

BLInformatique — Manual Builder – User Guide

Generate beautiful HTML/PDF manuals directly from Unity scripts.
Unity 6000.4.7f1 • Generated 2026-05-18 17:18

 Theme



Overview

Manual Builder is a professional Unity documentation generator designed to create beautiful HTML and PDF manuals directly from your C# scripts.

It automatically scans MonoBehaviour and ScriptableObject components, extracts serialized fields, tooltips, namespaces, and generates a clean, searchable documentation website.

Designed for Unity developers, technical artists, tool creators, and Asset Store publishers, Manual Builder helps transform complex systems into readable and shareable manuals in just a few clicks.

The tool also supports Markdown notes, screenshots, PDF export, README generation, ZIP packaging, and optional documentation sections.

Perfect for:

- Unity Asset Store tools
- Game frameworks
- Internal studio documentation
- Technical documentation
- API overviews
- Tutorials and setup guides

How to Use

Step 1 — Open Manual Builder

Go to:

Tools → BLInformatique →  Manual Builder

Step 2 — Select Your Scripts Folder

Choose the folder containing your scripts.

Example:

Assets/MyTool/Scripts

Manual Builder will automatically scan:

- MonoBehaviour scripts

- ScriptableObject scripts

Step 3 — Select Components

Enable or disable scripts you want included in the documentation.

Use:

- Select All
- Select None
- Search Filter

Step 4 — Customize Branding

Configure:

- Manual title
- Subtitle
- Version
- Organization
- Contact
- Header image

Step 5 — Write Introduction Sections

Add:

- Overview
- How To Use
- Conclusion

Or create custom optional sections.

All sections support Markdown formatting.

Step 6 — Add Optional Notes & Images

Each component can contain:

- Markdown notes
- Up to 3 images

Perfect for setup screenshots and examples.

Step 7 — Generate HTML

Click:

 Generate Manual

The documentation website will be generated automatically.

Step 8 — Export PDF

Use:

 Export PDF

Or:

 Generate HTML + Export PDF

Manual Builder will use Chrome or Edge in headless mode.

Step 9 — Create Documentation Package

Click:

 Generate Documentation Package

The package includes:

- HTML manual
- PDF manual
- README
- Images
- Notes
- ZIP archive

Conclusion

 Conclusion

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.

Key Features

-  Automatic Script Scanning

Detect MonoBehaviour and ScriptableObject scripts instantly.

-  Markdown Notes

Write inline explanations directly inside the editor.

-  Inspector Images

Attach screenshots to document components visually.

-  HTML Documentation

Generate a modern searchable documentation website.

-  PDF Export

Export printable PDF manuals using Chrome or Edge headless mode.

-  ZIP Documentation Package

Generate complete distributable documentation packages.

-  Branding Support

Add logos, organization names, subtitles, and contact information.

-  Light/Dark Theme

Integrated theme switcher directly inside the generated manual.

-  Live Search

Quickly filter components and sections.

-  Optional Sections

Create FAQ, Troubleshooting, Changelog, Credits, Compatibility, and more.

-  Auto Preset System

Restore your documentation configuration automatically.

-  Smart Reflection

Automatically detects fields, ranges, tooltips, events, lists, and Unity attributes.

Optional Sections

Optional Sections allow you to create fully customizable documentation blocks.

Examples:

- FAQ
- Troubleshooting
- Integrations
- Compatibility
- Credits
- Changelog
- Support
- License

Each section supports:

- Custom title
- Optional icon
- Markdown content
- Reordering
- Enable/Disable toggle

This system makes Manual Builder flexible enough for:

- Asset Store documentation
- Game frameworks
- APIs
- Studio pipelines
- Tutorials

PDF Export

Manual Builder supports PDF export using Google Chrome or Microsoft Edge in headless mode.

Features:

- High quality rendering
- Print CSS support
- UTF-8 compatibility
- Automatic PDF generation
- One-click export

Recommended:

- Google Chrome
- Microsoft Edge

The generated PDF is ideal for:

- Printable manuals
- Client delivery
- Technical documentation
- Offline reading

Documentation Package

Documentation Package export creates a complete distributable archive.

Included:

- HTML manual
- PDF manual
- README.md
- Images
- Markdown notes
- PACKAGE_INFO.txt
- ZIP archive

This is perfect for:

- Unity Asset Store releases
- Studio pipelines
- Client delivery
- Internal documentation systems

Does Manual Builder support ScriptableObjects?

Yes. Both MonoBehaviour and ScriptableObject scripts are supported.

Can I use Markdown?

Yes. Markdown is supported for:

- Overview
- Notes
- Optional sections
- README generation

Does PDF export require additional software?

Yes. Chrome or Edge is required for headless PDF export.

Can I customize the generated HTML?

Yes. The generated HTML can be edited manually if needed.

Does it work with Unity 6000?

Yes. Manual Builder is designed for Unity 6000 compatibility.

Conclusion

Manual Builder was designed to simplify Unity documentation creation while keeping professional quality output.

From small tools to large frameworks, it provides a fast and elegant workflow for generating manuals directly from your scripts.

  TEAM VICTOR & BORIS

PDF Export Does Not Work

Make sure:

- Chrome or Edge is installed
- Browser path is correct
- HTML file exists

Images Are Missing

Verify:

- Images are assigned correctly
- The output Images folder exists

No Scripts Found

Check:

- The selected folder is inside Assets/
- Scripts inherit MonoBehaviour or ScriptableObject

HTML Looks Broken

Try:

- Regenerating the manual
- Clearing browser cache
- Using UTF-8 encoding

Third-Party Notice

ZIP export uses Unity/.NET built-in compression libraries only.

PDF export uses locally installed Chrome or Edge in headless mode.

No external executable, browser, or third-party software is included in this package.

No additional paid license is required to use the ZIP system.

CONTENTS

 Filter components...

BLINFORMATIQUE.MANUALBUILDER.EDIT

GenericManualBuilder

Tooltips are in **English**. Missing tooltips can be completed automatically from field names. Tables list documented fields. Optional notes (Markdown) and images are shown below each component when present.

Manual Builder

Manual Builder V 1.0

Generates a branded HTML manual from your C# scripts (MonoBehaviour / ScriptableObject).

Serialized Data - BLInformatique

Source Folder

Assets/BLInformatique/ManualBuilder/Scripts

Choose...

Scan

Auto Recurse on Project Change

Branding & Output

Manual Title

Manual Builder - User Guide

Generate beautiful HTML/PDF manuals directly from Unity scripts.

Version

1.0

Organization

BLInformatique

Default

ManualBuilderGonInformatique.fr

Header Image



Use Width

300

Output Root

Assets/BLInformatique/ManualBuilder/Docs

Webster Subfolder

None

Images Subfolder

Images

Output Filenames

ManualBuilder.html

Enable Search

Copy Fields Button

Print CSS

Show Internal Editor Fields

Save Preset

Load Preset

Intro Sections (Markdown)

Overview

Manual Builder is a professional Unity documentation generator designed to create beautiful HTML and PDF manuals directly from your C# scripts.

It automatically scans MonoBehaviour and ScriptableObject components, extracts serialized fields, tooltips, namespaces, and generates a clean, searchable and

Marked down

All Steps 1 - Open Manual Builder

Go to:

Tools -> BLInformatique -> Manual Builder

Continue

Conclusion

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

[View our on the way to a self documented and accurate into a refined HTML manual](#)

Optional Sections

Creates invisible Markdown sections such as Setup, Compatibility, FAQ, Troubleshooting, Changing Credits or License. Sections are rendered after Overview / How To / Conclusion.

Add Section

Add Pres Presets

Documentation Options

Quick actions for README, output folder and final documentation ZIP package. This block does not change script selection.

Generate README.md

Include PDF in ZIP

Reveal ZIP

Open HTML

Reveal Output

Clear Auto Preset

Generate Documentation Package

Generate Manual

Manual Builder

Manual Builder V 1.0

Generates a branded HTML manual from your C# scripts (MonoBehaviour / ScriptableObject).

Serialized Data - BLInformatique

Optional Sections

Creates invisible Markdown sections such as Setup, Compatibility, FAQ, Troubleshooting, Changing Credits or License. Sections are rendered after Overview / How To / Conclusion.

Add Section

Add Pres Presets

Key Features

Automatic Script Scanning

Direct MonoBehaviour and ScriptableObject scripts instantly.

Select All

Select None

Search

Serialized scripts 1/1

OpenManualBuilder

BLInformatique.ManualBuilder.Editor

Print

Notes

Inline Notes (Markdown)

Inspector Images (0/0)

Add Script

None (More Scripts)

PDF Export

Export the generated HTML to PDF using headless Chrome/Edge. Best results if your HTML defines @page in CSS.

HTML Path

Assets/BLInformatique/ManualBuilder/Docs/ManualBuilder.html

Output PDF

Assets/BLInformatique/ManualBuilder/Docs/ManualBuilder.pdf

Browser Ext

Use Edge fallback

Open After Export

Web Secured

Generate HTML + Export PDF

Save

Documentation Options

Quick actions for README, output folder and final documentation ZIP package. This block does not change script selection.

Generate README.md

Include PDF in ZIP

Reveal ZIP

Open HTML

Reveal Output

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Field	Type	Tooltip	Hints
<code>_folderRelative</code>	String	Project-relative folder scanned for supported C# scripts.	Private Serialized
<code>_search</code>	String	Search text used to filter the component list in the editor window.	Private Serialized
<code>_title</code>	String	Main title displayed in the generated manual.	Private Serialized
<code>_subtitle</code>	String	Optional subtitle displayed under the manual title.	Private Serialized
<code>_version</code>	String	Version number displayed in the manual and generated files.	Private Serialized
<code>_organization</code>	String	Company or organization name displayed in the manual header and footer.	Private Serialized
<code>_contact</code>	String	Support email or contact URL displayed in the generated manual.	Private Serialized
<code>_outputRoot</code>	String	Project-relative output folder where the manual files are generated.	Private Serialized
<code>_notesSub</code>	String	Subfolder used to store external Markdown notes.	Private Serialized
<code>_imagesSub</code>	String	Subfolder used to store exported images used by the manual.	Private Serialized
<code>_outputFile</code>	String	Generated HTML file name.	Private Serialized
<code>_enableSearch</code>	Boolean	Adds a live search field to the generated HTML manual.	Private Serialized
<code>_enableCopy</code>	Boolean	Adds copy buttons to component field tables.	Private Serialized

Field	Type	Tooltip	Hints
<code>_enablePrint</code>	<code>Boolean</code>	Adds print-friendly CSS rules for PDF export.	<code>Private Serialized</code>
<code>_headerImage</code>	<code>Texture2D</code>	Optional image displayed at the top of the generated manual.	<code>Object Reference</code> <code>Private Serialized</code>
<code>_headerImageMaxWidth</code>	<code>Int32</code>	Maximum display width for the header image in pixels.	<code>Private Serialized</code>
<code>_overviewMd</code>	<code>String</code>	Markdown rendered near the top of the manual, under the title. • <code>TextArea</code>	<code>Private Serialized</code> <code>TextArea</code>
<code>_howToMd</code>	<code>String</code>	Markdown explaining how to use the tool. Rendered after Overview. • <code>TextArea</code>	<code>Private Serialized</code> <code>TextArea</code>
<code>_conclusionMd</code>	<code>String</code>	Markdown rendered at the end of the top introduction block. • <code>TextArea</code>	<code>Private Serialized</code> <code>TextArea</code>
<code>_optionalSections</code>	<code>List<OptionalManualSection></code>	Optional Markdown sections rendered after the introduction block.	<code>List / Array</code> <code>Private Serialized</code>
<code>_autoRescanEnabled</code>	<code>Boolean</code>	Automatically rescan when the project changes (keeps notes & images).	<code>Private Serialized</code>
<code>_pdfCfg</code>	<code>ManualPdfExporterConfig</code>	PDF export settings used by the headless Chrome or Edge exporter.	<code>Private Serialized</code>
<code>_generateReadme</code>	<code>Boolean</code>	Create a README.md file in the output folder when generating the manual.	<code>Private Serialized</code>
<code>_packageIncludePdf</code>	<code>Boolean</code>	Export the PDF before creating the documentation package.	<code>Private Serialized</code>

Field	Type	Tooltip	Hints
<code>_packageRevealAfterExport</code>	Boolean	Reveal the final ZIP package after export.	Private Serialized
↑ Back to top			

