

Accessing and Editing the JSON File

Requires

BLUEPRINT MAKER

Accessing and Editing the JSON File

Prompt


Viewing and changing specification information in the Blueprint Definition JSON File.

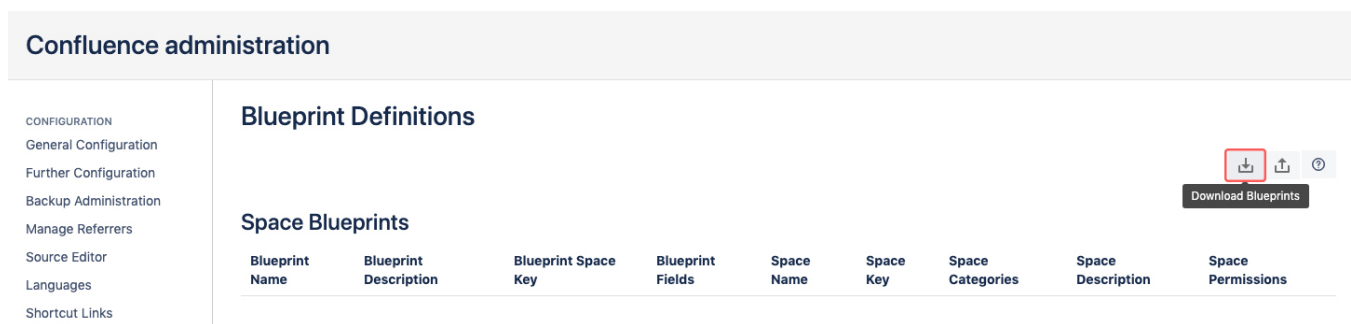
Outcome

This How-To entry describes how you can download, edit, and upload the JSON file with changes to your Blueprint specifications.

Steps

Download the Blueprint Definitions JSON file

Navigate to the [Blueprint Definitions page](#) and click the "Download Blueprints" icon  near the top of the screen. This will save the `blueprint-definitions.json` file to your local hard drive, typically the Downloads folder.




Before making changes to this file, we recommend making a copy of the version you downloaded and setting that aside, just in case you need to revert back to the previous configuration.

Edit the file

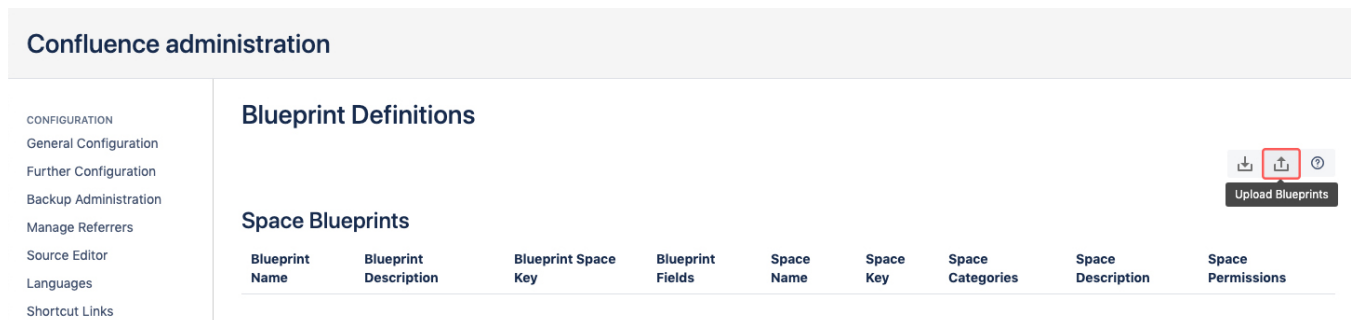
Open `blueprint-definitions.json` in a text editor of your choice to view and edit. For example, on a Mac you can use *TextEdit*, and on Windows machines, *Notepad*.

Save and close the file.

Upload a new version of the file

Back on the Blueprints Definition page, you may now upload your JSON file via by clicking on the "Upload Blueprints" icon  near the top-right corner of the page.

A modal window will appear with a message about how the existing JSON file will be overwritten by your new one. Tick the checkbox and click OK to proceed.



Note

Tip

Warning

Info



The file does not have to be named "blueprint-definitions.json" when you upload it. It will, however, always download as "blueprint-definitions.json".

Related

- [Blueprint Definitions Page](#)
- [JSON File](#)
- [Brikit Blueprints](#)
- [JSON File Data Reference](#)