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Tool Programming

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Project Fixer Tool

Many times when working, Maya users will forget to set their project and do a lot of work in a scene, only to realize their mistake later. My tool aims to rectify this problem quickly and easily, instead of making users manually repath all of their textures and references.

Short user manual

The usage of this tool is fairly straightforward. You open the GUI and choose a project folder. After that, you can choose by checkboxes whether you’d like to fix textures, references, or both. Finally, hit either “Apply” or “Apply and Close” to run the script.

The tool comes in two files. One holds the functionality and logic. The other holds the GUI element. The GUI is inherited off of the optionsWindowBaseClass.

There are 3 inputs that my script needs: the project folder, and two booleans of whether or not it should do references/textures. I get all three of them from my GUI script, and call my function script with the action buttons on the GUI.

If textures are selected, the function script gets a list of all textures in the scene, and checks to see if they are within the current project. If they aren’t, it will copy the file to the /sourceimages folder and re-path the file node to the newly copied file.

If references are selected, the function script gets a list of all references in the scene and checks to see if they are within the current project. If they aren’t, it will copy the file to the /scenes/references folder and re-path the reference node to the newly copied file.