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Anyone here ever try to port #python scripts that make use of ArgumentParser into #Houdini? I have a new workflow tip for you! #tip #techart #procedural @SideFX @SideFX Labs @Sidefx_jp

would like to run inside an HDA. Instead of running this script in a shell, we want this to run inside a python sop, driven by parameter values from an HDA. What do you do? import argparse

Lets assume we have this script we

```
parser.add_argument('--variable1', type=int, default=1024)
parser.add_argument('--variable2', default=False, action='s
parser.add_argument('--variable3', type=str, required=True)
  args = parser.parse_args()
  print(args.variable1)
 print(args.variable2)
print(args.variable3)
```

Option 1 would be to rewrite the script

by removing the ArgumentParser. Makes

it a lot cleaner, but a total PIA to update

parser = argparse.ArgumentParser(description='Quick Example')

once the source script changes. variable1 = node.parent().parm("variable1").evalAsInt()
variable2 = bool(node.parent().parm("variable2").evalAsInt())
variable3 = node.parent().parm("variable3").evalAsStr() print(variable1)
print(variable2)

What if you could simply insert a single

ArgumentParser with values retrieved

line of code to update the

print(variable3)

print(args.variable1) print(args.variable2) print(args.variable3)

previous image :D

type_mapping = {

12

13

from HDA parameters? Note line 10! That's the only change I made to the source script, meaning its easy to update! import argparse parser = argparse.ArgumentParser(description='Quick Example') parser.add_argument('--variable1', type=int, default=1024)
parser.add_argument('--variable2', default=False, action='s
parser.add_argument('--variable3', type=str, required=True) 'store_true') args = parser.parse_args()
args = parse_args_from_node_parms(args, node.parent()) # HERE!!

int: Lambda _parm: _parm.evalAsInt(),
str: Lambda _parm: _parm.evalAsString(),
float: Lambda _parm: _parm.evalAsFloat(),
bool: Lambda _parm: bool(_parm.evalAsInt()), type(None): Lambda _parm: _parm.evalAsString() } for parm_name, default_value in vars(args).items():
 arg_parm = node.parm(parm_name)
 arg_type = type(default_value)

def parse_args_from_node_parms(args, node):

Here is the trick used on line 10 in the



Consultancy #Houdini #UnrealEngine

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