

Houdini Hscript tips

Common Symbols

%	modulus	remainder on integer division ie. 5 % 2 results in 1 4 % 2 results in 0
&&	AND	logical operator (x > 1) && (x < 10) when both are true, it is true must have a complete condition on each side
	OR	logical operator (x > 1) (x < 10) when both are false, it is false, otherwise true (on the keyboard it is located above the enter key)
>= <=		greater than or equal (Do not reverse the order – won't work) less than or equal
< >		less than greater than
==	equal	is something equal – this is because = is for assignment == is a comparison this is by far the hardest thing to get used to for new users
!=	not equal	
``	backticks	to convert an expression into a string ie. ch("../someparameter") in the font node would print that verbatim, but putting this i backticks would give me the value
if	if	syntax is odd in Houdini if (condition, then part, else part) for example in a switch statement you might have if (\$F > 0, 1, 0) note the the part or the else part could be another if statement ie. if (\$F > 0, if (\$F > 2, 1, 0), 0)
ifs		as above but returns a string, for example `ifs(\$F>1,"Hi","There")`
int()		returns the integer portion of what you give it, throws the decimal portion away for example int(1.8) gives you 1 there are similar functions all with slightly differing rules such as floor(1.8) is 1, ceil(1.06) is 2, round(1.5) is 2 ie. rounds up from .5 down if less
\$F or \$FF	frame floating frame	frame number (integer) frame number (float)
\$CY	copynumber	local to the copy node so to get the information to a node above you need to stamp it to retrieve it you use stamp expressions
stamp		stamp("../copy1","kermit", 0) stamp(node it is from, name you called the variable, default value just incase)