2.9 Testing our TOP HDA in Unity

Step

1. Select topnet node, **Shift + C**, rename ip\_test\_tops , enter, **create Null Node**;
2. Select **subnetwork** node, create digital asset, invisible Transform and Subnet, add wedge scale start and end, change Label Min Scale and Max Scale, Range = [0.1, 5];select ip\_test\_tops, save node type;
3. Copy ip\_box\_variations.hda to Unity;
4. HoudiniEngine > PDG > **Create PDG Asset Link**;
5. HoudiniEngine > Debug > **Open Scene In Houdini**;
6. Change HEU\_ENVPATH\_PDR\_DIR to HEU\_ENVPATH\_JOB, refresh Setting;
7. Back to Houdini, Edit > Aliases and Variables, add HEU\_ENVPATH\_JOB;
8. Select localscheduler, Working Directory = $HEU\_ENVPATH\_JOB;
9. Set hdaprocessor1 HDA File = $HEU\_ENVPATH\_JOB/hda/ip\_box\_variations.hda;
10. Select ip\_test\_tops, **save node type**;
11. Copy HDA to Unity, Restart Unity;