

BLInformatique — Manual Builder – User Guide

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Unity 6000.2.3f1 • Generated 2025-09-11 13:50

 Theme



Overview

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🌟 Manual Builder V1.0 is a Unity Editor extension designed to automatically generate professional HTML manuals directly from your C# scripts.

It scans your project, collects fields, tooltips, and inspector details, then organizes them into a clean, branded, and searchable document.

New in V1.0+: PDF Export

Beyond HTML, Manual Builder can now export your manual to PDF with a single click.

Using Chrome or Edge in headless mode, the tool ensures your documentation is also ready for print or distribution as a portable file.

Why Use Manual Builder?

With Manual Builder, you can document your project as you develop it.

Every script becomes self-explained for your team, your clients, or your Asset Store releases.

Now you can also provide a polished print-ready PDF alongside your HTML docs.

How to Use

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Step 1 – Open the Tool

Go to Tools → BLInformatique → Manual Builder in the Unity menu.

The Manual Builder window will appear with branding and setup options.

Step 2 – Scan Your Scripts

Choose the source folder (usually under Assets/).

Click Scan to automatically find all MonoBehaviour and ScriptableObject scripts.

Optionally enable Auto Rescan to keep everything updated.

Step 3 – Add Notes & Images

For each script, expand the Notes section.

 Write inline notes using Markdown.

 Drop up to 3 inspector screenshots to illustrate settings.



Step 4 – Customize Branding

Set your Title, Subtitle, Version, and Organization.

Add a Header Image for the top of the manual.

Choose whether to enable Search, Copy Buttons, and Print CSS.

Step 5 – Generate Your Manual

Click Generate Manual.

Your HTML document is created inside the chosen output folder.

 Browse it locally or share it with your team, clients, or customers.

Step 6 – Export to PDF (Optional)

Switch to the PDF Export section.

Choose the HTML path (auto-filled after generation), the output PDF path, and your preferred browser (Chrome or Edge).

Click  Generate HTML + Export PDF to instantly create a print-ready PDF.

Perfect for distribution, client hand-outs, or Asset Store submissions.

Conclusion

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With Manual Builder V1.0, your Unity projects become self-documented as you work.

Every script can be scanned, described, illustrated, and exported into a polished HTML manual.

 Thanks to the new PDF Export option, you can now provide a print-ready version of your documentation in just one click.

This makes it ideal for team collaboration, client deliveries, and Asset Store packages.

 Whether you are building internal tools, commercial products, or full game frameworks, Manual Builder ensures that your documentation is always clear, branded, and professional.

CONTENTS

 Filter components...

GenericManualBuilder

Tooltips are in **English**. Tables list serialized fields. Optional notes (Markdown) and images are shown below each component when present.



Copy fields

GenericManualBuilder ScriptableObject

Key Features

 Automatic Scan – Instantly find all your MonoBehaviour and ScriptableObject scripts.

 Inline Notes (Markdown) – Add explanations and usage tips directly from the editor.

 Inspector Images – Attach up to 3 screenshots per script for clear visual guidance.

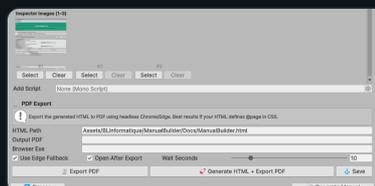
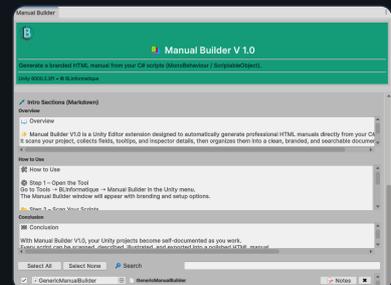
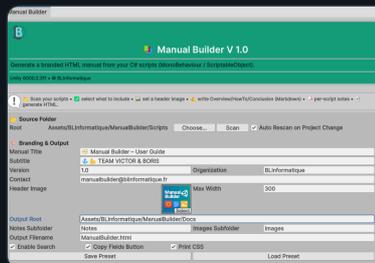
 Branding Support – Customize title, subtitle, version, and header image to match your company style.

 Searchable & Copyable – Includes live search, copy-to-clipboard buttons, and print-friendly CSS.

 Light/Dark Toggle – Read your manual comfortably in both themes.

 HTML Export – Generate a ready-to-share manual with just one click.

 PDF Export (New) – Convert your manual to a print-ready PDF using Chrome or Edge in headless mode — perfect for distribution, print, or Asset Store packages.



Field	Type	Tooltip
<code>_overviewScroll</code>	Vector2	
<code>_howToScroll</code>	Vector2	
<code>_conclusionScroll</code>	Vector2	
<code>_rootScroll</code>	Vector2	
<code>_folderRelative</code>	String	
<code>_search</code>	String	
<code>_listScroll</code>	Vector2	
<code>_entries</code>	List<Entry>	
<code>_title</code>	String	
<code>_subtitle</code>	String	
<code>_version</code>	String	
<code>_organization</code>	String	
<code>_contact</code>	String	
<code>_outputRoot</code>	String	
<code>_notesSub</code>	String	
<code>_imagesSub</code>	String	
<code>_outputFile</code>	String	
<code>_enableSearch</code>	Boolean	
<code>_enableCopy</code>	Boolean	
<code>_enablePrint</code>	Boolean	
<code>_headerImage</code>	Texture2D	
<code>_headerImageMaxWidth</code>	Int32	
<code>_overviewMd</code>	String	Markdown rendered near the top of the manual, under the title. • TextArea
<code>_howToMd</code>	String	Markdown explaining how to use the tool. Rendered after Overview. • TextArea
<code>_conclusionMd</code>	String	Markdown rendered at the end of the top introduction

Field**Type****Tooltip**

block. •
TextArea

`_autoRescanEnabled`

Boolean

Automatically
rescan when
the project
changes
(keeps notes
& images).

`_pdfCfg`

ManualPdfExporterConfig

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