

# Manual

Welcome to the manual for BSlides or blender\_slides if you wish.

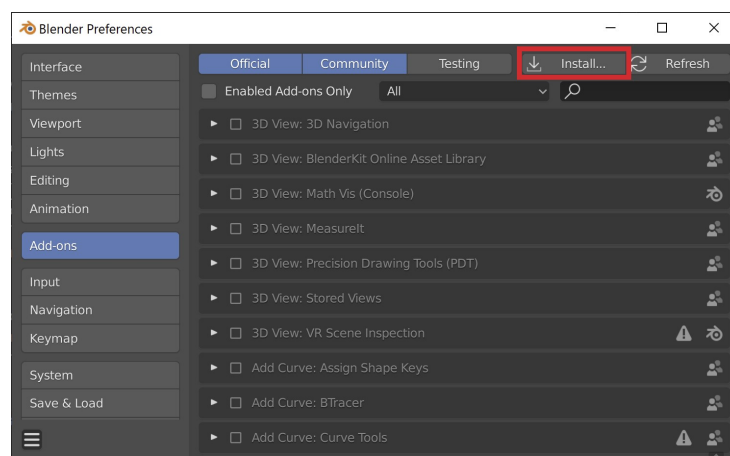
Let's explore all the bells and whistles together.

## Installing the Addon

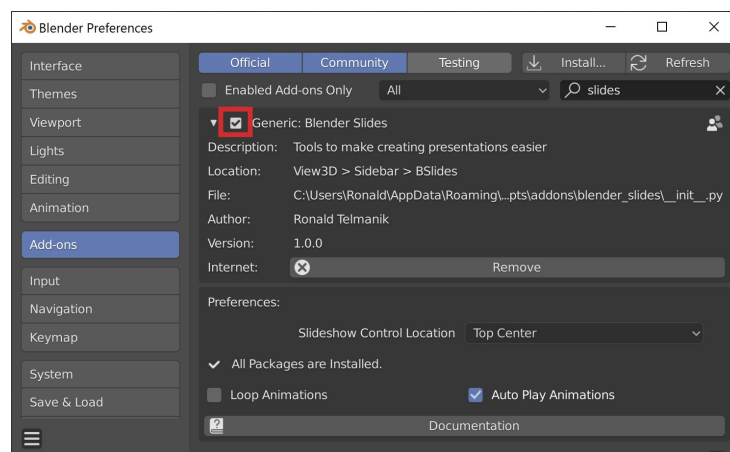
Only one version of the addon should be installed at a time. If updating remove old version.

Both source code and latest add-on .zip file can be downloaded from release page here at [GitHub](#). After successfully downloading .zip file follow these steps:

1. Open Blender, go to : Edit > Preferences > Add-ons > Install



2. Select downloaded .zip file
3. Search for add-on e.g slides and add-on will show up. Make sure add-on is enabled.

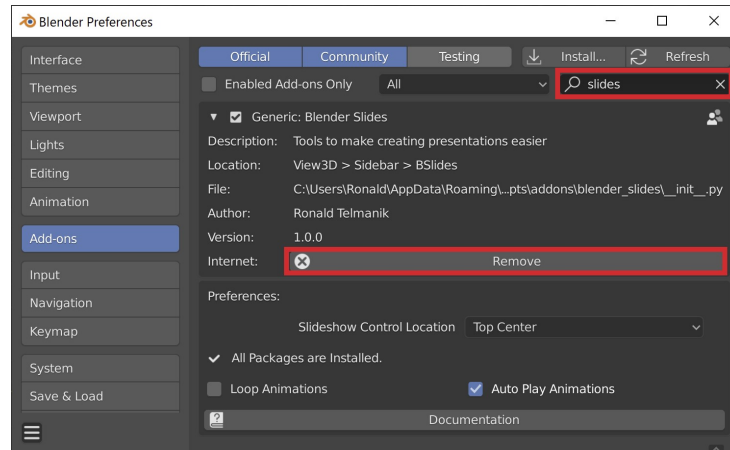


4. Restart Blender.

## Uninstalling the Addon

If all is done right, blender\_slides add-on will pop up, lastly don't forget to enable it. In case you decided you had enough of presentations in Blender:

1. Open Blender, go to : Edit > Preferences > Add-ons
2. Type `slides` into search, open add-on and click remove button



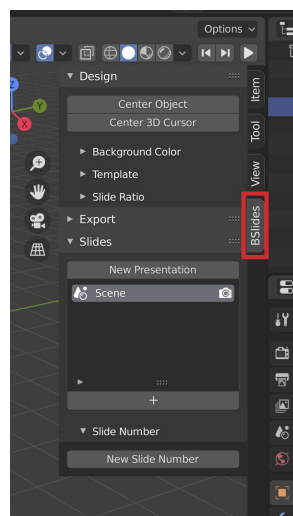
## Add-on preferences

Add-on provides some basic preferences such as:

- Slideshow Control Location - this is a location of next, previous and exit buttons during full screen slideshow
- Next is option to install dependencies, that is Pillow, Pillow is used as glue that will stick together exported `.png`. It is not a requirement but mandatory when you decide to export as `.pdf`. **It is mandatory to restart Blender after installation!**
- Loop animations is feature that Blender does not provide out of the box. Default behaviour is playing animation in loop or cycle until it is stopped by user. This option overrides this behaviour by playing once and then stopping at last frame.
- Auto Play Animations is there to play animations when switching slides, that is next/previous slide buttons.

## Add-on location

After successful installation, add-on be found inside `3DView > Sidebar > BSlides`



## Add-on panels

There are 4 different panels inside BSlides, each representing different aspect of presentation.

*Order might be different, as Blender does not support strict ordering of panel, letting user to choose their preference.*

## Design Panel

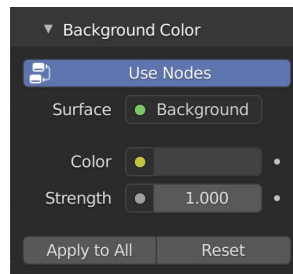
Provides tool that represent design of aspect of slide/s.

- Center Object provides a way to directly center selected object by moving it in front of the camera in the center.
- Center 3D Cursor is a operator that moves 3D cursor to the center of camera, so that newly created objects get places in front of camera making it easier to place.

Followed by another 3 subpanels.

### Background Color

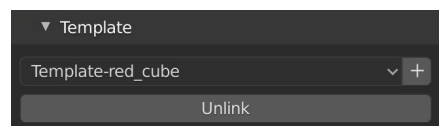
*Background Color* contains option to choose background color for currently selected slide.



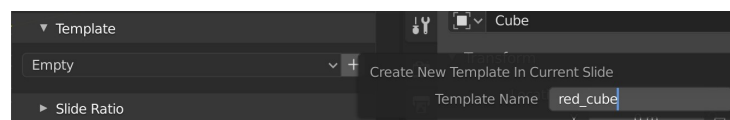
- Apply to All appliest this settings to all currently existing slides (scenes) inside *.blend* file
- Reset will reset background color to white but again, only on currently selected slide.

### Template

*Template* contains options to work with templates. Template is basically a collection of objects that will be linked to selected slides. For example if you want to have a red cube on all slides, in same location, you create a new collection place that cube inside it and link to scenes you want the cube to be.



Creating a new template is pretty straight forward, clicking the (+) symbol and entering a collection name.



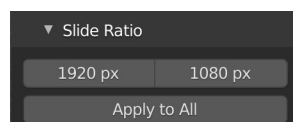
New templates can be also create just by naming a collection started by *template*

In case template is already a part of slide there is operator to **Unlink** selected template from current slide. Otherwise there is **Apply**, which will link selected template to the current slide.

This only un/links, this will not remove any template, deleting from *.blend* file has to be done manually, or in case that none slides references template will be deleted by Blender.

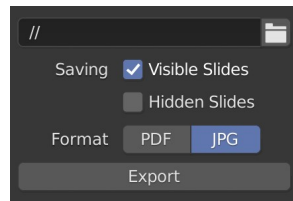
### Slide Ration

*Slide Ratio* provides a simple way to change ration or resolution of slide. Just change the resolution you wish. This will change currently selected slide, but in case you wish to use that resolution on all slides, I've got you covered, just apply it to all.



## Export

*Export* provides a way to present a slideshow without Blender. It is not ideal but it is something. Blender does not provide simple Eevee renderer, but what it does have is whole standalone version of Blender, that can be used. In case you don't want to I present 2 types of approach.



This add-on provides a way to export all scenes be it hidden or visible to export in *.pdf* that is all scenes bundled together resulting in one *.pdf* file, or exporting all slides as individual images. And don't forget to set the export path ;)

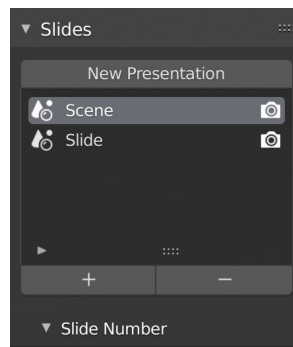
## Slides

*Slides* provides a way to view all slides (scenes) inside *.blend* file. You can switch between individual slides and view them.

If you start a new presentation *New Presentation* is what you are looking for. It removes everything distracting, unlink objects, resulting in clean presentation with empty slide prepared for your new presentation. This will set camera to the center.

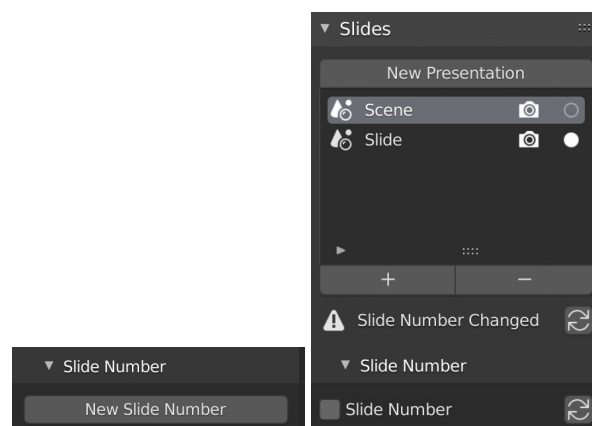
Underneath is a list with all slides, their name and visibility status. Visibility status is just fancy name for hiding slide, in case you don't want it to be rendered during slideshow. If you have got too many slides there is also a search box, that will help you find what you want.

In case you have trouble getting correct order of slides, try using *XX\_name*, where *XX* is number e.g. *00\_intro*, *01\_what is ml* etc.



Creating and deleting slides can be done with  and  buttons and they are pretty much self explanatory.

Another important feature of every presentation is to display slide number. This is also done by linking one object to all slides and updating it accordingly. In case such object is not found, you will have to create one. Don't worry I implemented it for you.



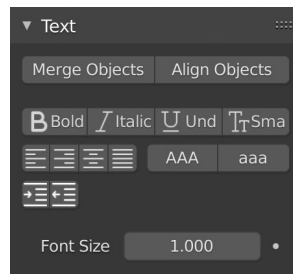
On the other hand, if such object is found, more options will pop up. Let's get back to the list view of slides. Know there is another dot like thingy, that represents if slide has a slide number active or not. Underneath the list is a refresh button, that as expected will refresh slides with slide number, meaning if you un-numbered a slide refresh will also unlink slide number from slide and vice versa.

In slide number panel now lives a tick for currently selected slide if you prefer not to use dots.

Pro Tip: click, hold and hover over dots will change them all based on first clicked.

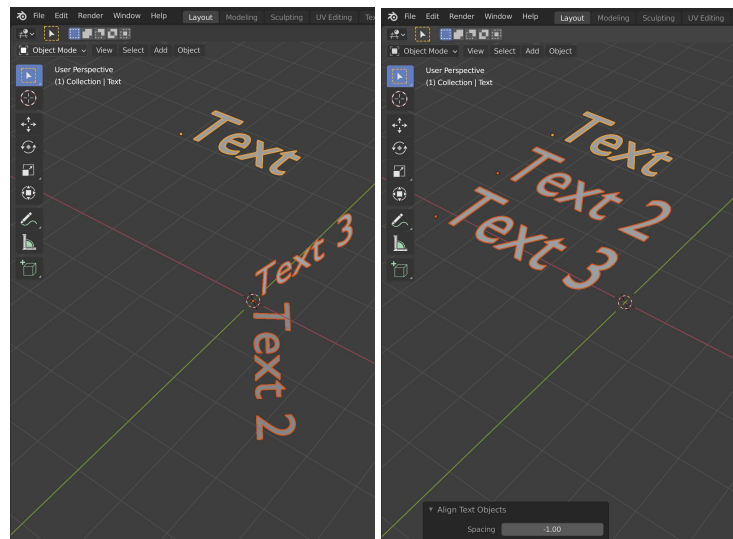
## Text

**Text panel is only visible when a text object is selected.** Text is the most important part of any presentation, and therefore this is where all the magic happens. There is a big amount of functionality to be covered.



First row has 2 operators, both pretty similar.

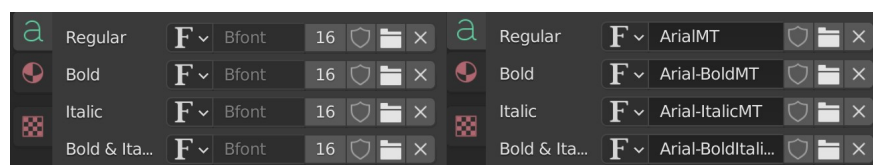
- Merge Objects - takes multiple selected text objects and returns one merged text object, leaving only one
- Align Objects - also takes multiple text objects but now with, different location and rotations and align them on one axis in list like structure.



After aligning object, redo panel will pop up asking for spacing. Default is -1.0 meaning stack them under each other, positive number will result in stacking each one above other. Object are aligned in order of their names, remaining text objects are aligned by first one.

Next row or group provides classic font style options, known from any other text processing application.

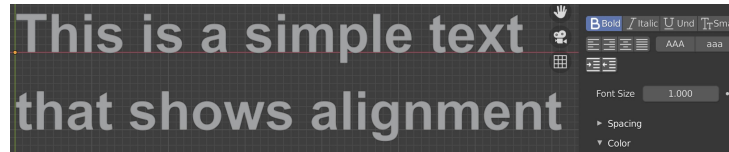
To use Bold and Italic, you have to set appropriate fonts.



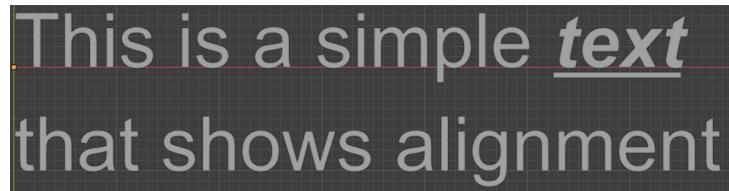
Otherwise clicking these operators **WILL NOT** have any effect.

After loading fonts operators are ready to function like follows:

- If in *object mode* clicking any of them will apply to whole text object



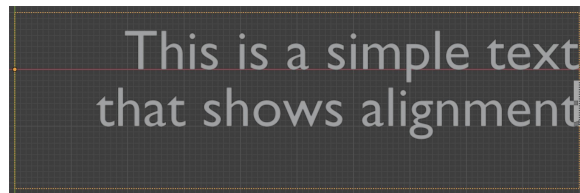
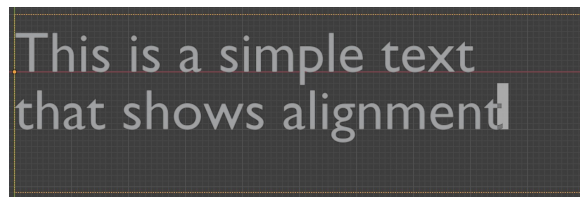
- If in *edit mode* clicking any of them will apply to only selected characters



Next there is horizontal alignment, pretty much standard:

- Align left
- Align right
- Align center
- Align justify

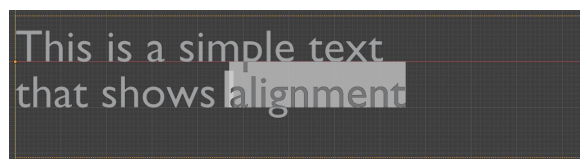
Mainly useful when working with text boxes.



The two **AAA** and **aaa** may not have the most straight forward icons but they do what they say.

- AAA will convert all characters in selected text object into all uppercase
- aaa will convert all characters in selected text object into all lowercase

They have similar behaviour to font styles, *object* and *edit* mode, object will convert whole text object, while edit mode will convert only selected.

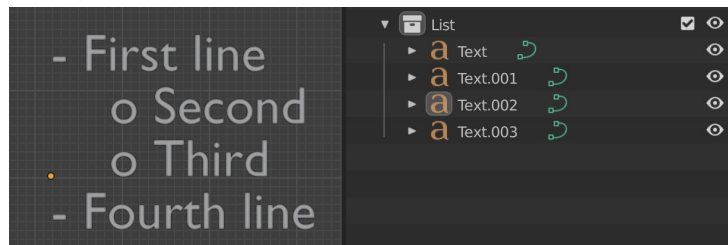




Next two operators provide more of a just in case functionality rather than something life dependant. They simply add or remove leading spaces. Operator also ask for how many spaces to use.

- Indent - will prepend entered number of spaces
- Outdent - will remove leading number of spaces

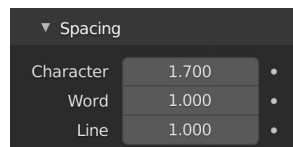
This is more of a experimental feature as Blender API is quite bad with text objects and there is not an easy way to just add or remove characters at specified lines. Therefore it only adds spaces to whole text objects. But can be used in combination with align text objects to create lists.



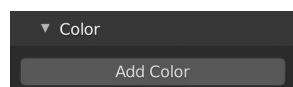
May someone find is useful!

There is another important text option, that is font size. People usually scale text objects which makes them funky, but what is more important is that this add-on makes use of that.

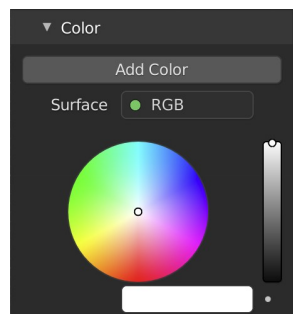
First sub panel deals with spacing, this is pretty much ported from blender text panel, that would be nice to have at once place rather than jumping back and forth between add-on and properties.



Here we come into second sub panel in text and that is color. No one wants to see single color presentations, so here we are adding colors to our slides.

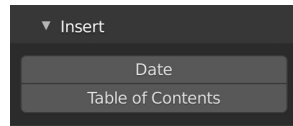


This is what you will probably see after clicking on text object on your slide. Clicking *Add Color* will add RGB color to the text.

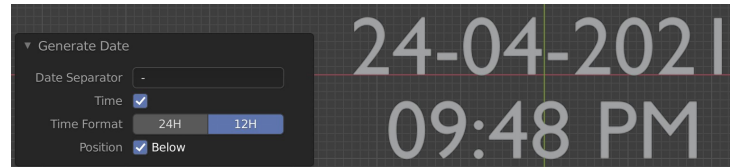


This is not something that will save you tons of time but hey, two clicks to set object color. Don't like RGB? sure you can chang it however you like.

Another panel is for inserting two types of text objects. Both are used once in presentation but really handy.



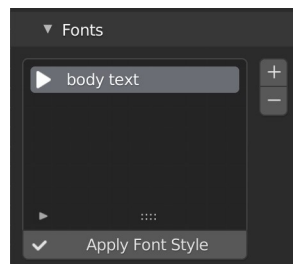
### 1. Date



2. ToC or Table of Contents works by reading text objects from each slide and building a text object that represents a ToC. Such object must be named with prefix *title* e.g *title-intro*, *Title-ml* etc.

Warning: [one slide, one title] only first object with prefix *title* will be considered.

Most notable font tool implemented is saving font styles. Each new text object in Blender has its own new style, Blender can link data, but this will copy object name and most importantly body, that is - text.

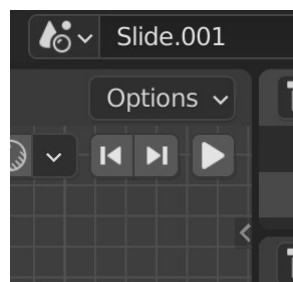


After selecting a text object, by clicking (+) you will add this object as style source for another text objects. This operator copies set fonts - so you don't have set fonts for each text object individually, copies font size and many more but leaves body text and object name untouched. After saving any font style you would like to use another time, select another text object and simply apply it.

## Control Panel

There are two different places to switch between slides. In 3D view in header in order:

- Previous slide
- Next slide
- Run slideshow



Once you run the slideshow different one takes place. Its position can be set in add-on preference.





