Add-on Lumiscaphe pour Blender

USER MANUAL

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This documentation is provided with the software Add-on Lumiscaphe pour Blender. It does not, however, constitute a contractual agreement with regard to the features and functionality of the software.

INSTALLING THE LUMISCAPHE ADD-ON

Prerequisites

> ✏ **NOTE**
> It is necessary to have the **version 4.0** Or **4.1** of **blender** installed on your computer to be able to run the Lumiscaphe add-on.

Installation

This installation allows you to have the Lumiscaphe add-on loaded and available each time you launch Blender, without having to run a script to launch it.

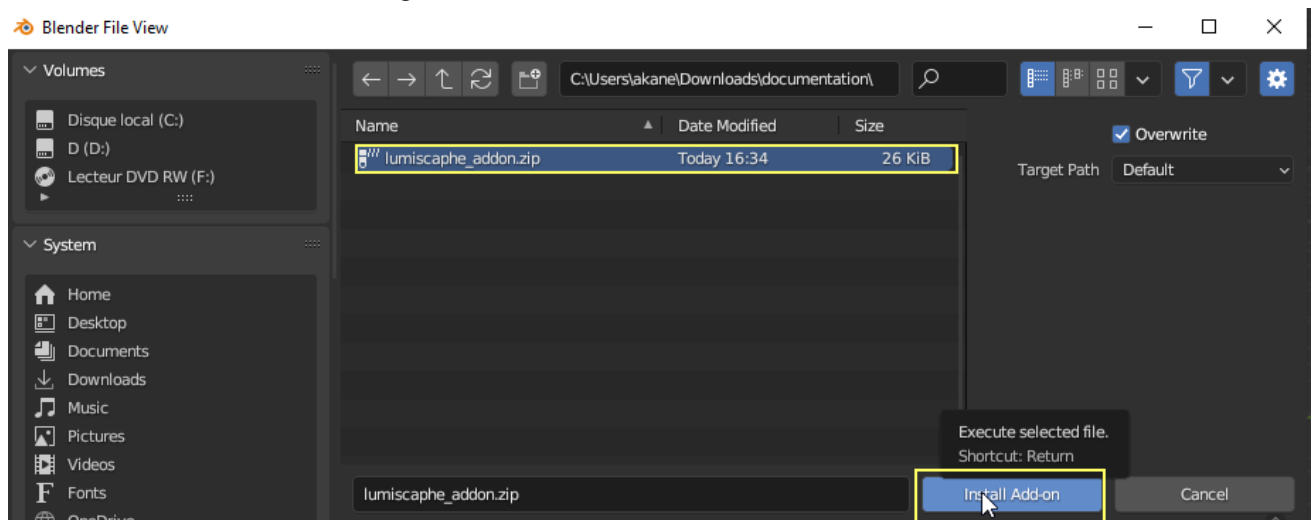1. Open the Blender add-on installation window located in the menu *Edit > Preferences*.
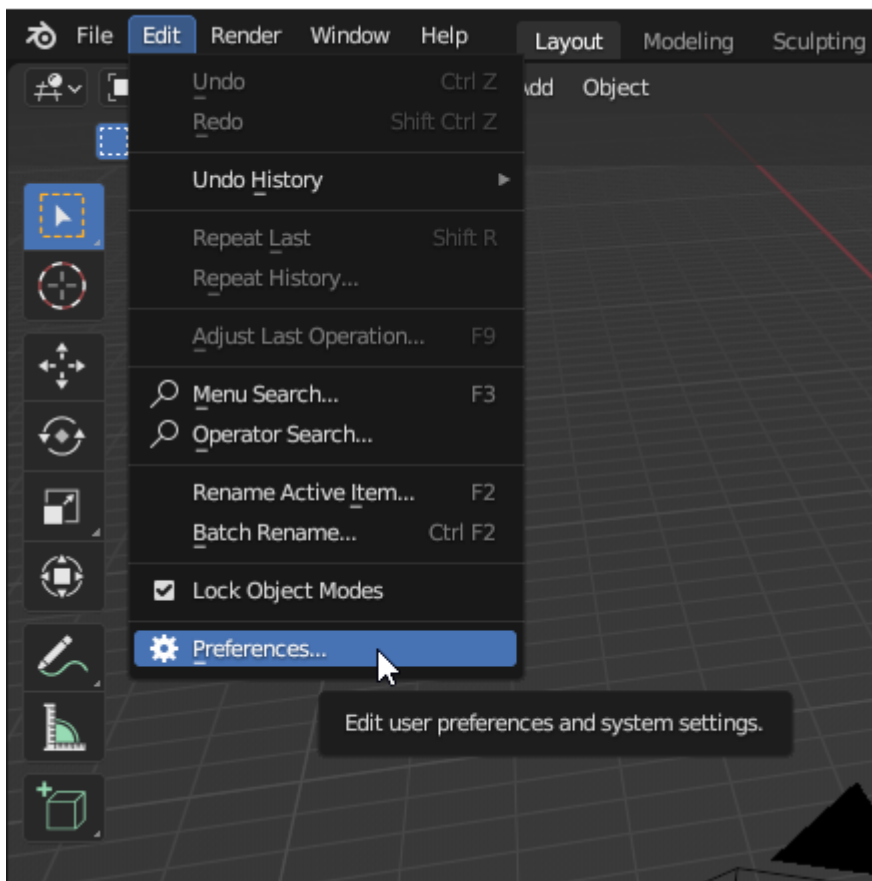
2. In the *Preferences* window that opens, select *Add-ons* on the left part and click on the *Install* button at the top right of the window.
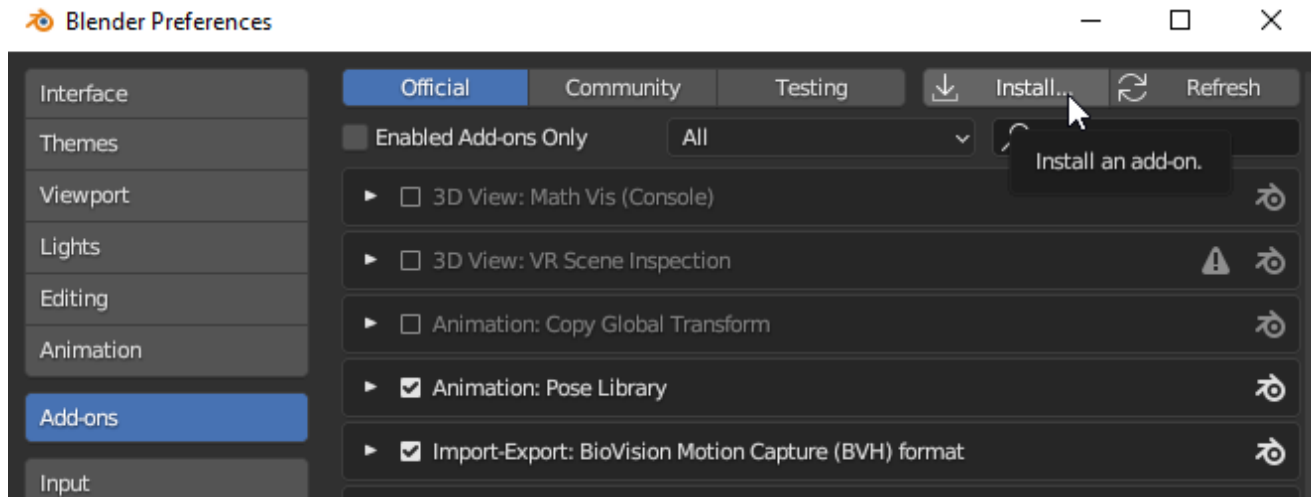
3. Choose the add-on's zipped folder, for example `P3DToBlender-3.1.0.zip`, and click the button **_Install Add-on_** at the bottom right.

Wait until the Lumiscaphe add-on is correctly installed.

The Blender preferences window may automatically close at the end of its installation. If so, open Blender preferences again via the menu **_Edit_** > **_Preferences_**.

4. The Lumiscaphe add-on should appear in the list, check the box corresponding to the add-on to enable it.
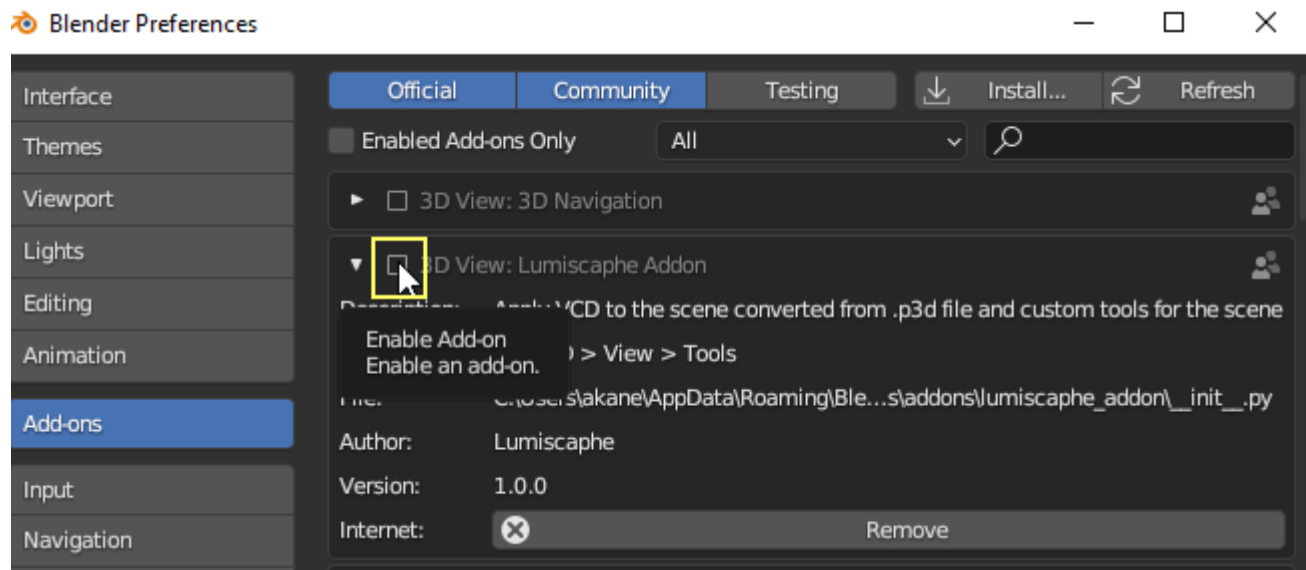
Uninstalling the add-on

1. Open Blender.
2. In **Edit** > **Preferences** > **Add-ons** button, look for the add-on titled **Lumiscaphe Addon**.
3. Expand the add-on to reveal the **Remove** button.
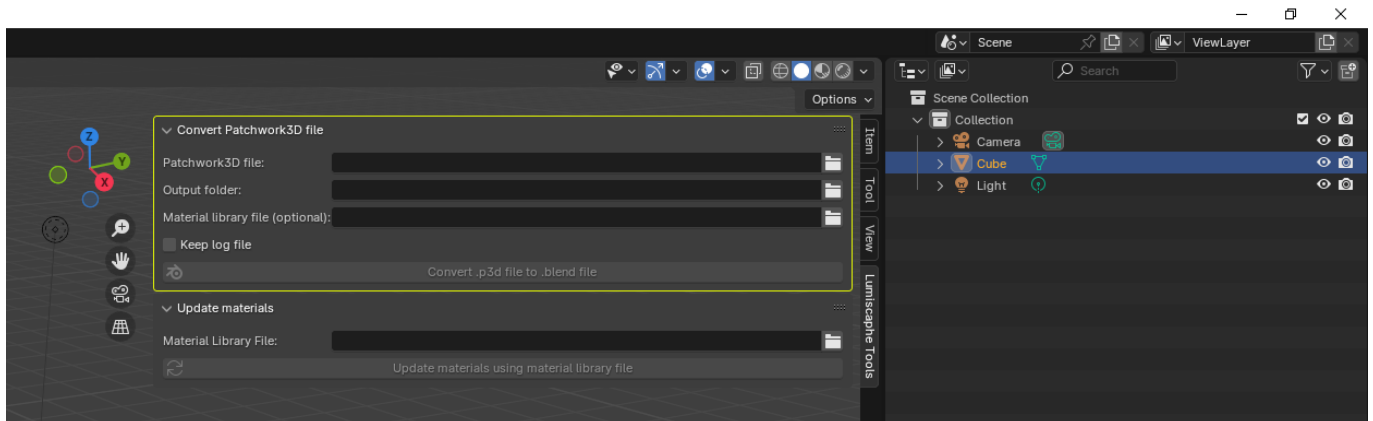4. Click the **Remove** button.

USING THE LUMISCAPHE ADD-ON

The Lumiscaphe add-on for Blender:

• Converts data from a Patchwork 3D file to be able to use it in Blender.

• Updates materials in the open Blender file with an external .blend file containing matching named materials.
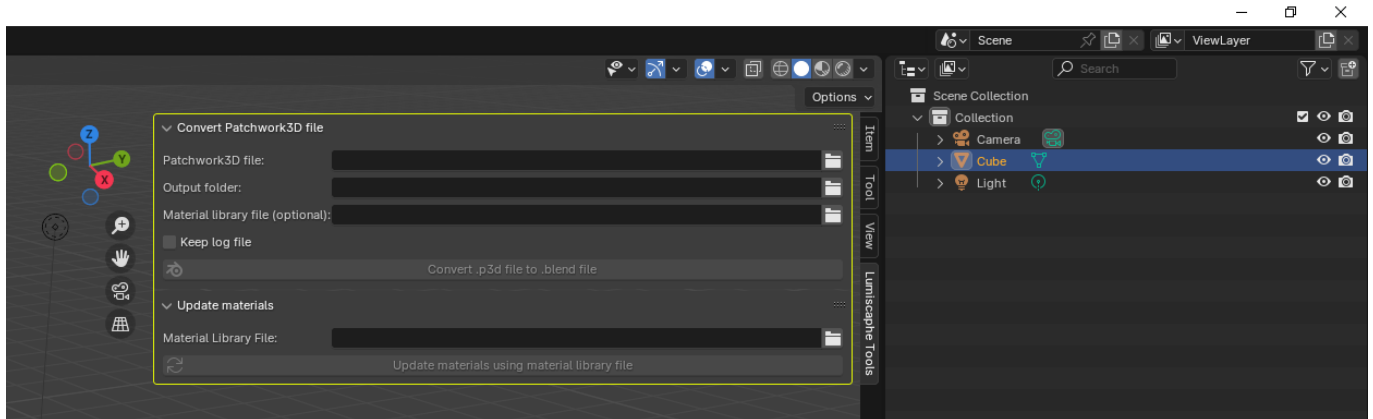
Convert a file

1. Select the *.p3d format file from the Blender Explorer.

2. Then select the directory in which the .p3d file will be converted into a .blend file.
   Additionally, you can attach a .blend file containing materials. When converting the .p3d file, its materials will automatically be replaced with the materials present in the external .blend file.

> 💡 **TIP**
> Make sure the replacement materials are named the same as the materials in the .p3d file.

By checking the ***Keep log file*** you can record the conversion steps in the log. The log is located in the same folder as the converted .blend file.

3. Push the **Convert .p3d file to .blend file** button to convert the file.

Congratulations, you have converted a Patchwork 3D file to a Blender file. Now to be able to use it, you just have to open it ;-)

Updating materials
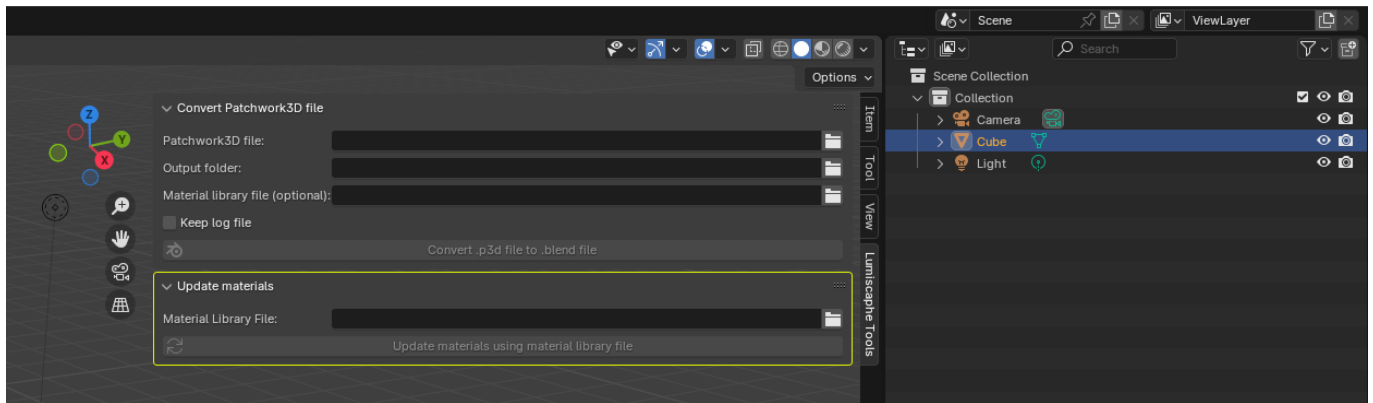
When you use the Lumiscaphe add-on to convert a Patchwork 3D file, the material library associated with the original file is preserved in the Blender file. If you want to replace this library with Blender's, **make sure the material names in the Blender library match exactly those used in the converted Patchwork 3D file**.

1. Select the Blender material library by clicking on the **Material Library File** icon.
2. Then click on the button **Update materials using material library file**.

The materials created in Patchwork 3D and included in the converted file have been replaced by those of the same name in the Blender material library.