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Snippet □□□□□□□□□□□□□□□□□□□□□□□□□

Playback □□

$	@	Description
`$FPS`		□□□□□□ □□□□□□□□□□□□□□□.
`$FSTART`		□□□**$NFRAMES**(□□□□)□□□□. $FEND - $FSTART + 1.
`$FEND`		□□□□□□□□□□□□□□□□□□□□□□□.
`$F`		□□□□□□ □□□□□□□□□□□□□□□□□□
`$FF`	`@Frame`	□□□□
`$NFRAMES`		□`$NFRAMES = $FEND - $FSTART + 1`.
`$RFSTART`		□□□□□□□□□□□□□□□ □□□□□□□□□□
`$RFEND`		□□□□□□□□□□□□□
`$T`	`@Time`	□□□□□□□□□□□ □□($F-1)/$FPS
`$TLENGTH`		□□□□□□□□□□

$	@	Description
`$TSTART`		□□□□□□□□□
`$TEND`		□□□□□□□□□

General □□

`$ACTIVETAKE`		□□□□□TAKE□□□□□□□
`$E`		□□□□ e (2.71828…).
`$HFS`		Houdini□□□□□
`$HH`		`$HFS/houdini` .
`$HIP`		□□□□□□□□□□□□
`$HIPFILE`		□□□□□□□□□□□□□□
`$HIPNAME`		□□□□□□□□□□□□□□□□□□□□□□□□
`$HOME`		□□ Home □□
`$JOB`		□□ [project directory](#) .□□□□□□
`$PI`		□□□□ pi (3.1415926…).

Channels □□

`$OS`	Operator String. Contains the current OP's name.
`$CH`	Current channel name.
`$IV`	In value (value at start of segment).
`$OV`	Out value.
`$IM`	In slope
`$OM`	Out slope
`$IA`	In acceleration
`$OA`	Out acceleration
`$LT`	Local time - not including stretch or offset
`$IT`	Start time of segment
`$OT`	End time of segment
`$LIT`	Local start time of segment
`$LOT`	Local end time of segment
`$PREV_IT`	Previous segment start time
`$NEXT_OT`	Next segment end time

COPs

$CSTART	Start frame of the current COP.
$CEND	End frame of the current COP.
$CFRAMES	Number of frames for the current COP.
$CFRAMES_IN	Number of frames available from the first input COP.
$CINC	Gets the global frame increment value.
$W	Current image width.
$H	Current image height

Render nodes

$N	Current frame being rendered.
$NRENDER	Number of frames being rendered.