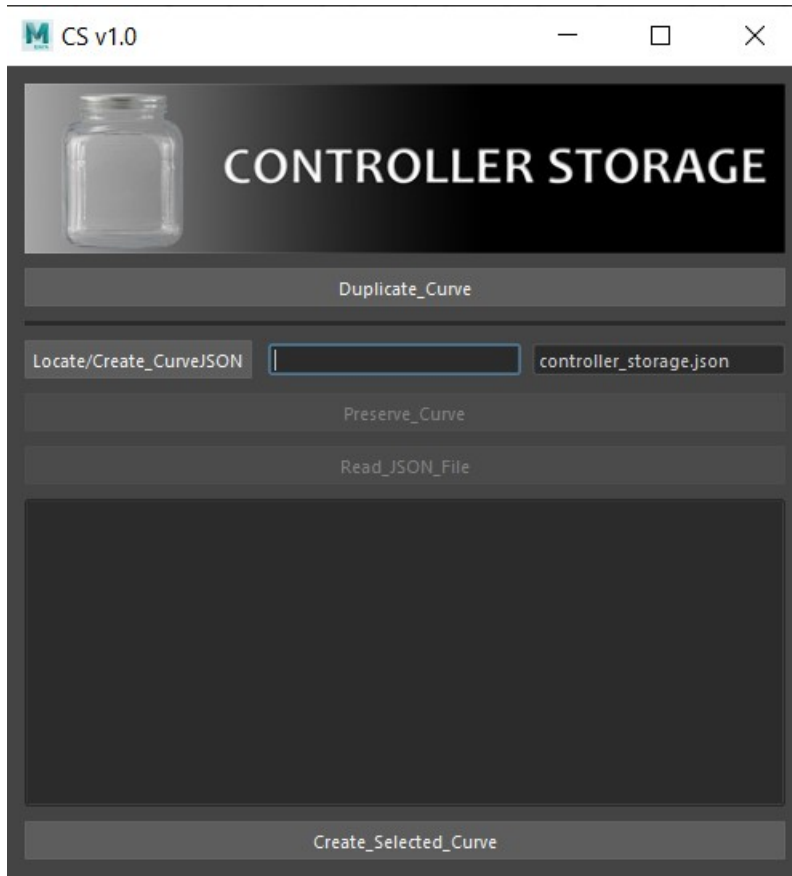


Introduction

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.

Update

Will also save the path in registry, so that means whenever you open the tool again it will keep the path loaded until maya is closed

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.

Update: Delete_Curve

Will delete the curve from the widget and update the UI.

Create_Selected_Curve

Will create the selected curve from the above widget.