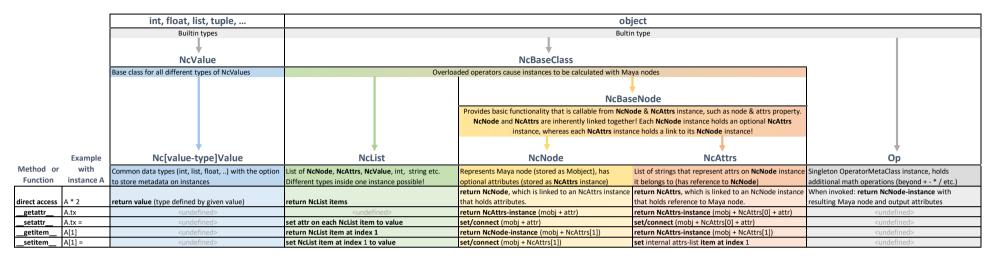
NodeCalculator 2 cheat sheet



This chart shows class inheritance (underneath each class-type is a short description what the class is and what makes this class necessary). At the bottom are common forms of accessing instances; their behavior or return types.



Keywords

Keywords are special properties on your NodeCalculator Nodes. Use them like any other attribute on an NcList/NcNode/NcAttrs-instance: nc_node = noca.Node("pCube1")

nc_node.node

node	<unavailable></unavailable>	<unavailable></unavailable>	string: Name of Maya node	string: Name of Maya node	<unavailable></unavailable>
nodes	<unavailable></unavailable>	list of strings: Maya nodes inside this NcList	list of string: Name of Maya node	list of string: Name of Maya node	<unavailable></unavailable>
attrs	<unavailable></unavailable>	<unavailable></unavailable>	NcAttrs: Instance connected to this NcNode	NcAttrs: self	<unavailable></unavailable>
attrs_list	<unavailable></unavailable>	<unavailable></unavailable>	list of strings: Stored attrs	list of strings: Stored attrs	<unavailable></unavailable>
plugs	<unavailable></unavailable>	<unavailable></unavailable>	list of strings: Stored plugs	list of strings: Stored plugs	<unavailable></unavailable>

Glossary

Word	Description	Examples	
node	Name of Maya node (dagPath if not unique).	pCube1, groupA pSphere1, namespace1:pTorus1	
attr/attribute	Attribute on a Maya node in the scene.	tx, translateX, v, visibility, input3D[0].input3Dx	
plug	Combination of node and attribute; node.attr	pCube1.tx, groupA pSphere1.visibility	
array plug	A plug that allows any number of connections.	"input3D" is the array plug of the plugs "input3D[i]".	
array plug element	A specific plug of an array plug.	"input3D[7]" is an array plug element of "input3D".	
parent plug	A plug that can be split into child plugs.	"translate" is the parent plug of ["tx", "ty", "ty"].	
child plug A plug that makes up part of a parent plug.		"translateX" is a child plug of "translate".	