

# Button Python Scripts

Make Flipbook button. Must make an opengl in pipeline for the path details. Takes resolution from camera in ShotInfo node.

```
import hou, re, os; stealfile =hou.ui.selectNode(title="Select OpenGL Export Node to steal path from",
multiple_select=False, node_type_filter=hou.nodeTypeFilter.Rop); filepath =
hou.node(stealfile).parm("vp_path").eval(); renderpath = re.sub(r'\\.d+\\.','.$F4.', filepath); confirm=
hou.ui.displayMessage(f"this path cool? {renderpath}", buttons=('Yes', 'No, abort'), default_choice=0); frames =
hou.playbar.frameRange(); shotinfo = hou.pwd(); resx = shotinfo.parm("fs3x").eval(); resy =
shotinfo.parm("fs3y").eval(); exit() if confirm == 1 else None; cur_desktop = hou.ui.curDesktop(); scene_viewer
= hou.paneTabType.SceneViewer; scene = cur_desktop.paneTabOfType(scene_viewer);
scene.flipbookSettings().stash(); flip_book_options = scene.flipbookSettings();
flip_book_options.output(renderpath); flip_book_options.frameRange((frames[0],
frames[1]));flip_book_options.useResolution(1); print(int(resx));flip_book_options.resolution((int(resx), int(resy)));
scene.flipbook(scene.curViewport(), flip_book_options)
```

Get and Set properties on ShotInfo node (null)

```
import os; node = hou.pwd(); scenescale = node.evalParm("scenescale"); alter=hou.ui.selectNode(title="Which
nodes to set scale?", multiple_select=True, node_type_filter=hou.nodeTypeFilter.ObjGeometry);
[hou.node(x).parm("scale2").set(scenescale) for x in (alter or []) if x is not None]; shotresx = os.environ["RX"];
shotresy = os.environ["RY"]; node.parm("fsx").set(shotresx); node.parm("fsy").set(shotresy); cam =
node.evalParm("cam") ; cam = node.node(cam); cam = cam.path() ; cam = hou.node(cam); parent =
cam.input(0); parent.parm("camera_scale").set(scenescale); ver = parent.parm("vpp_version_cam").eval();
node.parm("camver").set(ver.split("_")[-1]); parent.parm("plate_0").set(node.parm("back").unexpandedString());
camrx = node.parm("fs3x").eval(); camry = node.parm("fs3y").eval(); cam.parm("resx").set(camrx);
cam.parm("resy").set(camry);
```

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