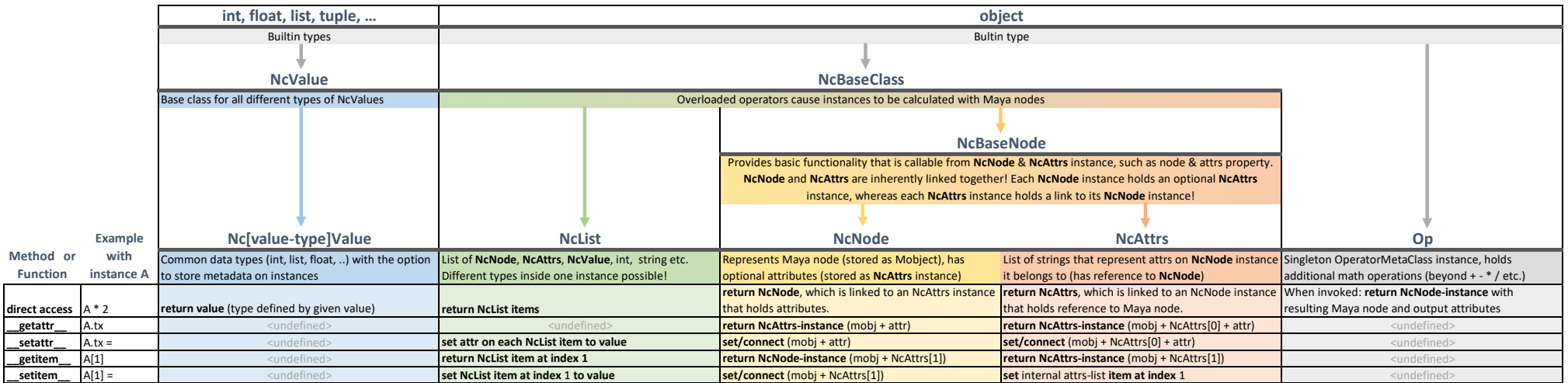


# NodeCalculator 2 cheat sheet

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>	string : Name of Maya node	string : Name of Maya node	<unavailable>
nodes	<unavailable>	list of strings : Maya nodes inside this NcList	list of string : Name of Maya node	list of string : Name of Maya node	<unavailable>
attrs	<unavailable>	<unavailable>	NcAttrs : Instance connected to this NcNode	NcAttrs : self	<unavailable>
attrs_list	<unavailable>	<unavailable>	list of strings : Stored attrs	list of strings : Stored attrs	<unavailable>
plugs	<unavailable>	<unavailable>	list of strings : Stored plugs	list of strings : Stored plugs	<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", "tz"].
child plug	A plug that makes up part of a parent plug.	"translateX" is a child plug of "translate".