THE TEXT EDITOR

This simple window type is more useful than it at first appears. Let’s split the Outliner window by dragging down the hatched triangle in the top right corner. Resize the three right windows about equally, then make the top one Text Editor. Drag the left border across to see all the buttons.

This doesn’t look very promising. You can’t even type in it.

Go to Text – Create Text Block (or use Control-N) for writing mode and a red cursor appears top left. Now start to type something. But when you come to the end of the line the beginning will scroll off the left; the text isn’t wrapping like one is used to in a word processor. To add wrapping go to View – Properties and click the Word Wrap button or click the center button of these three.

That’s better. Now we can enter some text.
You’ll see other options in View – Properties, however, including line numbering and syntax high-lighting. Scroll down to find Seach and Replace and many other features of a good script editor.

For example go to Templates – Python – Bmesh Simple, and the text window fills with the template for that operation. The Text Editor is a highly efficient way to customize Blender and edit the Python scripts that run it. If you drag the bottom edge of the Info window down you can also see the inbuilt Python instructions as they run in Blender.

Finally, the closing window arrangement saves with the Blender file – including the Text Editor and its contents – so this is a good way to add notes to a project for a grader or collaborator.

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