

# XML4Maya a XML Plugin for Alias Maya

## Version 0.1.0

[xml4maya.subsites.org](http://xml4maya.subsites.org)

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### 1 License

XML4Maya is released under the GPL3 Licence. This plugin is presented on an "As Is" Basis without any warranties or conditions of any kind, either express or implied, including, without limitation, any warranties or conditions of title, non-infringement, merchantability, or fitness for a particular purpose.

## 1.1 XercesC

For import & export purposes this plugin uses the Apache XercesC Libraries which are available under the Apache2 Licence

## 2 Introduction

XML4Maya is an Plugin for Alias Maya, you may import, modify and Export XML data-structures.

## 3 Install

As long as there is no Installer, please copy the files (XML4Maya.mll) for your version of Alias Maya from the specified folder

Folder	Maya Version
\maya601	Alias Maya 6.0.1
\maya65	Alias Maya 6.5
\maya701	Alias Maya 7.0

newline to your Maya Plugin Folder

*ProgramFolder\Alias\yourMayaVersion\bin\plug-ins\*

### 3.1 XercesC

For the Export and Import functionality please copy the content of the *\xerces* folder to your *ProgramFolder\Alias\yourMayaVersion\bin*

### 3.2 Icons

To Install the Icons please copy the content of the *\icon\* folder to your *ProgramFolder\Alias\yourMayaVersion\Icon* Folder

## 4 Commands

The next Section shows the available Mel Commands and their Usage

### 4.1 XmlLoadFile

*XmlLoadFile* Loads an specified XML File and reconstructs the whole Node-structure in Maya

### 4.1.1 Arguments

short Flag	long Flag	Arguments	Description	Comment
h	help		displays help text	
f	file	<filename>	file that should be loaded.	
n	name	<nodename>	sets the name of the created document node.	
t	xmltype	<xmltype>	Document Type.	
ee	exceptelement	<element>	Load Document and recreate it except the element with the given name	unavailable
fae	firstappearanceelement	<element>	Load Document and recreate it from the first appearance of given element name.	unavailable
fav	firstappearancevalue	<value>	Load Document and recreate it from the first appearance of given element value.	unavailable

## 4.2 XmlSaveFile

*XmlSaveFile* Saves an Maya XML Structure to an XML File

### 4.2.1 Arguments

short flag	long flag	arguments	description
h	help		displays help text
f	file	<filename>	export to file with specified filename
all	alldoc		export all document nodes in actual Maya File
n	node		export selected nodes, if XmlNodes are selected the filename-flag is mandatory

## 4.3 XmlFind

*XmlFind* Finds Xml Nodes and Attributes in the Maya XML Structure

### 4.3.1 Arguments

short flag	long flag	arguments	description	comments
h	help		displays help text	
c	childs		searchs in childs of selected Node	
s	selected		searchs in selected Nodes	
n	name	<XmlElementName>	searches for XML element with given name	
v	value	<XmlElementValue>	searchs for XML element with given value	
an	attributename	<XMLAttributeName>	searchs for Xml element with given AttributeName	unavailable
av	attributevalue	<XmlAttributeValue>	searchs for Xml element with given AttributeValue	unavailable

Actualy there is no possibility to combine different search flags.

## 4.4 XmlElement

*XmlElement* Creates or Modifies XMLElement Nodess.

#### 4.4.1 Arguments

short flag	long flag	arguments	description	comments
h	help		display help text	
n	name	<name>	name for the xmlnode	create
xn	xname	<XmlElementName>	name of the Xml Element	create, query, edit
xv	xvalue	<XmlElementValue>	value of the Xml Element	create, query, edit
ch	child	<childNodes>	childs of the actual selected node	query, edit
dc	disconnectchild	<childNodes>	disconnects the specified child of the actual selcted node	
dac	disconnectallchild		disconnects all childs of the actual selcted node	
rc	removechild	<childNodes>	removes specified child of the actual selected node	unavailable
rac	removeallchild		removes all childs of the actual selcted node	unavailable
p	parent	<parentNode>	parent of the actual selected node	edit,query
dp	disconnectparent	<parentNode>\none	disconnect specified parent from selected Node	
at	attribute	<attributeNode>\none	attribute nodes from actual selected Node	query,edit
da	disconnectattribute	<attributeNode>	disconnects specified attribute from selected Node	
daa	disconnectallattribute		disconnects all attributes from actual selected Node	
ra	removeattribute	<attributeNode>	disconnects & removes specified Attribute from actual Selected Node	unavailable
raa	removeallattribute		disconnects & removes all Attributes from actual selected Node	unavailable

#### 4.5 XmlDocument

*XmlDocument* creates modifies the Xml-Document Nodes this command is actually unavailable

## 4.6 XmlAttribute

*XmlAttribute* creates modifies XML Attribute Nodes this command is actually unavailable

### 4.6.1 Arguments

short flag	long flag	arguments	description
h	help		displays help text
n	name	<name>	name of the XML Attribute Node to be created
xn	xname	<attributeName>	the name of the XML Attribute
xv	xvalue	<attributeValue>	the value of the XML Attribute

## 5 Nodes

The used Nodes in this Plugin are

- Xml Element Node
- Xml Attribute Node
- Xml Document Node

They can easily connected through the provided commands or the Connection-Editor.

## 6 ToDo

- Combine Search Flags
- Finish XmlAttribute Command
- Finish XmlDocument Command
- Finish XmlElement Command Flags
- Connection between Normal Xml Nodes