Working With Blueprint Maker

Requires

BLUEPRINT MAKER

Working With Blueprint Maker

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