

# 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.

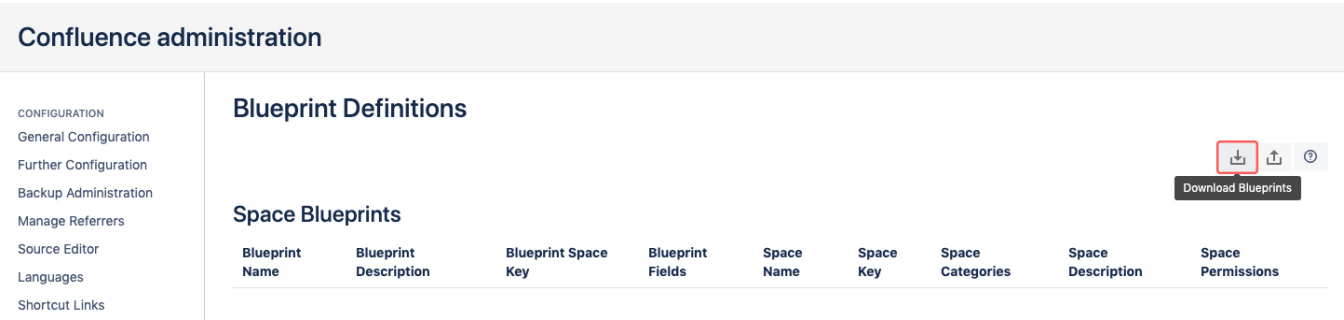
## Outcome

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-defintions.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

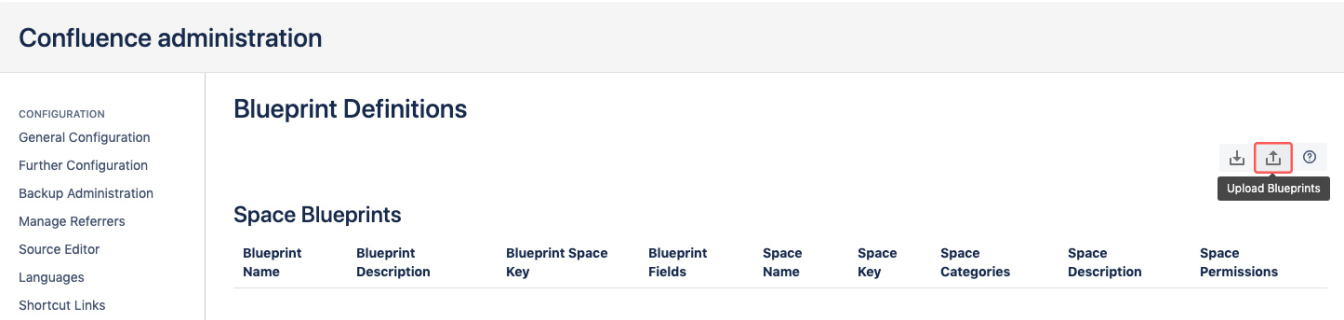
Open *blueprint-defintions.json* in a text editor of your choice to view and edit. For example, on a Mac you can use *TextEdit*; and on Windows machines, *Notepad*.

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](#)