

Working With Blueprint Maker

Requires

BLUEPRINT MAKER

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Prompt

Blueprint Maker allows you to use existing pages, page trees, or spaces as templates.

Outcome

Steps

Installing/Enabling Blueprint Maker

A System Administrator can install and enable the app by:

1. Clicking on the **Confluence Administration** cog/gear icon (upper right corner of screen)
2. Selecting **Add-ons**
3. Selecting **Find new add-ons**
4. Searching for **BrikIt Blueprint Maker**
5. Selecting **Free Trial** or **Buy Now**

Creating Blueprints

Two different types of blueprints can be created with Blueprint Maker, Space Blueprints and Page Blueprints. The process for both is generally the same:

1. First, create the space or page that will be used as the Blueprint. In both types, you can create page trees as well.
2. Add [substitution fields](#) to your Blueprint pages.
3. Create or update the [Blueprint Maker JSON file](#) to define and configure your Blueprints

Configuring Blueprint Maker

A site administrator can configure the app by:

1. Clicking on the **Confluence Administration** cog/gear icon
2. Selecting **General Configuration**
3. Selecting **Blueprint Definitions** in the sidebar menu

Use of Blueprint Maker

The app can be accessed by users (with the appropriate permissions) by:

1. Navigating to the **Blueprints** option in the [Confluence Header](#)
2. Selecting a Blueprint and filling out the required fields (these values will pre-populate the substitution fields)
3. The process above is sometimes called using the Blueprint Wizard, since it walks users through the creation of a space or page blueprint.
4. After clicking "create" the user is taken to newly created page (or space home).

Note

Tip

Warning

Related

- [Blueprint Definitions Page](#)
- [Creating a Space Blueprint](#)
- [Creating a Page Blueprint](#)
- [Accessing and Editing the JSON File](#)
- [JSON File Data Reference](#)