



**RISING
WORLD**

Blueprint Texture Editor Documentation

1 Keybindings

Open a .blueprint file: Ctrl + O

Save a .blueprint file: Ctrl + S

Open Documentation: F1

2 How it Works

2.1 Starting up

2.1.1 Windows

To run the Blueprint Texture Editor on Windows you need to have the latest java version (i.e. JDK 8) installed and then simply doubleclick the Blueprint_Texture_Editor.jar file. You can download the latest java version from [here](#).

2.1.2 Linux/Mac

To run the Blueprint Texture Editor on Linux or Mac you need to have the latest java version (i.e. JDK 8) installed and then simply doubleclick the Blueprint_Texture_Editor.jar file. You can download the latest java version from [here](#) or obtain it through the shell by typing: `sudo apt-get install default-jre` (you will need to provide the administrator password). Alternatively you can run it through the shell by navigating to the directory the .jar file is stored and typing the following command: `java -jar Blueprint_Texture_Editor.jar &` (& simply means run in the background)

2.2 The Editor

