

SublimeBlender

Develop with Sublime Text 3 as an external script editor

An interactive bridge between Sublime Text 3 and Blender. To improve the quality of development in Blender.

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About

Author	Sven Fraeys - Technical Artist
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Version	1.10
Developed with	Sublime Text 3 (3047) , Blender 2.69

Features

v1.10

- bpy autocompletion : autocompletion when working on a bpy library
- bpy import autocompletion : when importing the bpy modules
- auto-save the file when executing your active script

v1.00

- Execute your script from Sublime directly in Blender
- Sublime Console shows the console output of Blender
- Easy to use with a Sublime Shortcut : Ctrl + E

Installation

On Github you will find two important things.

/blender-addon	the blender addon
/sublime-plugin	the sublime plugin

Blender Addon

1. Use the Blender User Preferences / Addons / Install From File...
2. Select the python script : /blender-addon/SublimeBlender.py
3. In the category Development you will have the SublimeText plugin.
4. Activate the plugin
5. Press Save User Settings to keep the plugin active on restart.

Sublime Package

1. Go to Preferences / Browse Packages...
2. Your explorer will open the plug-in directory
3. Copy the directory SublimeBlender (Sublime-Package/SublimeBlender) in the directory

Now SublimeBlender is installed in both applications.

Next step : Let us open the connection !

How to use

The use is simple

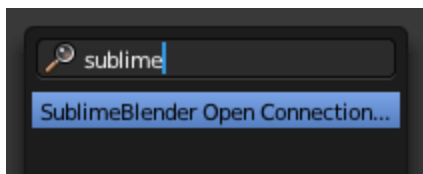
1. Open the Blender connection
2. Execute any open script from Sublime with Ctrl+E

Blender

Now we have to open the connection in Blender.

This way Blender can receive the signals from Sublime Text.

1. Open the Search Menu in Blender (space)
2. Launch the command : SublimeBlender Open Connection...
3. Done !



Blender is now ready and open for Sublime signals.

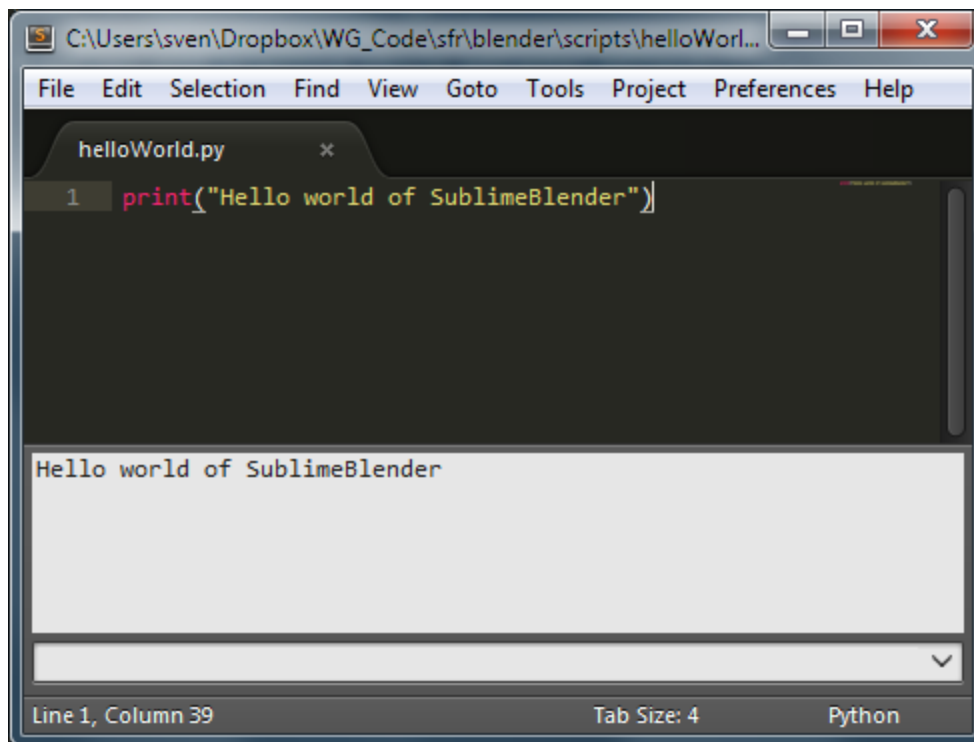
Sublime Text

Executing Scripts

1. Open a python script in Sublime.
2. Press control + E.
3. The script is executed in Blender.

4. Open your 'Console' in Sublime to see your prints.

The console of Sublime will show all the outputs of Blender.



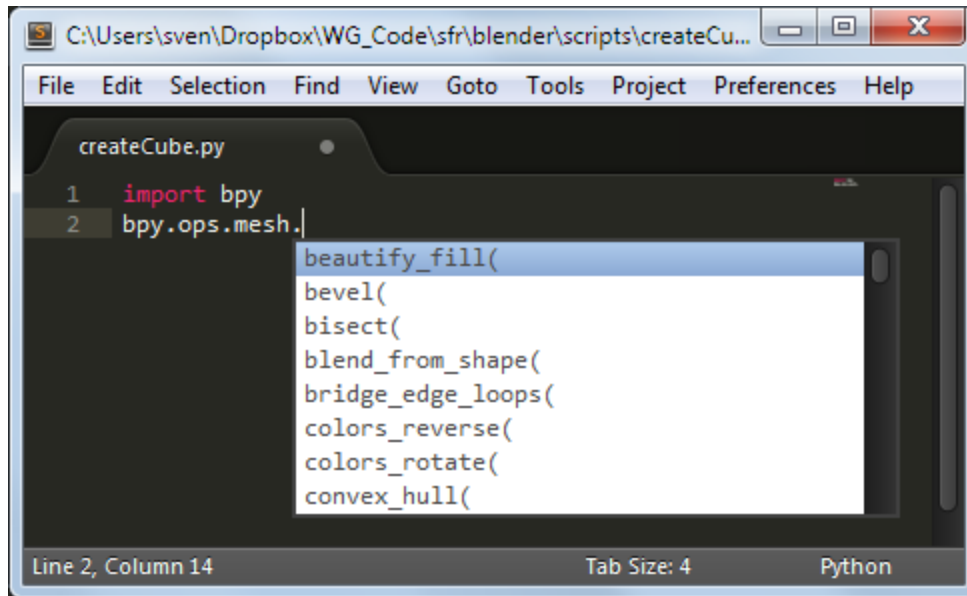
Autocompletion

SublimeBlender handles Autocompletion within Sublime Text.

The 'bpy' module will show automatically its content in the default auto complete of Sublime.

When typing 'bpy.' and pressing control space the autocomplete will be populated.

Note : The SublimeBlender connection needs to be open before it works



Bugs

- When exiting your Blender, the Blender.exe can stay open in your processes. Because the connection could not be used.
Just close the blender.exe process by using your Task Manager.
This will block SublimeBlender connection as long as that process is open.
- You can only open 1 connection. Not possible to use it on multiple Blenders