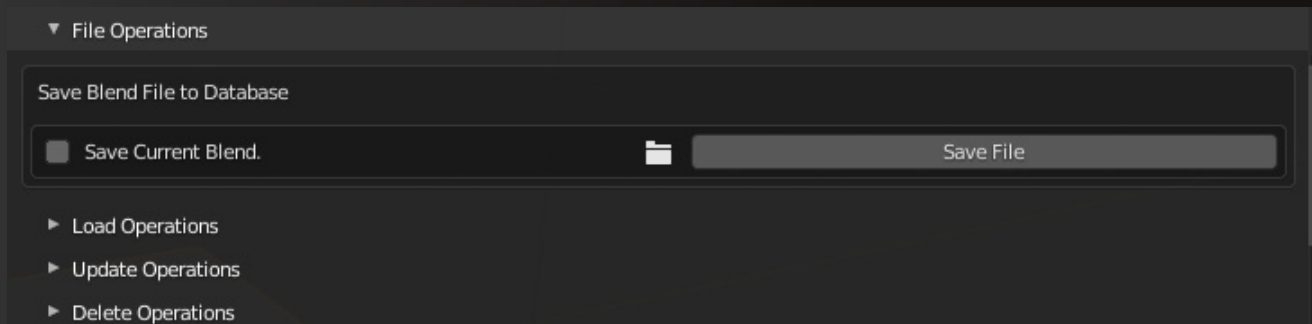


## *Manual*

Noizirom  
2020

**Before Loading a file to the Database, it is highly recommended that you pack everything into the file because this database does not track dependency files. At the moment, appending images by themselves is not fully supported.**

## File Operations

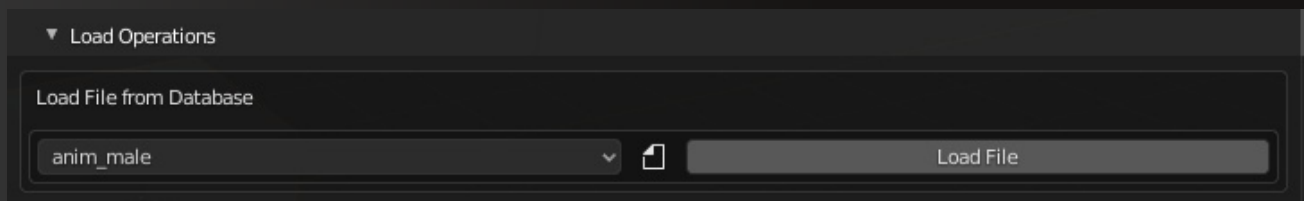


## Save Operations

While [Save Current Blend] is selected, it will save the current open file.

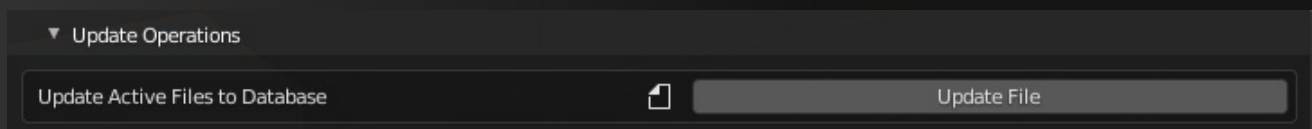
While [Save Current Blend] is not selected, it will launch the filebrowser for you to select blend file to load into the Database.

if the current file is not saved on disk, you will be prompted to do so first.



## Load Operations

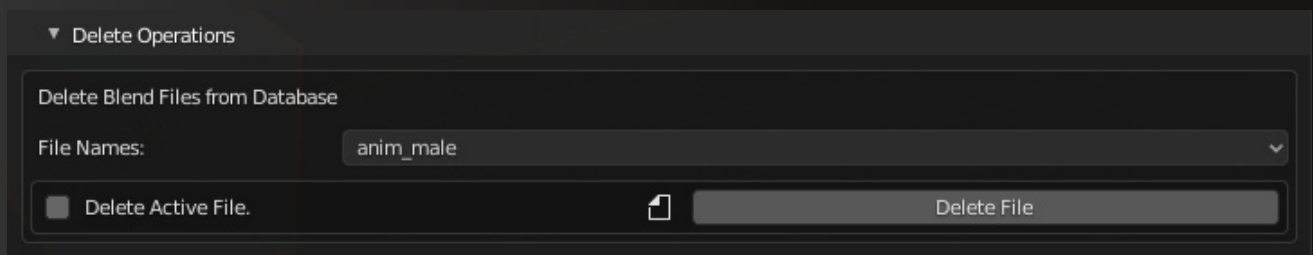
Select a file from the Database through the drop-down list and press [Load File].



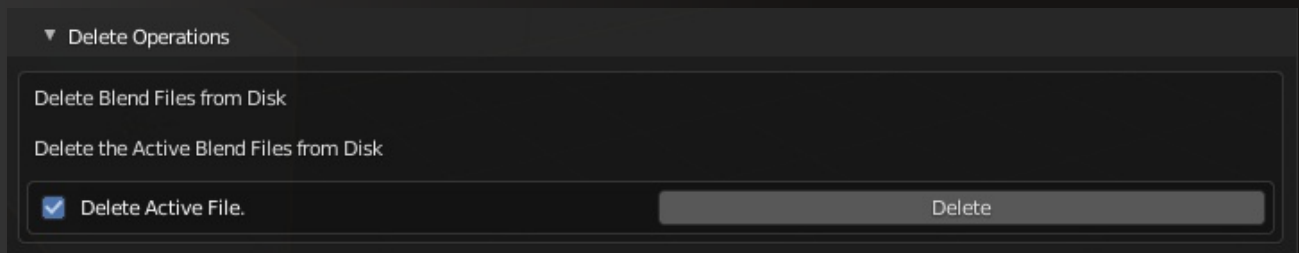
## Update Operations

Update the current file manually.

## Delete Operations

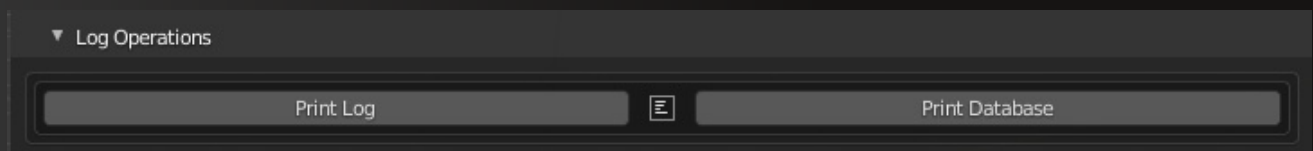


While [Delete Active File] is not selected, it will delete a file from the Database.



## [Delete Active File]

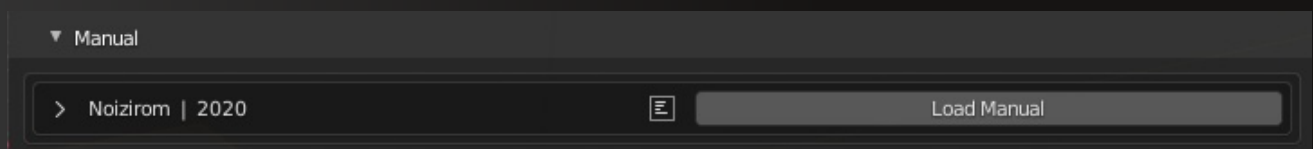
While [Delete Active File] is selected, it will delete the current open file from disk, close blender, and launch a new session..



## Log Operations

[Print Log] prints the log file.

[Print Database] prints the current Database items.



## Manual

Loads the instruction manual.

# Append Operations

▼ Append Operations

Select File to Append.

File Names: anim\_male ▼

Append Attribute

Append Object

☒ Append Workspaces Append

▼ File Info

🔄 File Version	📄	2.80
🔄 File Size	📄	16.4 MB
🔄 Architecture	📄	32 bit

3 modes: [Append File] | [Append Attribute] | [Append Object]

## Append File

▼ Append Operations

Select File to Append.

File Names: anim\_male ▼

Append Attribute

Append Object

☐ Append Workspaces Append

► File Info

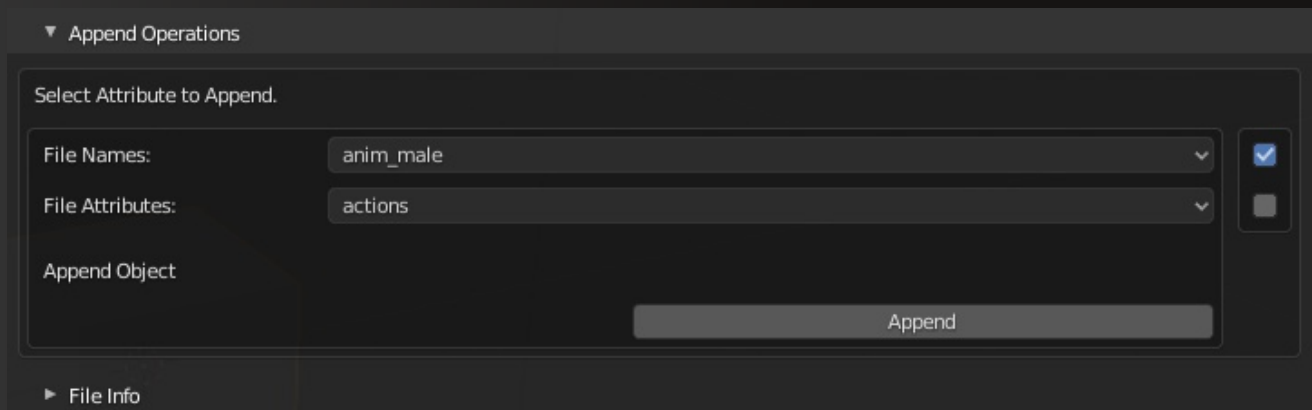
[Append File] mode is when neither the [Append Attribute] or [Append Object] check boxes are selected.

The File Names: [Drop-Down] displays the files in the Database.

If [Append Workspaces] is selected, the selected file will append the workspaces from the file.

If [Append Workspaces] is not selected, the selected file will not append the workspaces from the file.

## Append Attribute



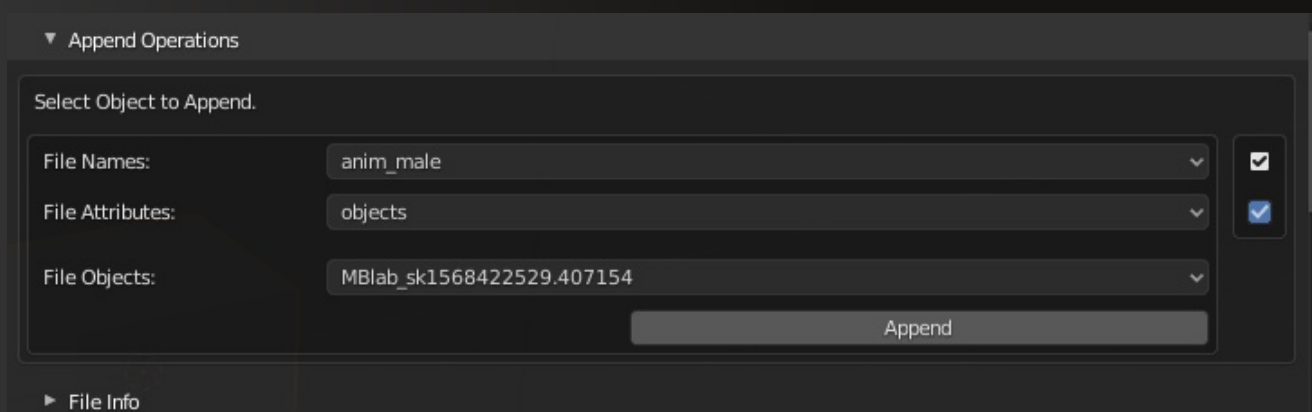
The 'Append Operations' dialog box is shown with the 'Append Attribute' mode selected. It features three dropdown menus: 'File Names' (set to 'anim\_male'), 'File Attributes' (set to 'actions'), and 'Append Object' (empty). To the right of these menus are two checkboxes: the top one is checked (blue) and the bottom one is unchecked (grey). Below the dropdowns is an 'Append' button. At the bottom left, there is a 'File Info' tab.

[Append Attribute] mode is when only the [Append Attribute] check box is selected.

The File Attributes: [Drop-Down] displays the file attribute to append from Database.

This will Append all objects from the selected attribute, if any, from the file.

## Append Object



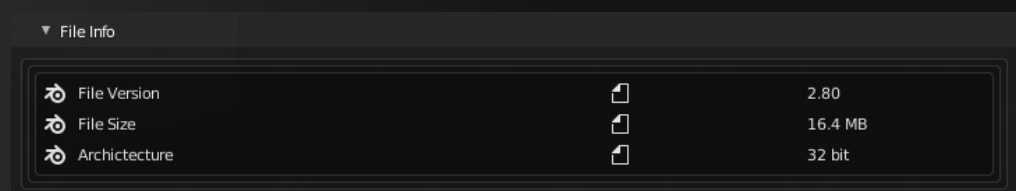
The 'Append Operations' dialog box is shown with the 'Append Object' mode selected. It features three dropdown menus: 'File Names' (set to 'anim\_male'), 'File Attributes' (set to 'objects'), and 'File Objects' (set to 'MBlab\_sk1568422529.407154'). To the right of these menus are two checkboxes: the top one is checked (blue) and the bottom one is checked (blue). Below the dropdowns is an 'Append' button. At the bottom left, there is a 'File Info' tab.

[Append Object] mode is when the [Append Object] check box is selected.




The File Objects: [Drop-Down] displays the file objects, if any, to append from Database.

This will Append the selectd object, if any, from the file.

## Info Panel



The 'File Info' panel displays information for the selected file. It has a title bar 'File Info' and a table with three columns: a Blender icon, the attribute name, and the value.

Blender Icon	Attribute Name	Value
	File Version	2.80
	File Size	16.4 MB
	Architecture	32 bit

Displays the Blender version, file size, and file architecture for the selected file from the File Names: [Drop-Down].

## WARNING!!!

Some objects might not append corectly. In case that object is a curve, you would append the curve, not the object. Some objects will append, but you might have to link them to a collection / object in the scene. If there are issues with either the [Append Attribute] or [Append Object] modes, just use the [Append File] mode.

