KS_SaveTimer v1.3

For Autodesk Maya and Foundry Nuke

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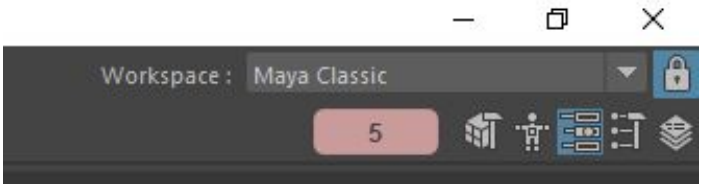
Currently supported applications:
Autodesk Maya 2016-2022
Foundry Nuke v10.5 - v13.0
Written in Python 2.7 / 3.7 and PySide/PySide2

Instructions

Timer:

The embedded timer counts active minutes of unsaved work, it will reset every time you save or open a new file.



The timer has a right click menu with additional options:
Paused - Timer is stopped. Time Tracker will not log time spent on each file.
Muted - Timer and Tracker will run as normal, but the color changes are disabled to avoid distractions.
Reset - Timer will reset to 0 minutes.

Idle-detection:

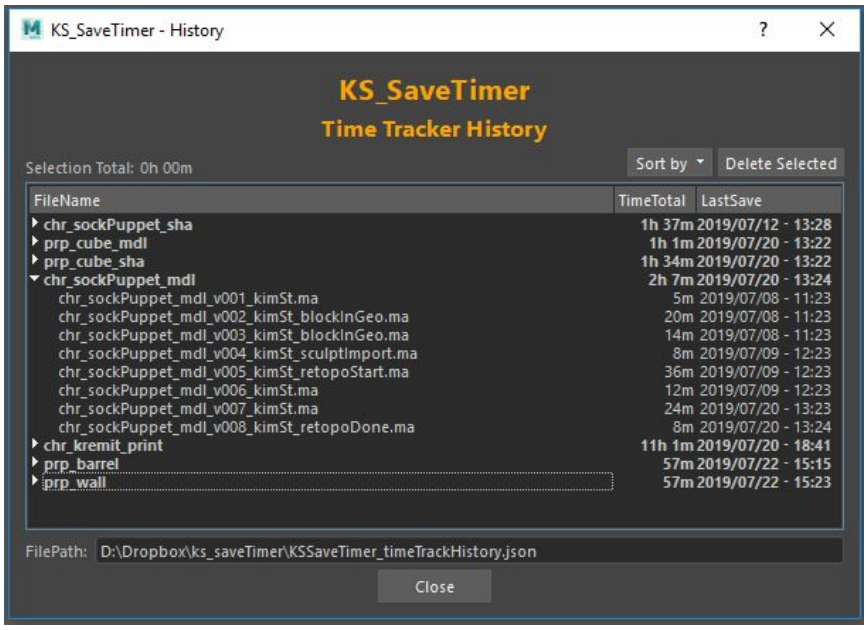
The timer will detect inactivity. If you don't have the application in focus for 2 minutes, it will start a second timer counting minutes since last activity. If the application is in focus, but you have not moved the mouse cursor for 2 minutes, it will also assume you're idling.
Once it detects activity again, it will resume the count from where it previously left off.

Current session stats:

In the About-dialog, you can see general stats for your current session. Total time active and idling, and average activity per save.

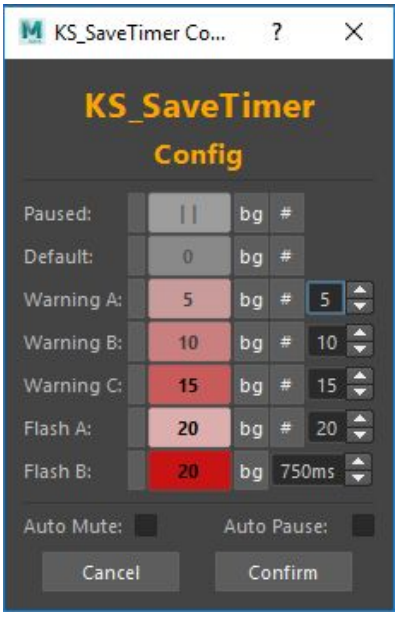
Time Tracker History:

Accessed with the right-click menu on the SaveTimer-widget.
The time tracker will save the active minutes spent for each file.
The entries are grouped together by the filename before the version-tag “_v001_” (if found).



Custom Color and Timings:

The config allows you to change the colors for each warning level, and at what minute they activate. The final warning level will flash between two colors. How fast it flashes can be adjusted in the millisecond-input.
You can preview each warning by clicking the gray button to the right of each label.
Auto-Mute disables the warning colors while keeping the timer running.



Installing for Autodesk Maya:

1 - Copy plugin to your scripts folder.
The script can be placed in any directory where Maya can access scripts and python plugins.

Example:
Windows: *C:\Users\USERNAME\Documents\maya\2019\scripts*

2 - Add the setup-commands to your userSetup.py file.
If it does not already exist any userSetup.py file inside your scripts folder, make one.

Copy and paste this:
import maya.cmds as cmds
from ks_saveTimer.runApp import runMaya
cmds.evalDeferred('runMaya.openSaveTimer_maya_embed()')

If all worked correctly, you should see the timer being embedded in the top-right of your Maya-window.

Installing for Foundry Nuke:

1 - Copy plugin to your .Nuke folder.
The script can be placed in any other directory where Nuke can access scripts and python plugins.

Example:
Windows: *C:\Users\USERNAME\.nuke*

2 - Add the setup-commands to your menu.py file.
If the menu.py-file does not exist in your nuke-folder, make one.

<u>If you're using Nuke v11.x or later:</u>
Copy and paste this:
from ks_saveTimer.runApp import runNuke
runNuke.openSaveTimer_nuke_statusbar()

If all worked correctly, you should see the timer being embedded in the bottom-left of your Nuke-window.

<u>If you're using Nuke v10.x or earlier:</u>
Copy and paste this:
from ks_saveTimer.runApp import runNuke
runNuke.openSaveTimer_nuke_panel()

If all worked correctly, the timer is now accessible as its own custom panel. You need to add it to your workspace to see it.

Global vs Local settings:

By default, your settings are saved in your local user directory.
Example: C:\ Users \ userName \ Documents \ ksSaveTimer_config.ini

If you wish to use the same configuration globally, copy the user-config file into the root of the plugin-folder.
This allows for config and tracking history to be synchronized on multiple computers through dropbox or a network server.
Example: D:\ dropbox \ scripts \ ks_saveTimer \ ksSaveTimer_config.ini
Example: \\ NetworkDrive \ scripts \ ks_saveTimer \ ksSaveTimer_config.ini

The Time Tracker history is saved in a .json-file stored in the same folder as the SaveTimer config-file.
This file path can also be forced by defining the environment variable *KS_TIMETRACKER.*

Example:
Add the following line to your maya.env file (C:\Users\userName\Documents\maya\2019\Maya.env)
KS_TIMETRACKER = C:/Dropbox/myTimeTrackingHistory.json