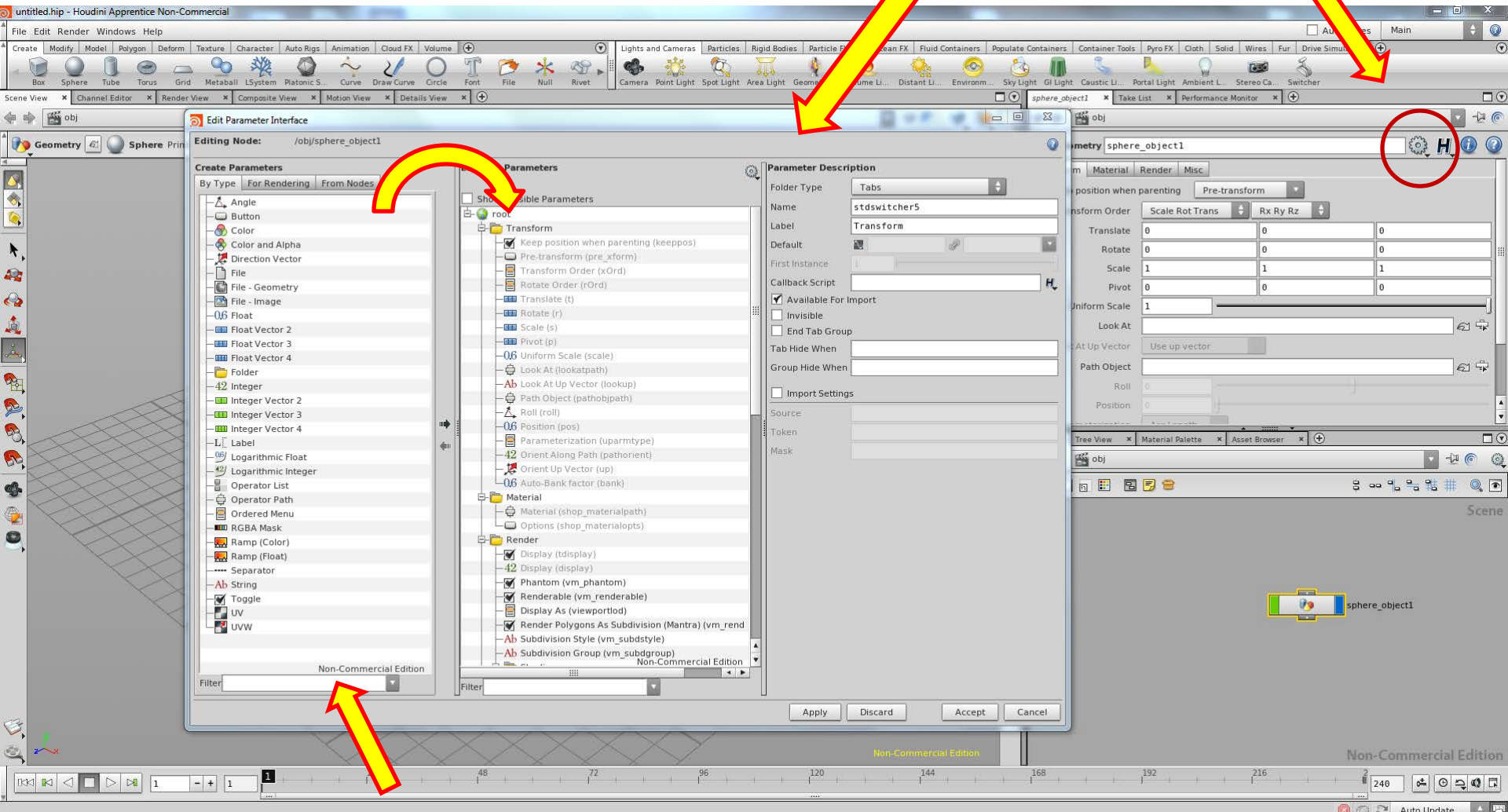


# Houdini Parameter Interface Quick Facts

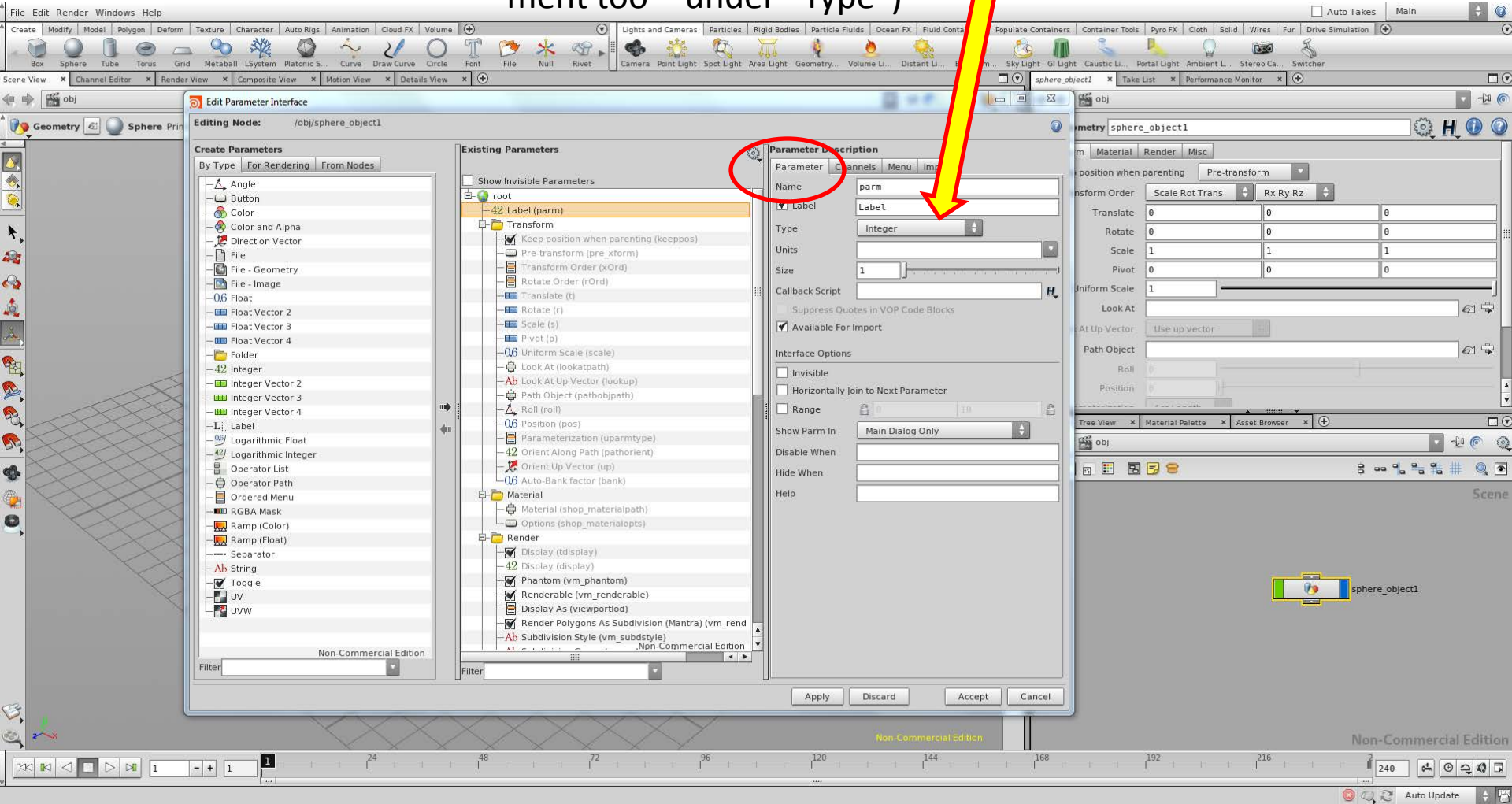
by Deborah R. Fowler

Click on the gear symbol to bring up the parameter dialog box



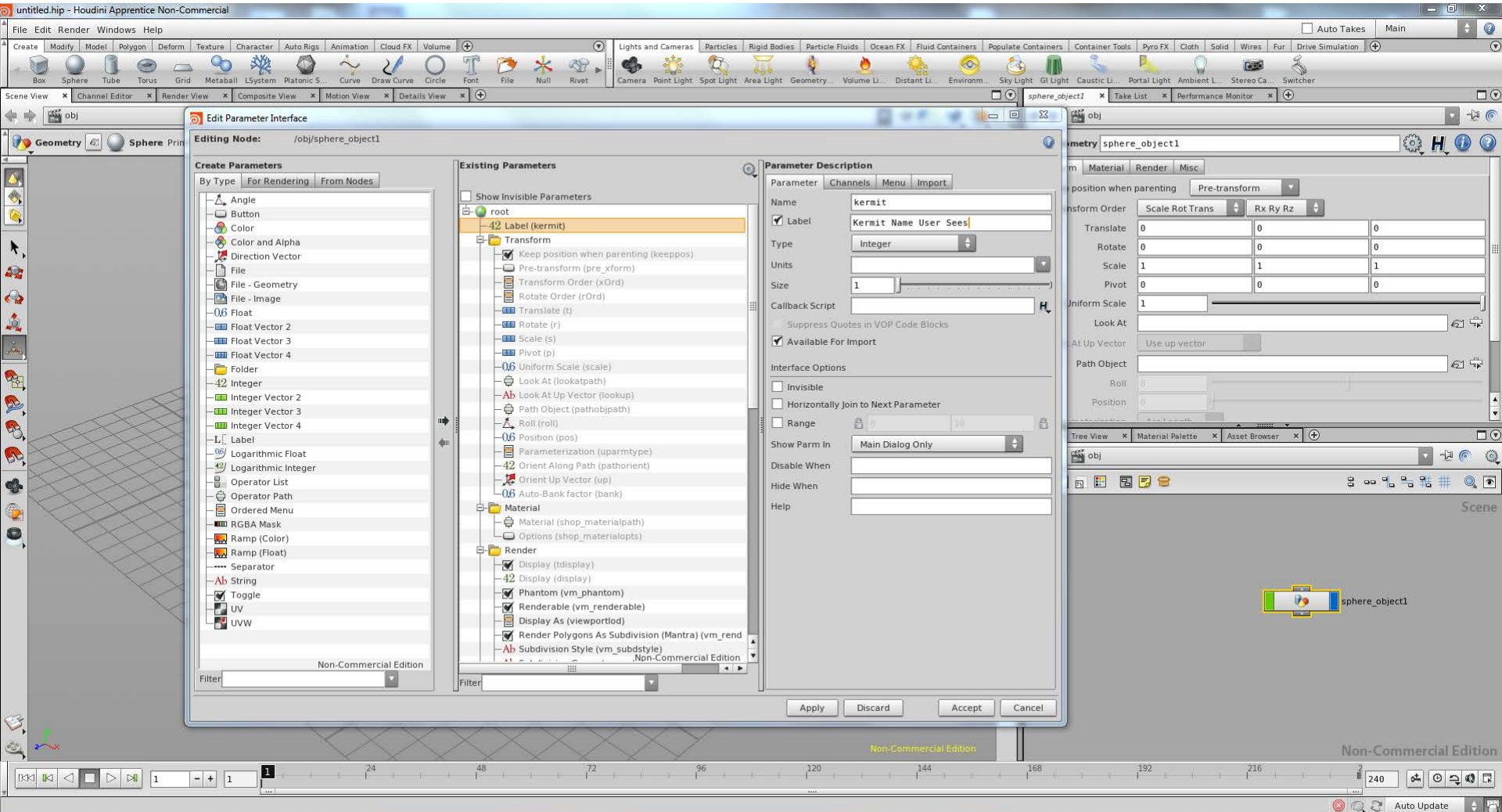
This side contains all the types of parameters you can select from ie. int, float, button ... drag them over to the "Existing Parameters" panel to add to your node

In this example, I've dragged an integer  
(I can always change it in the drop down  
menu too – under "Type")



Pay attention to the tab you are in – the parameter tab is where you set your parameter name (what you use to reference) and label (what the user sees)

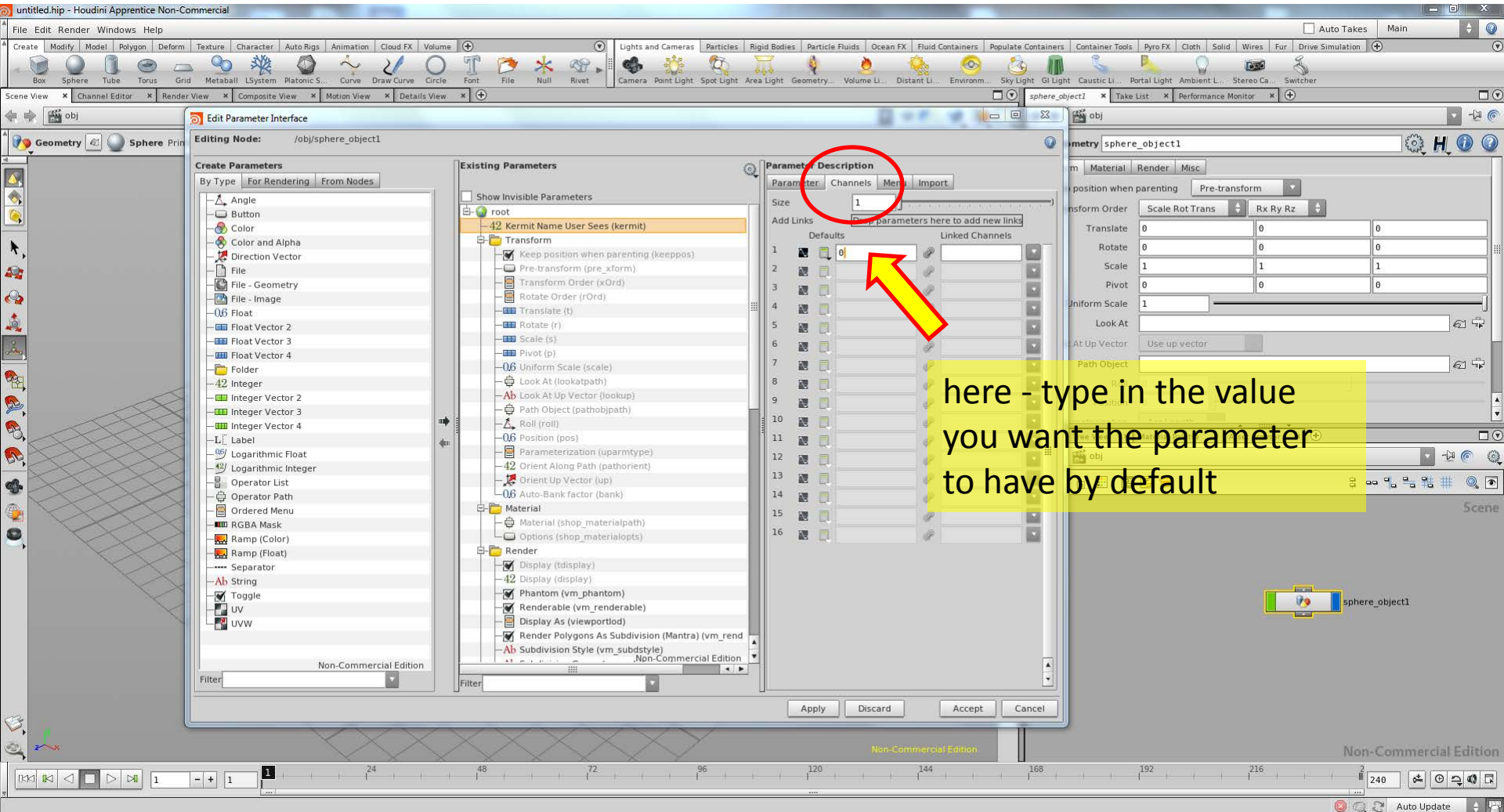
Here I have used **kermit** for my parameter name and **Kermit Name User Sees** for my label for demo purposes only – use names/labels that make sense



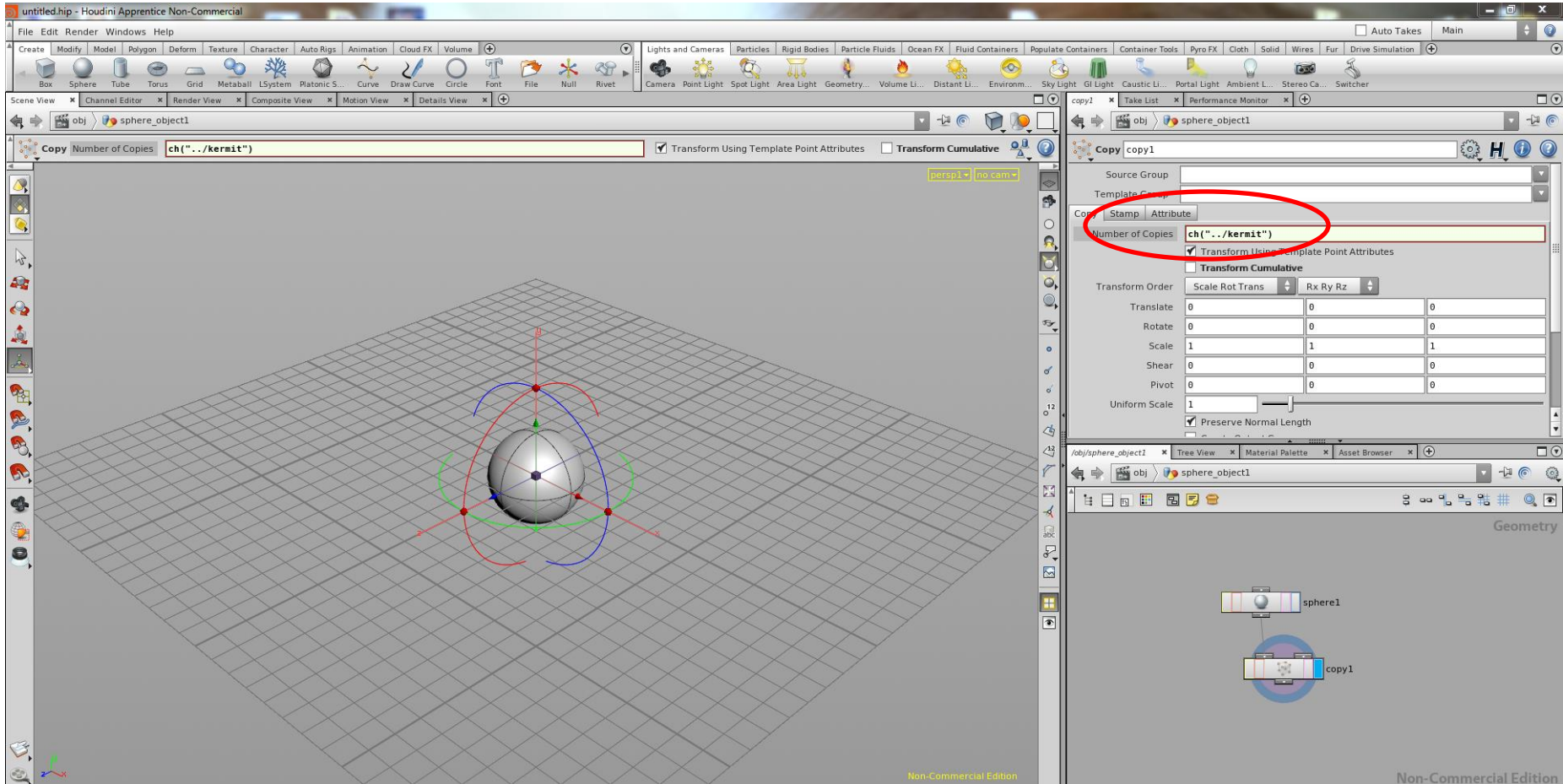
This means that anytime I want to reference this value I will use `ch("../kermit")` inside my network (later we will see how to use paths to access other parameters)



There is another tab that you must pay attention to – the **Channels** tab – this is where you are going to set the default value of the selected parameter



Inside your network, use the reference to this parameter (below the value of kermit is being as the number of copies). This way I can control the number of copies from the top level node. A user has no need to dive into the network and can control the object in ways you have designed. In essence you have created a GUI (graphics user interface) for your tool.



These references to parameters can be used anywhere in an hscript expression. For example I could say  $3 * \text{ch}("../\text{kermit}')$  or  $\sin(\text{ch}("../\text{kermit}'))$  or  $\text{rand}(\text{ch}("../\text{kermit}'))$