

# Create Agent from built in mocap rig - Simple

This will take a test mocap rig 3 built in to houdini, create an agent, add agent clips from the built in library (must be in your scene already), and lay everything out.

```
import hou

obj = hou.node("/obj")
agentname = hou.ui.readInput("Agent Name", title="Name")
agentname = agentname[1]

agentpNode = obj.createNode("geo")
agentNode = agentpNode.createNode("agent")

agentpNode.setName(agentname)
agentNode.setName(agentname)
agentnet = agentpNode

inputMoc = hou.ui.selectNode(title="Select Character Rig to base agent on", multiple_select=False,
node_type_filter=hou.nodeTypeFilter.ObjSubnet)

agentNode.parm("agentname").set(agentname)
agentNode.parm("objsubnet").set(inputMoc)

#clips = hou.ui.selectNode(multiple_select=True, node_type_filter=hou.nodeTypeFilter.Obj)
clips = hou.ui.selectNode(title="Select all clips - mocap biped 3 rigs", multiple_select=True,
node_type_filter=hou.nodeTypeFilter.ObjSubnet)
agentclip = agentnet.createNode("agentclip")
clipprops = agentnet.createNode("agentclipproperties")

clipnum = len(clips)
clipcount = 1
```

```
agentclip.parm("locomotionnode").set("Hips")

#print(clipnum)
for x in clips:
    node = hou.node(x)
    name = node.name()
    path = str(x)
    nframes = node.parm("nFrames")
    fs =hou.playbar.timelineRange()[0]
    fe = int(fs) + int(nframes.eval())
    agentclip.parm("framerange" + str(clipcount) + "_1").deleteAllKeyframes()
    agentclip.parm("framerange" + str(clipcount) + "_2").deleteAllKeyframes()
    agentclip.parm("clips").set(clipnum)
    agentclip.parm("name" + str(clipcount)).set(name)
    agentclip.parm("objsubnet" + str(clipcount)).set(path)
    agentclip.parm("framerange" + str(clipcount) + "_1").set(fs)
    agentclip.parm("framerange" + str(clipcount) + "_2").set(fe)
    agentclip.parm("converttoinplace" + str(clipcount)).set(True)

    clipprops.parm("numclips").set(clipnum)
    clipprops.parm("clipname_" + str(clipcount)).set(name)
    clipprops.parm("enableblending_" + str(clipcount)).set(True)
    clipprops.parm("framesbefore_" + str(clipcount)).set("5")
    clipprops.parm("framesafter_" + str(clipcount)).set("5")

    clipcount = clipcount+1

agentclip.setFirstInput(agentNode)
clipprops.setFirstInput(agentclip)
agentpNode.layoutChildren()
```

Revision #2

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