#### Maya Commands

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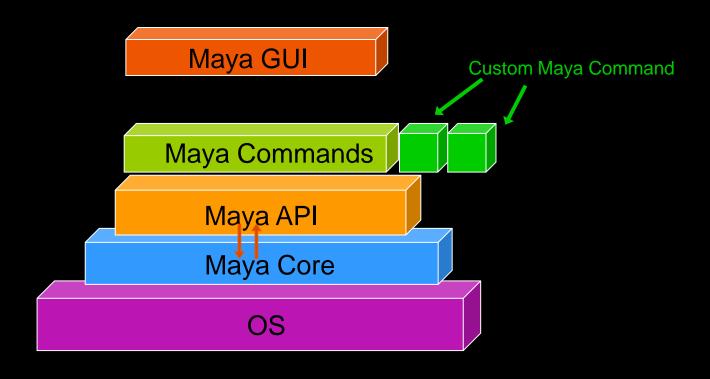
#### Agenda

Custom Commands



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#### Extending the Script Functionality



#### Maya Command Architecture

- Maya Command Architecture is language neutral
  - Favours shell-style languages
- No Python-MEL translation

#### **Custom Commands**



#### **MPxCommand**

All commands are derived from MPxCommand

- The only two necessary functions that need to be implemented for commands are:
  - 1. creator()
  - 2. dolt()

#### 1. creator() Function

 This is what is creates an instance of the command.

It's called without needing an instance of the class.

 Not necessary to call creator, however through uniformity we do so.

#### 1. creator() Implementation

 The creator method is called to return a new instance of the command:

def cmdCreator():

return OpenMayaMPx.asMPxPtr(myFirstCmd() )

#### 2. dolt() Function

Called when command is executed.

This does all the work for the command.

 Parse the "args" arguments and perform userdefined operation

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#### 2. dolt() Implementation

Called when command is executed:

```
class myFirstCmd(OpenMayaMPx.MPxCommand):
def __init__(self):
    OpenMayaMPx.MPxCommand.__init__(self)
def dolt(self,argList):
    print "Hello World!"
    # The body of the command code
```

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#### MPxCommand Registration

To register your custom command in Maya:

To deregister your custom command:

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