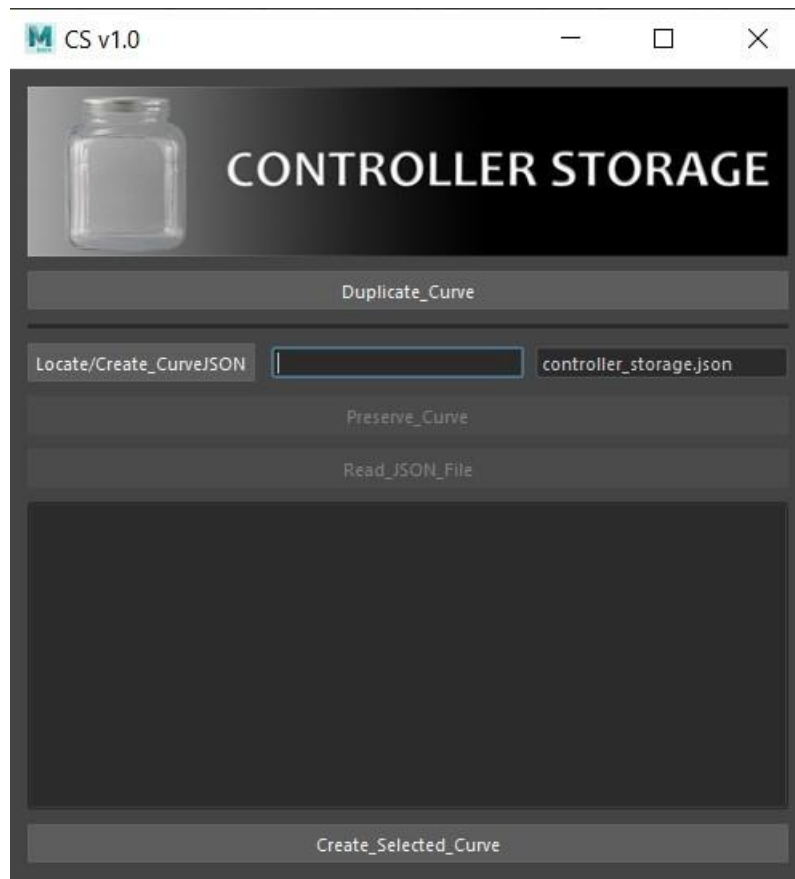


Introduction

Overview

Controller Storage for maya is a tool to save custom curves created with mayas **EPcurvetool**



Installation

- 1) Go to github or paste the link---https://github.com/blossomsg/maya_controller_storage
- 2) Clone the repo
- 3) open "controller_storage_shelf.py" in sublime/PyCharm/mayaScript editor
- 4) provide the **path** of the folder where you have saved the script eg: D:\\controller_storage

The above eg is for windows10

path = "D: \\controller_storage"#provide path where you are saving the script

- 5) Drag and save the script in maya shelf with the new path
- 6) Change the icon by right clicking the python logo

7) Edit>Shelves>(IconName)FolderButton>(browse icon from icon folder)

8) Edit>Shelves>Tooltip>Controller Storage

(To permanently add new shelf to the maya env

<https://3dbghuntla.wordpress.com/2019/03/21/maya-how-add-shelf-to-env/>)

Features

Duplicate Curve

Will simply duplicate the existing curve

Locate/Create_CurveJSON

Will locate or create the controller_storage.json

DirPath

location/creation directory path of the controller_storage.json. It detects for the controller_storage.json in the location if not found will create one.

Controller_storage.json

File name

Preserve_Curve

Will preserve the curve in the particular controller_storage.json file. Kindly provide specific names as It will overwrite with existing ones if the names already exist in the controller_storage.json file. Be really careful with names

Read_JSON_File

Will read json file and load the shapes in the below widget

Create_Selected_Curve

Will create the selected curve from the above widget