

# TCL Commands

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1

GETTING A KNOB'S VALUE OF A SPECIFIC NODE:

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#First frame of current read/write:

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[value Read1.first]

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#Getting a knob's value of current node:

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[value this.first\_frame]

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#Return label value of the input node:

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[value this.size]

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#Name of the input node:

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[value this.input0.label]

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#Name of the node before the group (Outside):

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[value this.input.name]

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#Return 1 if the node is on error otherwise 0:

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[value this.parent.input.name]

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#Get the bounding Box from the input of the node:

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[value error]

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25

#Here some expression for the Format

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format.x

27

format.y

28

width

29

height

30

bbox.x

31

bbox.y

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bbox.w

33

bbox.h

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#Get the format from the input of the node:

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#left boundary

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[value input.bbox.x]

38

#right boundary

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[value input.bbox.r]

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#Get the format from the input of the node:

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#width

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[value input.format.r]

44

#height

45

[value input.format.t]

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#Get the x position of the point #3 of the Bezier1 of the Roto1 node:

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[value Roto1.curves.Bezier1.curve\_points.3.main.x]

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#Return sample pixel value of the node Add1 reading in the red at position of knob Center:

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[sample Add1 Red Center.x Center.y]

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#Get the value of the channel of a node, at a specific pixelcoordinates (e.g.: 10,10):

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[sample [node input] red 10 10]

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#-----

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#SET VALUES

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#Setting a knob's value of a specific node:

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```
[knob Read1.first 10]
```

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```
#Setting a variable, without returning that (useful in a textnode):
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```
[set seq [value Read1.file]; return]
```

64

65

```
#-----
```

66

```
#STRING
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```
#Replace string in current node file knob with regex (string "proj" to "projects" in all occurrences):
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```
[regsub -all "proj" [value [node this].file] "projects"]
```

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```
#String map (replace multiple stringpairs) (this returns: xxxfffxyy):
```

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```
[string map {"aa" "xx" "bb" "yy"} "aaffffaabb" ]
```

73

74

```
#Compare strings:
```

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```
[string equal [value Text1.message] "bla"]
```

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77

```
#Regex matching:
```

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```
[regex -inline "_v{0-9}{3}" [value Read2.file]]
```

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80

```
#Evaluating string
```

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```
[python os.getenv('rotate') == 'xavierb']
```

82

83

```
#-----
```

84

```
#IF CONDITION
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```
[if {condition} {expr1} else {expr2}]
```

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```
#Example:
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```
[if {[value blackpoint]==1} {return 2} {return 3}]
```

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```
[if {[value blackpoint]==1} {return True} {return False}]
```

91

```
[if {[value blackpoint]==1} {return blackpoint} {return whitepoint}]
```

92

```
[if {[value filter]=="gaussian"} {return filter} {return False}]
```

93

94

```
#OTHER METHOD
```

95

```
condition ? then : else
```

96

97

```
#Example:
```

98

```
#if (r==1)? return 0: else (return r*2)
```

99

```
r ==1 ? 0 : r*2
```

10

0

10

1

```
#-----
```

10

2

```
#PATH MANIPULATIONS:
```

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3



10  
4

#Filepath without extension:

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5

[file rootname [value [topnode].file]]

10  
6

10  
7

#Filename only:

10  
8

[basename [value [topnode].file ]]

10  
9

11  
0

#Filename only without extension:

11  
1

[basename[file rootname [value [topnode].file]]]

11  
2

11  
3

#-----

11  
4

#RELATIVE PATH

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#In the Read node you can use the relative path for your footage/Obj

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#In your Read Node in the knob "file", use this:

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#Read file "render.exe" in the same folder of your file nuke

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0

[python {nuke.script\_directory()}]/render.exr

12

1

12

2

#Read file "render.exe" in the subfolder where your file nuke is

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3

[python {nuke.script\_directory()}]/folder/render.exr

12

4

12

5

---

#Read file "render.exe" in the subfolder of your .nuke folder

---

12

6

---

[python {" /Users/gere/.nuke } ]/folder/render.exr

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Revision #1

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