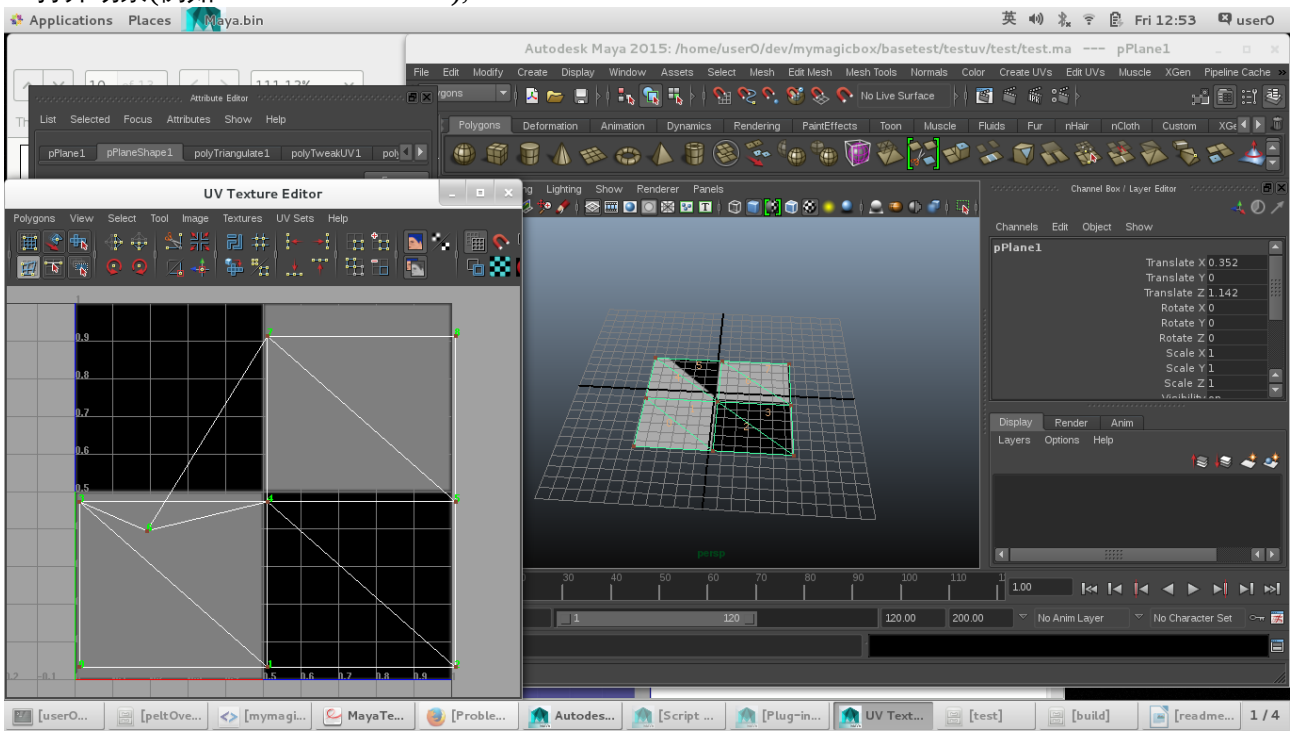
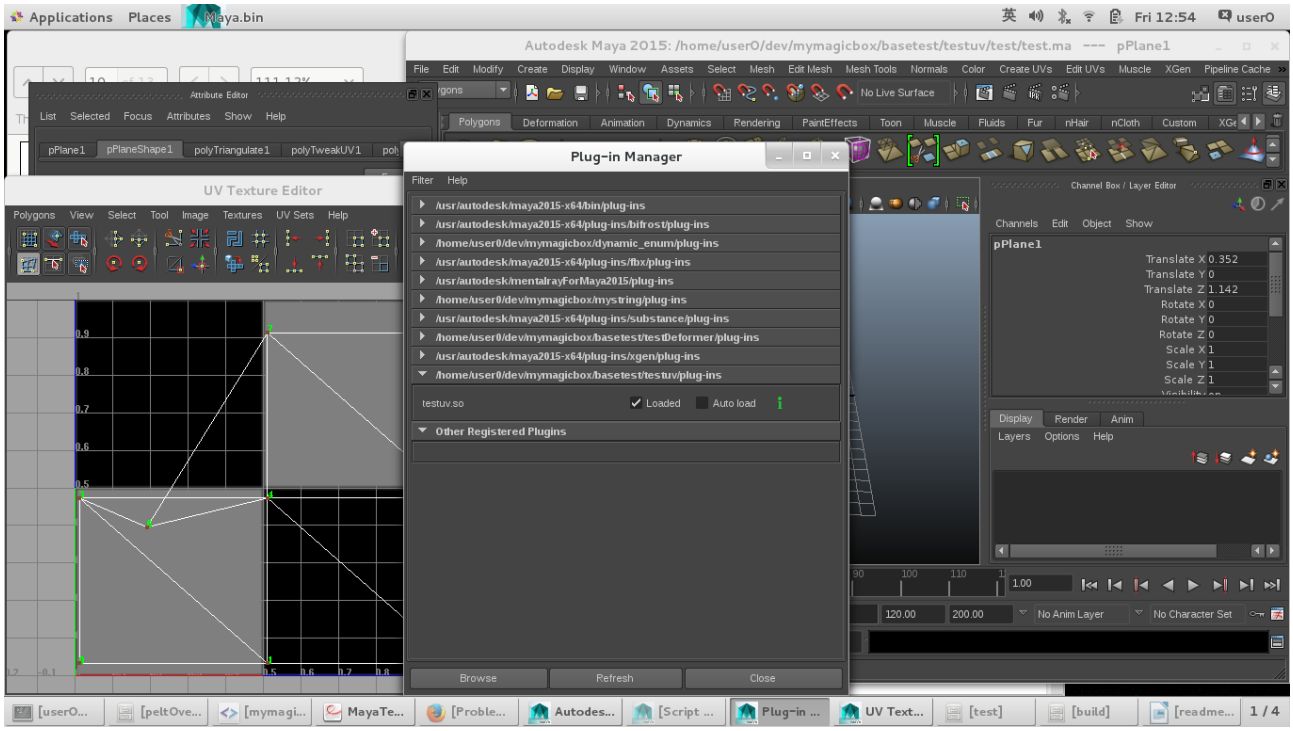
1. 打开场景(例如 testuv/test/test.ma),



2. 加载插件 testuv.so



3. source 下面的 mel 函数(这些函数可以在 testuv/scripts/utility.mel 里找到)

```
proc string[] getSGsFromShape( string $shape )
{
  string $shadingEngines[];
  if ( `objExists $shape` )
  {
    string $dest[] = `listConnections -destination true -source false
      -plugs false -type "shadingEngine" $shape`;
```

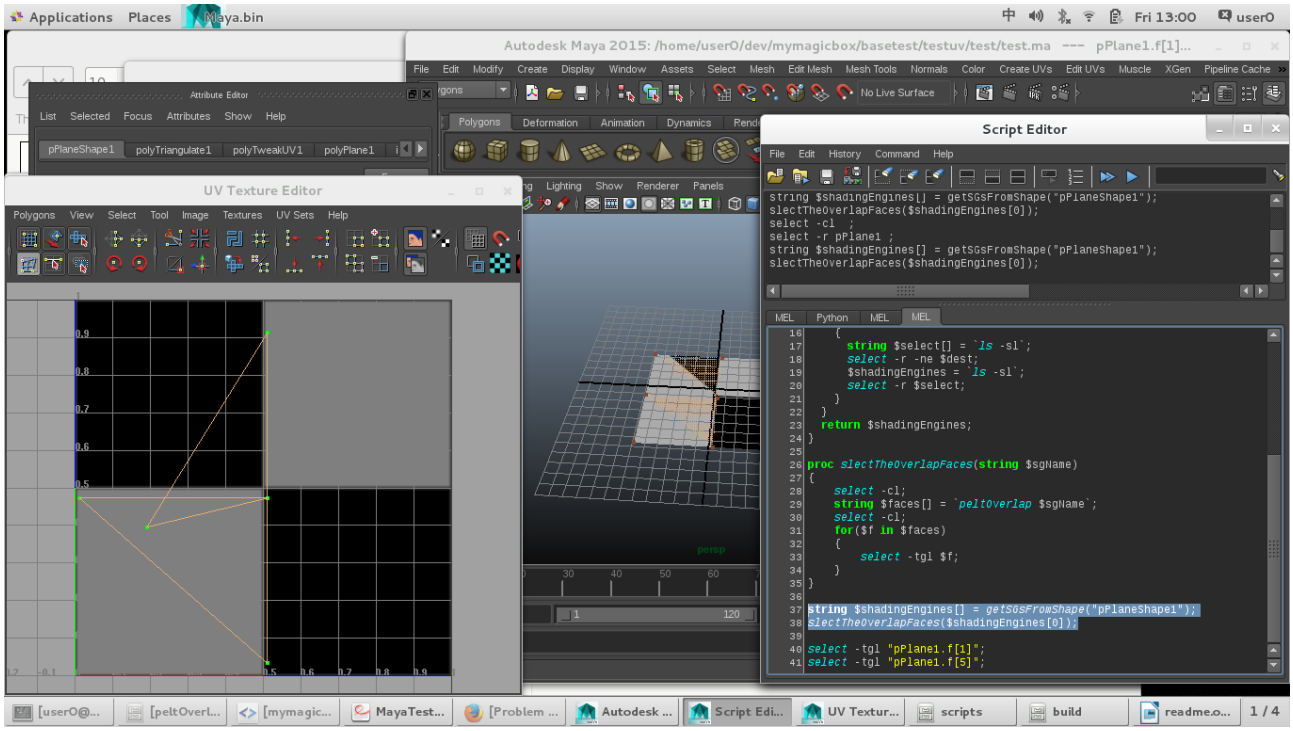
```
    // listConnections can return duplicates within its list.
    // The select below is a quick trick to avoid dupes in the
    // returned array.
    if ( size( $dest ) )
    {
      string $select[] = `ls -sl`;
      select -r -ne $dest;
      $shadingEngines = `ls -sl`;
      select -r $select;
    }
  }
  return $shadingEngines;
}

proc slectTheOverlapFaces(string $sgName)
{
    select -cl;
    string $faces[] = `peltOverlap $sgName`;
    select -cl;
    for($f in $faces)
    {
        select -tgl $f;
    }
}
//Example:
//string $shadingEngines[] = getSGsFromShape("pPlaneShape1");
//slectTheOverlapFaces($shadingEngines[0]);
```

4. 输入参数是 mesh 名(比如"pPlaneShape1"):

```
string $shadingEngines[] = getSGsFromShape("pPlaneShape1");
slectTheOverlapFaces($shadingEngines[0]);
```

5. 结果是如果 uv 有穿插, 那些面片就会被选择


Applications
Places
Maya.bin
Fri 13:00
user0
Autodesk Maya 2015: /home/user0/dev/mymagicbox/basetest/testuv/test/test.ma --- pPlane1.f[1]...
Attribute Editor
UV Texture Editor
Script Editor
string $shadingEngines[] = getSGsFromShape("pPlaneShape1");
slectTheOverlapFaces($shadingEngines[0]);
select -cl ;
select -r pPlane1 ;
string $shadingEngines[] = getSGsFromShape("pPlaneShape1");
slectTheOverlapFaces($shadingEngines[0]);
proc slectTheOverlapFaces(string $sgName)
string $shadingEngines[] = getSGsFromShape("pPlaneShape1");
slectTheOverlapFaces($shadingEngines[0]);
select -tgl "pPlane1.f[1]";
select -tgl "pPlane1.f[5]";
[user0@...
[peltOverl...
[mymagic...
MayaTest...
[Problem ...
Autodesk ...
Script Edi...
UV Textur...
scripts
build
readme.o...
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