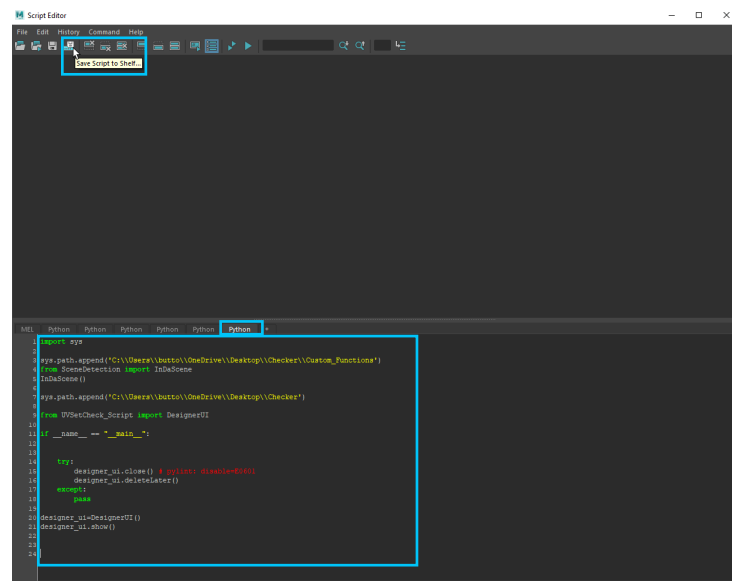
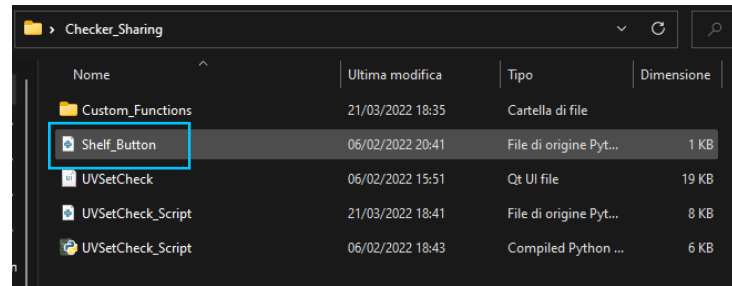


# HOW TO USE UVSET SCRIPT

1. Script to save as custom Button in Maya.

Copy and paste the code in the Maya script Editor and Save it in the active shelf.

Save your shelf.



2. Move the Folder with the code where you need it to be.

Change Some Path with the new file position.

Be aware to use the '\\' char

In my case is my own Desktop

CleanNode.py >> line 6

```
1 SECTION TO CONTROL AND CORRECT THE UV SET THAT ARE WRONG
2 import maya.cmds as cmds
3
4 #TELLING WHERE THE SCRIPT IS IF WE CHOOSE TO MOVE IT
5 import sys
6 sys.path.append('C:\\Users\\...\\Desktop\\Checker\\Custom_Functions')
7
```

CheckSet.py >> line 6

```
1 SECTION TO CONTROL AND CORRECT THE UV SET THAT ARE WRONG
2 import maya.cmds as cmds
3
4 #TELLING WHERE THE SCRIPT IS IF WE CHOOSE TO MOVE IT
5 import sys
6 sys.path.append('C:\\Users\\...\\Desktop\\Checker\\Custom_Functions')
7
```

UvSetCheck.py >> line 13 + line 52 [the path to the .ui file]

```
13 sys.path.append('C:\\Users\\...\\Desktop\\Checker\\Custom_Functions')
...
52 f = QtCore.QFile('C:\\Users\\...\\Desktop\\Checker\\UVSetCheck.ui')
53 f.open(QtCore.QFile.ReadOnly)
...
55 loader = QtCore.QTextLoader()
56 self.ui = loader.load(f, parentWidget=parentWidget)
```

