For Houdini 14 (14.0.291 recommended), tested only on windows.

Hcom is a client – server communication system wrapped in a python panel in Houdini 14 (14.0.291 recommended). It allows users to send data from a Houdini session to another session throught local network.

You can send nodes or digital assets, if the Houdini target client doesn't have access to that asset, Hcom will install it for you in your current session.
You can send also meshes as bgeo or obj format (alembic coming soon …) as well as image files.

To launch the server, you only need python 2.7.x and the rpyc library (also shipped with Houdini).
For the interface and the client side, everything you need (PySide and rpyc) is included in Houdini 14.x

Server :

To run the server, with python installed on your computer (with rpyc library), simply double-clic on the HcomServer.py. You can change the port used by the server in the line 111 of the python file :

t = ThreadedServer(HCom_Server, port = 5000, protocol_config={"allow_public_attrs" : True, "allow_pickle" : True})
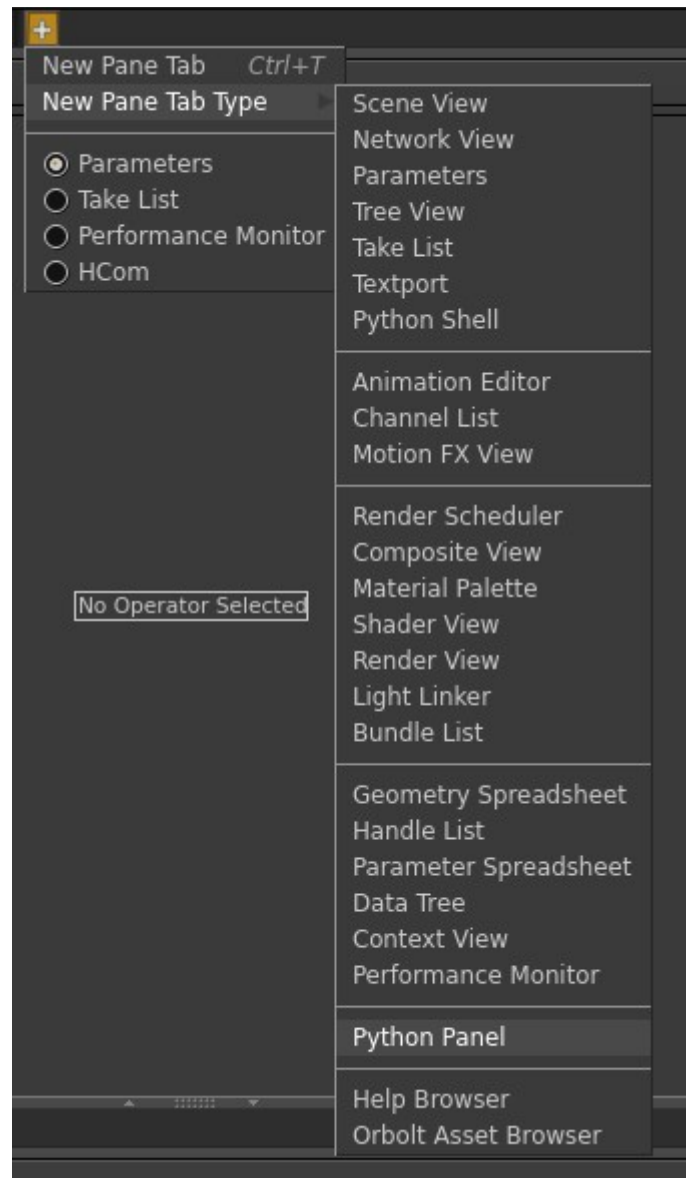

Hcom server fine and running

Client :

Hcom client is only supported by Houdini 14.0+. To install it, just unzip the Hcom.zip file in $HOME/houdini14,0/scripts/python or in any folder in your PYTHONPATH.
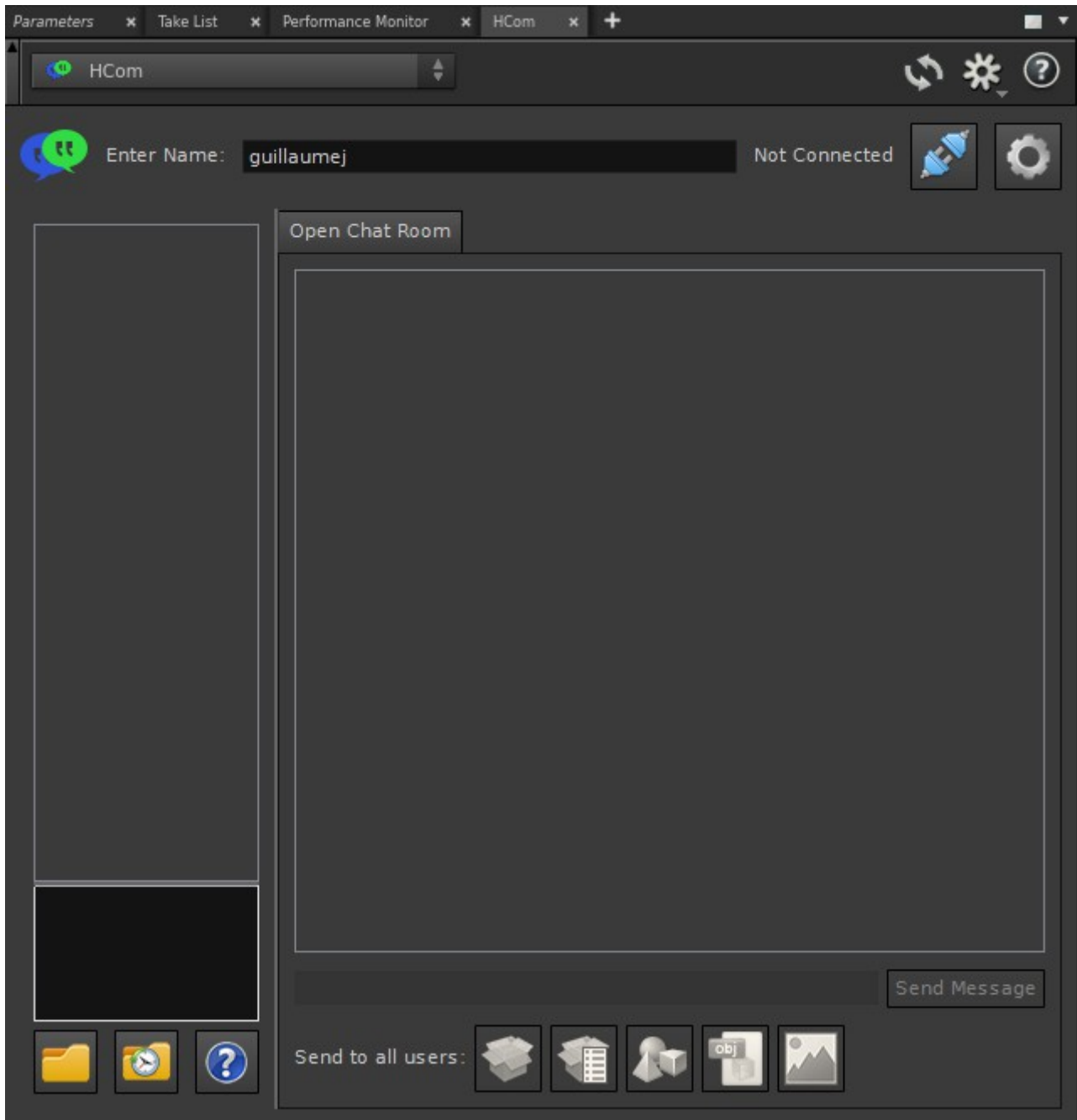
Copy the Hcom.pypanel to the folder $HOME/houdini14.0/python_panels and launch Houdini.

Add a panel « Python Panel » :

On the python panel, click on the cog-wheel icon then « edit meny » and by sur « HCom » is on the « menu entries » side.

You have now access to the Hcom UI :

Hcom UI

To connect Hcom first click on the cog-wheel icon of Hcom UI, then change the licence server adresse to the computer's name where the server has been launched from.

Then choose a name then click on the connect button (the plug icon), you are now connected and you can see all other Hcom users connected on the left list.

All messages or data you send from the « Open Chat Room » tab will be sent to all user connected.

You can double-clic on a user name to open a new tab in order to send data only to this user.

What your can send (with a node selected in Houdini) :

Node or digital assets.

Node or digital assets parameters only.

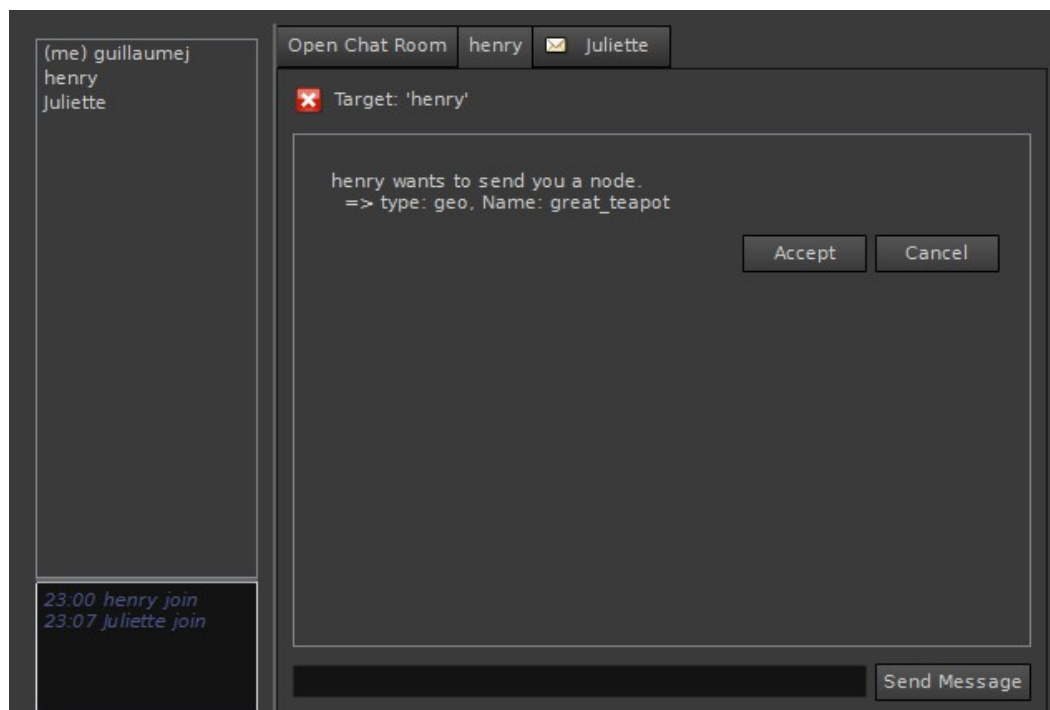Selected sop node result sent as bgeo format.

Selected sop node result sent as obj format.

Image file.

When you receive a message from an user, a new tab will be added to your UI (if it is sent from the open chat room, the message will be appended directly to this tab).

If you click « Accept » the data (here, a simple node) will be added to your current session with a comment saved on the node :
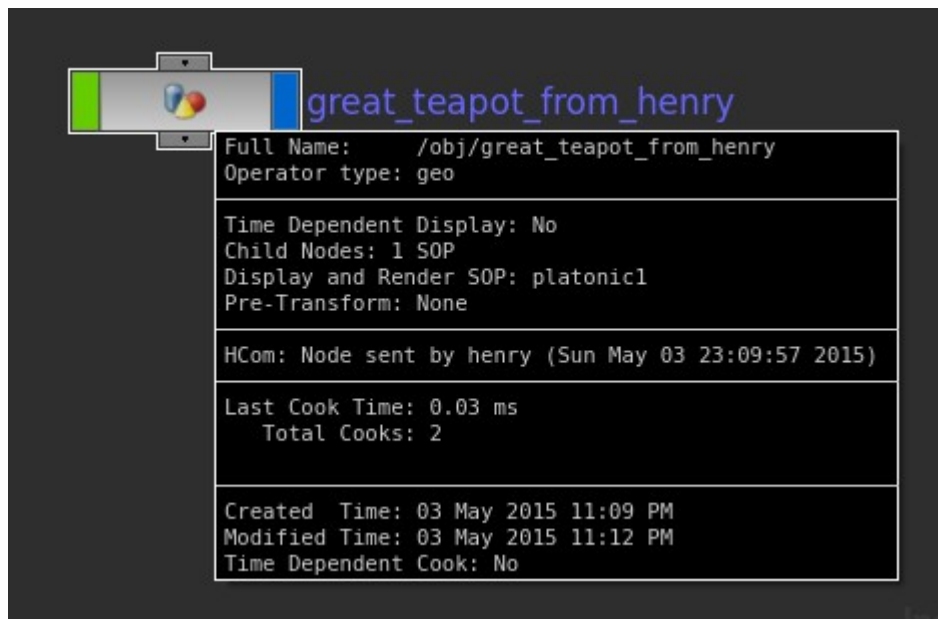
If a user send you an otl your don't have, Hcom will save the otl (and all sub-otls if any) in the folder « HCom_Received_Files », and install the otl in your current houdini session, you can access to this folder using this icon :
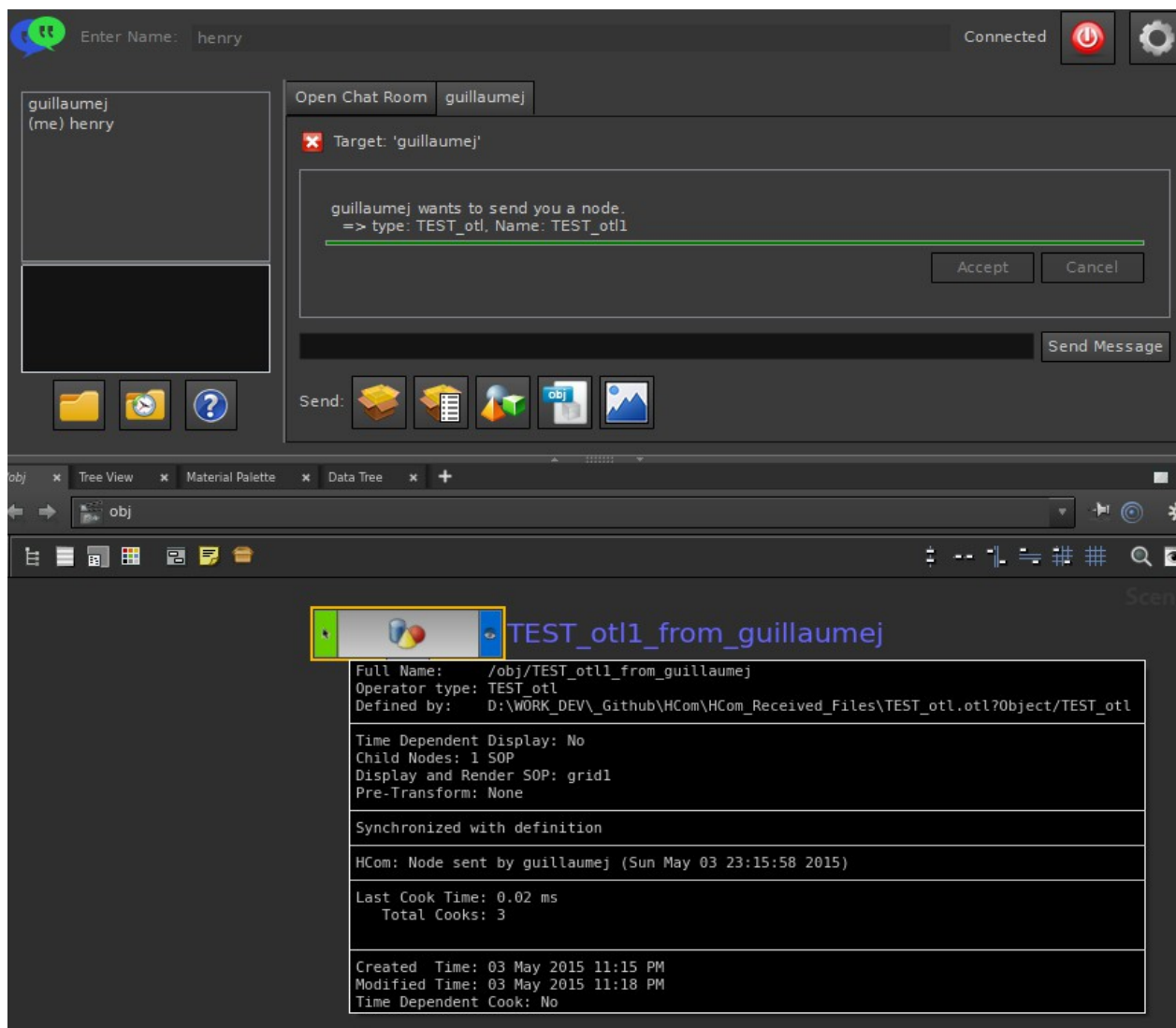
By default, Hcom keep an history of every message you sent / recieved. This can be switch off in the settings window. The history files can be check using this icon :

Any questions or feedback :

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To download the latest version :
Github : https://github.com/GJpy/HCom

Hcom, Houdini14.0 script, created by Guillaume Jobst