

# Move Files

```
import os,hou, shutil
selected = hou.selectedNodes()
for x in selected:
    if x.parm("env_map"):
        file = x.parm("env_map").eval()
        parm1 = x.parm("env_map")
    elif x.parm("fileName"):
        file = x.parm("fileName").eval()
        parm1 = x.parm("fileName")
    else:
        pass
filename = os.path.basename(file)
destdir = os.path.join(hou.expandString("$HIP"), "assets")
destpath = os.path.join(destdir, filename)
if os.path.exists(file):
    if os.path.exists(destdir):
        pass
    else:
        os.makedirs(destdir)

    if os.path.exists(destpath):
        dpath = os.path.join(os.path.join("$HIP", "assets"), filename)
        parm1.set(dpath)
    else:
        shutil.copy(file, destdir)
        dpath = os.path.join(os.path.join("$HIP", "assets"), filename)
        parm1.set(dpath)

else:import os,hou, shutil
selected = hou.selectedNodes()
for x in selected:
    if x.parm("env_map"):
        file = x.parm("env_map").eval()
        parm1 = x.parm("env_map")
    elif x.parm("fileName"):
```

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file = x.parm("fileName").eval()
parm1 = x.parm("fileName")
else:
    pass
filename = os.path.basename(file)
destdir = os.path.join(hou.expandString("$HIP"), "assets")
destpath = os.path.join(destdir, filename)
if os.path.exists(file):
    if os.path.exists(destdir):
        pass
    else:
        os.makedirs(destdir)

    if os.path.exists(destpath):
        dpath = os.path.join(os.path.join("$HIP", "assets"), filename)
        parm1.set(dpath)
    else:
        shutil.copy(file, destdir)
        dpath = os.path.join(os.path.join("$HIP", "assets"), filename)
        parm1.set(dpath)

else:
    pass
    pass
```

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