

# Example On Node Buttons

This is how a button on a non-adminned node needs to be laid out:

import hou ; do something ;

This grabs frame range from supplied alembic camera, updates names, etc:

```
import _alembic_hom_extensions as ahe; import hou; anode = hou.pwd(); cam = anode.parm("camera").eval();
fpath = hou.node(cam).parm("fileName"); ver = fpath.eval().split("_")[-1].split("/")[0]; print(ver); name =
hou.node(cam).children() ; print(name[0]); anode.parm("cameraVer").set(ver); name = str(name[0]);
anode.parm("cameraName").set(name); alembicpath= fpath.eval(); timerange =
ahe.alembicTimeRange(alembicpath); start_time=timerange[0]*hou.fps(); end_time = timerange[1]*hou.fps();
anode.setParms({"framemin":start_time, "framemax":end_time})
```

This sets frame range from ranges on node:

```
import hou; anode = hou.pwd(); start = anode.parm("framemin").eval(); end = anode.parm("framemax").eval();
hou.playbar.setFrameRange(start, end); hou.playbar.setPlaybackRange(start, end)
```

This grabs info from animation alembic:

```
import hou; anode = hou.pwd(); anim = anode.parm("anim").eval(); fpath = hou.node(anim).parm("fileName");
ver = fpath.eval().split("_")[-1].split("/")[0]; name = hou.node(anim) ; anode.parm("animVer").set(ver); name =
str(name); anode.parm("animName").set(name);
```

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