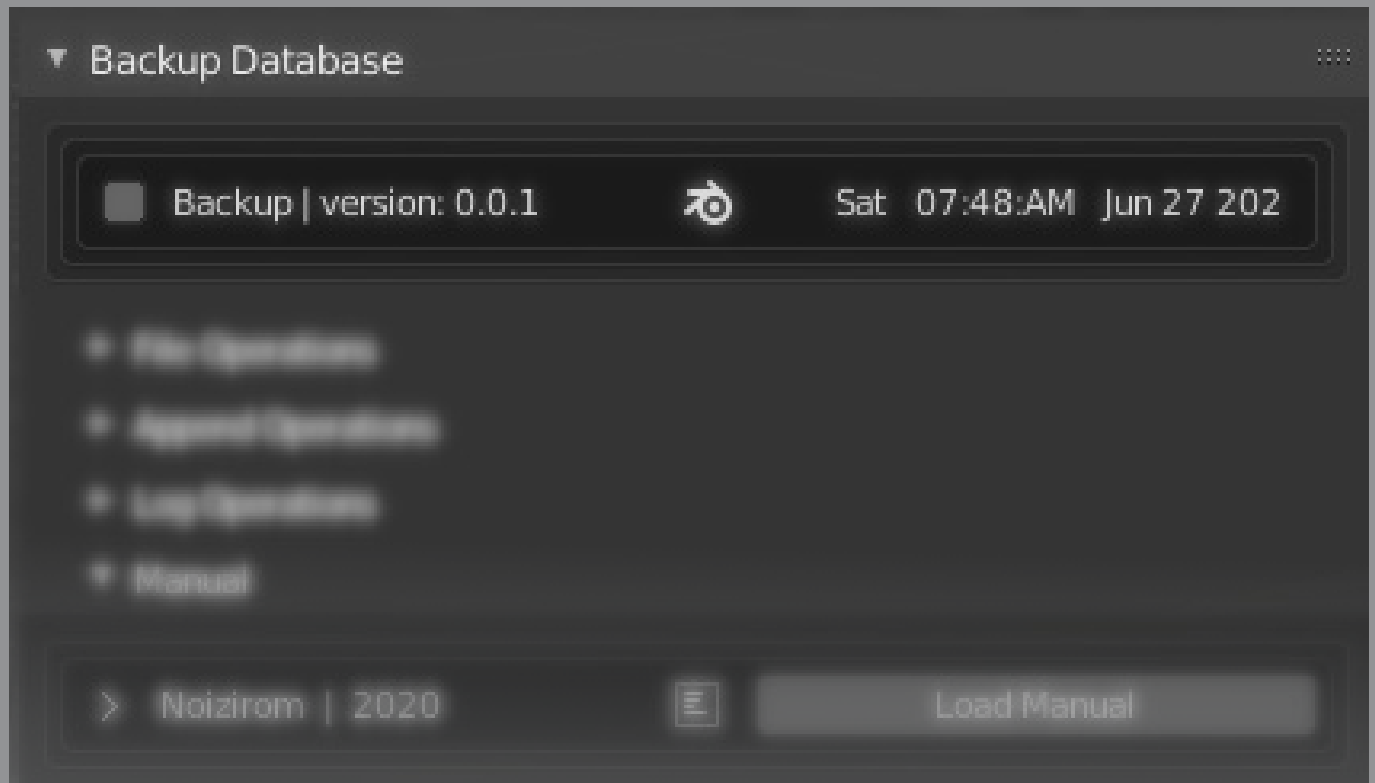


Backup Database

ver. 0.0.1

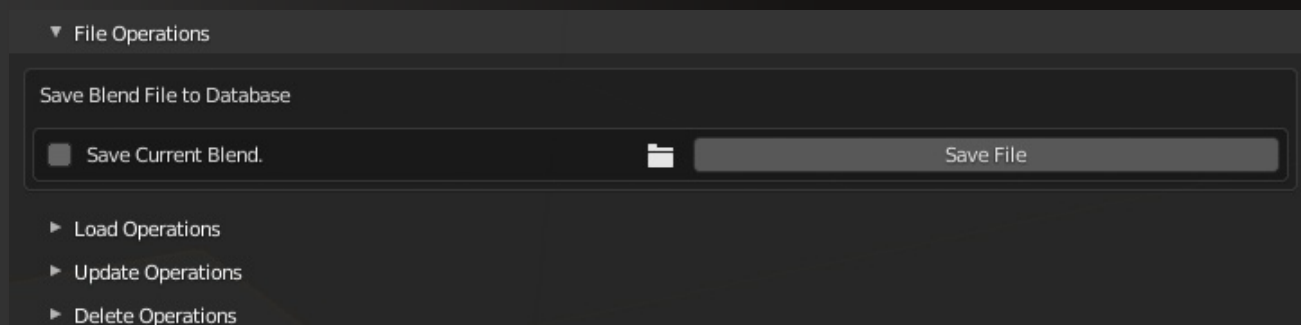


Manual

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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

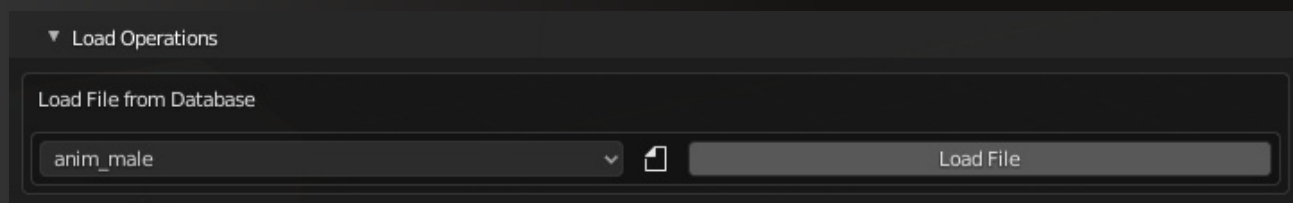


Save Operations

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

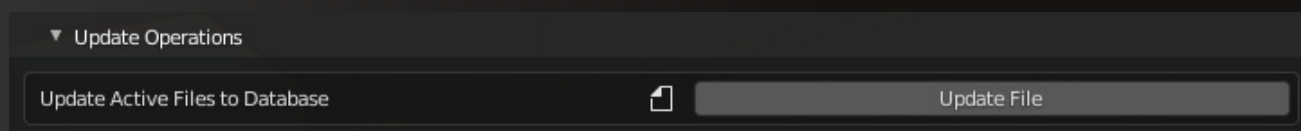
While [Save Current Blend] is not selected, it will launch the filebrowser for you to select blend file to load into the Database.

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



Load Operations

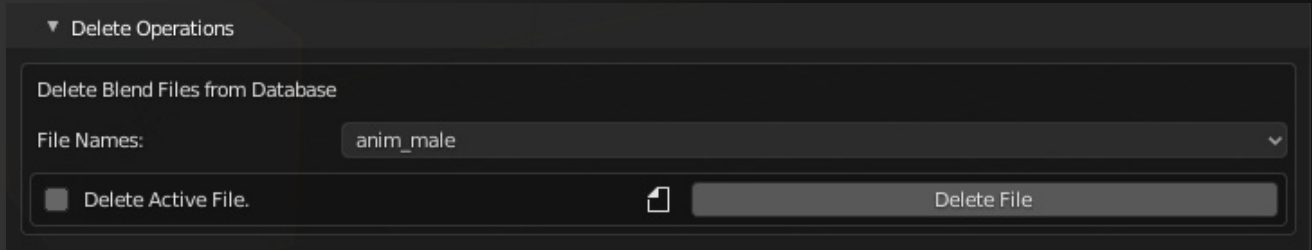
Select a file from the Database through the drop-down list and press [Load File].



Update Operations

Update the current file manually.

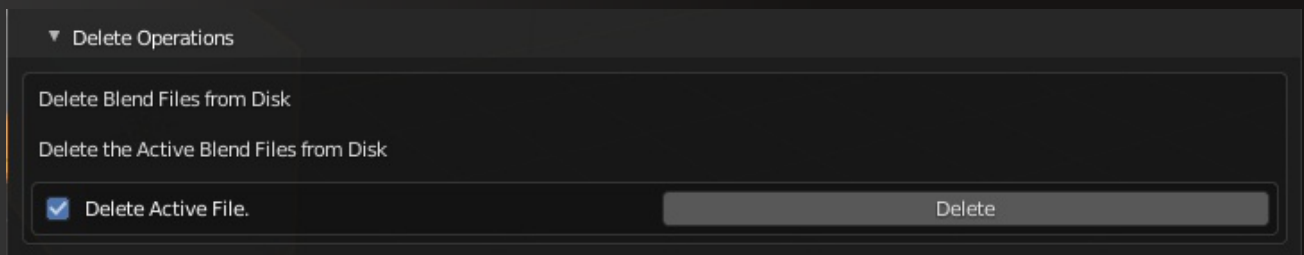
Delete Operations



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

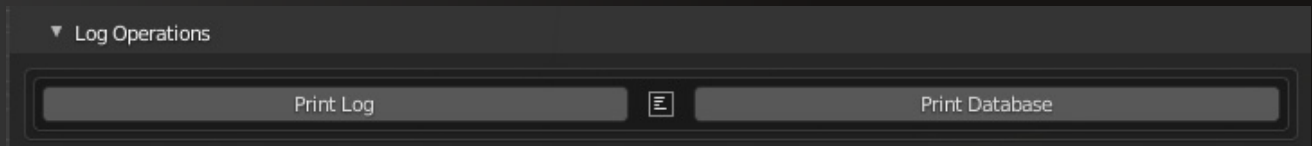
if the current file is not saved on disk, you will be prompted to do so first.

if the file or similar name exists in the Database, you will be prompted to update the file with and option to update.



[Delete Active File]

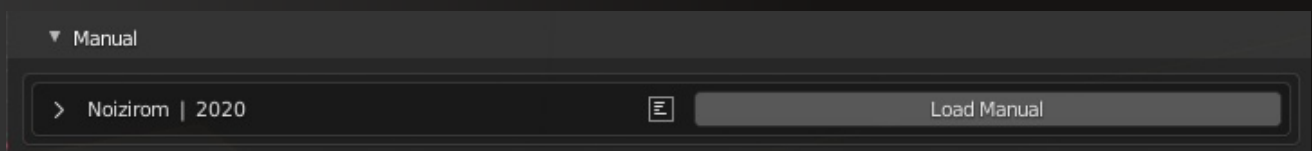
While [Delete Active File] is selected, it will delete the current open file from disk, close blender, and launch a new session..



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

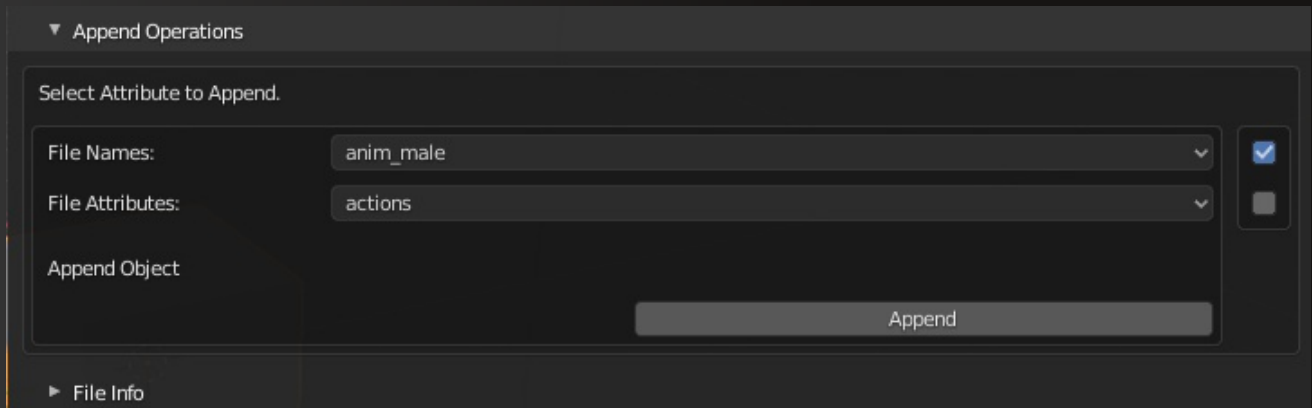
[Append File] mode is when neither the [Append Attribute] or [Append Object] check boxes are selected.

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



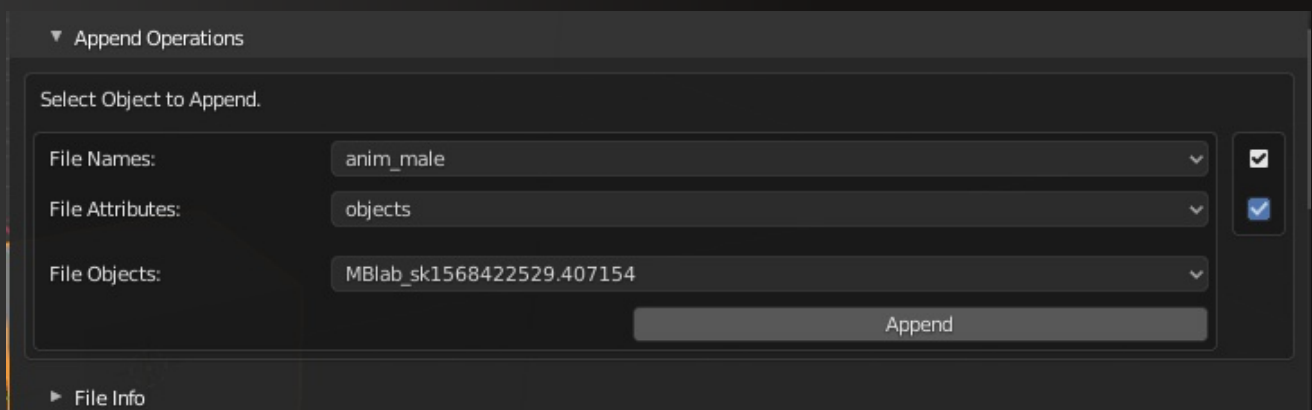
The 'Append Operations' panel shows the 'Append Attribute' mode. It includes a 'Select Attribute to Append' section with a 'File Names' dropdown set to 'anim_male', a 'File Attributes' dropdown set to 'actions', and an 'Append Object' checkbox which is checked. An 'Append' button is located at the bottom right of the panel. A 'File Info' tab is visible at the bottom left.

[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



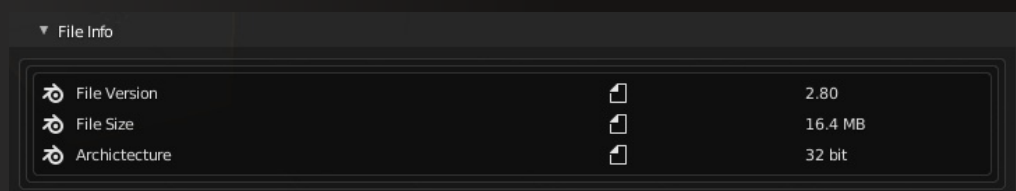
The 'Append Operations' panel shows the 'Append Object' mode. It includes a 'Select Object to Append' section with a 'File Names' dropdown set to 'anim_male', a 'File Attributes' dropdown set to 'objects', and a 'File Objects' dropdown set to 'MBlab_sk1568422529.407154'. Both the 'Append Attribute' and 'Append Object' checkboxes are checked. An 'Append' button is located at the bottom right of the panel. A 'File Info' tab is visible at the bottom left.

[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 the following information:

	File Version	File Size	Architecture
	2.80	16.4 MB	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 correctly. 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.