

...

9 Branches

59 Tags

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<> Code

...

Andrei720 and Victor-IX Add simple makefile1e5dcd1 · last week🕒 1,979 Commits

.github	Execute Winget release when Windo...	last month
docs	support running pytest for rich asser...	last week
extras	add min blender version in the defau...	6 months ago
scripts	make update_version_in_main_py re...	4 months ago
source	support running pytest for rich asser...	last week
.gitignore	add default program settings file	6 months ago
LICENSE	Initial commit	6 years ago
Makefile	Add simple makefile	last week
README.md	Add badges in README.md	last year
build_style.py	Refactor to use PySide6	7 months ago
pdm.lock	add Markdown package	7 months ago
pyproject.toml	support running pytest for rich asser...	last week
run.ps1	fix run script	6 months ago
version.txt	bump version	3 weeks ago

README

GPL-3.0 license

Blender Launcher V2

release

v2.4.6

downloads

65k

contributors

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Discussions

|

Discord

|

Documentation

|

Latest Release

Original Project By DotBow

This project exists because DotBow/Blender-Launcher has been inactive since October of 2022. It was archived on the 28th of Nov, 2023 and will no longer be receiving updates.

► Screenshots

What is it?

Blender Launcher is a standalone software client that provides management for stable, daily and experimental builds of [Blender 3D](#). It is a free open source project available for 64-bit Windows and Linux (GLIBC 2.31 and higher) operating systems.

About

Standalone client for managing official builds of Blender 3D

#python #windows #linux #productivity

#blender3d #blender #launcher #standalone

#python3 #b3d #blender-addon

#blender-launcher #opne-source

- Readme
- GPL-3.0 license
- Activity
- 546 stars
- 16 watching
- 29 forks
- Report repository

Releases 28

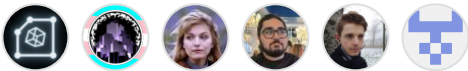
v2.4.6

Latest

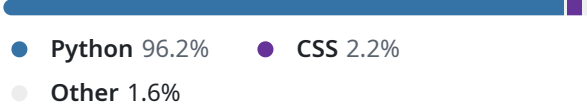
3 weeks ago

+ 27 releases

Contributors 6



Languages



Why do I need it?

The goal of Blender Launcher is to make it easier to stay up to date with the latest features and improvements of Blender 3D together with the security of stable releases. Being a minimalistic portable application it is a nice tool for organizing the evolving free and open source 3D creation suite.

What features does it have?

First program [version](#) Seconde program [version](#)




Blender Launcher introduces a number of major improvements:

- Rewritten from the ground up for better stability and extensibility
- All official builds are available:
 - [Stable releases](#)
 - [Daily builds](#)
 - [Experimental branches](#)
- Faster starting times by caching data
- Support for high DPI displays

Core features:

- Automatic checking of latest builds
- Fast access of favorite build via tray context menu or by middle click on tray icon
- Register .blend file extension for preferred build
- Startup arguments for launching Blender
- Template installation
- Indication of running builds and its number of instances

How to start using it?

-  Download [latest version](#) from [releases page](#)
-  Follow [Installation](#) instructions on [Documentation](#) site
-  Use Blender Artists Community [thread](#) to ask questions and make proposals or [Discord](#)

How to thank the developer?

-  The best reward is feedback and a happy user face!