JSON File

Relates To

BLUEPRINT MAKER

JSON File

Prompt

Defines the fields and properties of your Brikit Blueprints.

Definition

Brikit's Blueprint Maker app uses a special file to define and manage specifications for all of your space and page Blueprints. This special file uses the JSON (JavaScript Object Notation) format, so we frequently refer to it as the Blueprint Definitions JSON File, or just the JSON File. When retrieved from the Blueprint Definitions Page, this file will be downloaded with the filename, *blueprint-definitions.json*.

This file is the source of all the information about your site's Blueprints. For example, it contains the names, definitions, and behaviors of Blueprint fields (these are the double-bracketed placeholders for content that will be entered using the Brikit Blueprints Menu). The JSON File also contains information about which users or groups can access Blueprints, and from which spaces they can be accessed.

When defining a new Brikit Blueprint, or when editing an existing Blueprint's fields, you will need to make some changes to the JSON file. For more information about doing so, see Accessing and Editing the JSON File.

Info

The data in the JSON file comprise a number of predefined arrays (i.e., lists), each one enumerating all the objects or values that have been defined by your site's blueprints author(s). Please refer to JSON File Data Reference to see these lists and learn more about what all of the different pieces of data in this file represent.

Related

- Accessing and Editing the JSON File
- Blueprint Definitions Page
- Brikit Blueprints