

To DO:

“

This tool retrieves all geo nodes and rename their child nodes by adding a prefix of the parent's name and a suffix with the child node type in short format.

This also show Childs in the UI using list widget.

For example:

If geo node name is 'head_GEO'

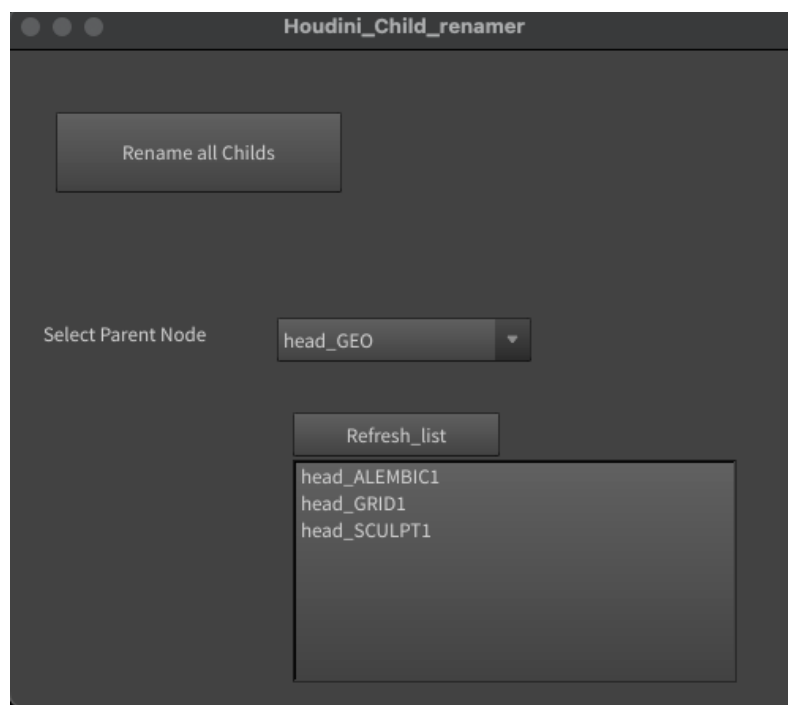
child Nodes: grid1, sculpt1, null1, smooth1

Rename child nodes as: head_grid1, head_sculpt1, head_null1

Lib : Python 2.7 and PySide2

“

Tool Help



Rename All Childs button: Rename all sub-children inside the geo nodes available in /obj context.

Refresh_list button: Take the selection from Parent Combo box and shows all the Childs of the parent geo node inside the listWidget.

Code help

Main.py file has all the ui related functions mapped to button and all the cooking happening in Comm_func.py file.

To start, please change the base script directory to script folder.
Run the code from “run_here()” function.

```
Comm_func.py  main.py ×
1  """
2  This is the main file to run code.
3  The ui file is called and button fuctions are linked here.
4
5  Please Run the "run_here()" function to run the code.
6  """
7
8
9  from PySide2 import QtCore, QtUiTools, QtWidgets
10 import sys
11 import hou
12 import os
13
14 # change this directory to script folder
15 base_dir = "/Users/gs/PycharmProjects/Mill_TD_Test"
16 hcr_ui_file = os.path.join(base_dir, "UI_files", "Houdini_Child_renamer.ui")
17
18 # import Comm_func.py file
19 sys.path.append(base_dir)
20 import Comm_func as com_func
21
22
1 usage
```

```
77
78 1 usage
79 def run_here():
80     win = SLWidget()
81     win.ui.show()
82
83 if __name__ == "__main__":
84     run_here()
85
86
87
```