



@MEXISnippets

Snippet

Playback

\$	@	Description
\$FPS		Number of frames per second.
\$FSTART		Start frame number. $\$FEND - \$FSTART + 1$.
\$FEND		End frame number.
\$F		Frame number.
\$FF	@Frame	Frame number.
\$NFRAMES		$\$NFRAMES = \$FEND - \$FSTART + 1$.
\$RFSTART		Start frame number.
\$RFEND		End frame number.
\$T	@Time	Time in seconds ($(\$F-1)/\FPS).
\$TLENGTH		Time in seconds.

\$	@	Description
\$TSTART		XXXXXXXXXX
\$TEND		XXXXXXXXXX

General

\$ACTIVE TAKE	XXXXTAKEXXXX
\$E	XXXX e (2.71828...).
\$HFS	HoudiniXXXX
\$HH	\$HFS/houdini.
\$HIP	XXXXXXXXXXXX
\$HIPFILE	XXXXXXXXXXXXXXXXXXXX
\$HIPNAME	XXXXXXXXXXXXXXXXXXXXXXXXXXXX
\$HOME	XX Home XX
\$JOB	project directory .XXXX
\$PI	XXXX 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

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

Render nodes

<code>\$N</code>	Current frame being rendered.
<code>\$NRENDER</code>	Number of frames being rendered.

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