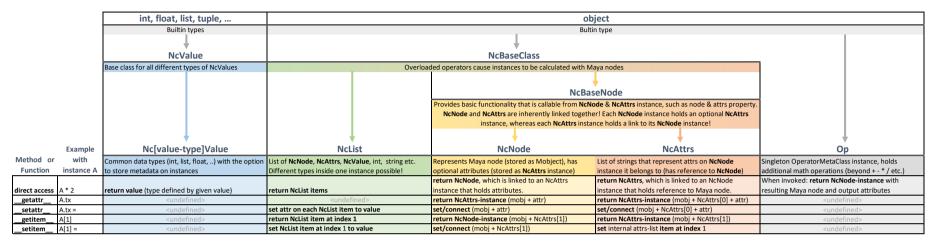
This chart shows class inheritance (underneath each class-type is a short description what the class is and what makes this class necessary). At the bottom are common forms of accessing instances; their behavior or return types.



## **Keywords**

 $Keywords \ are \ special \ properties \ on \ your \ Node Calculator \ Nodes. \ Use \ them \ like \ any \ other \ attribute \ on \ an \ Nc List/Nc Node/Nc Attrs-instance:$ 

nc\_node = noca.Node("pCube1")

nc\_node.node

node	<unavailable></unavailable>	<unavailable></unavailable>	string: Name of Maya node	string : Name of Maya node	<unavailable></unavailable>
nodes	<unavailable></unavailable>	list of strings: Maya nodes inside this NcList	list of string: Name of Maya node	list of string: Name of Maya node	<unavailable></unavailable>
attrs	<unavailable></unavailable>	<unavailable></unavailable>	NcAttrs: Instance connected to this NcNode	NcAttrs: self	<unavailable></unavailable>
attrs_list	<unavailable></unavailable>	<unavailable></unavailable>	list of strings : Stored attrs	list of strings: Stored attrs	<unavailable></unavailable>
plugs	<unavailable></unavailable>	<unavailable></unavailable>	list of strings : Stored plugs	list of strings: Stored plugs	<unavailable></unavailable>

## **Convenience Functions**

Function	Description	Examples
transform()	Create transform node (as NcNode instance).	noca.transform("myTransform", parent="myParent")
locator()	Create locator node (as NcNode instance).	noca.locator("myLocator", attrs="translation")
create_node()	Create any node type (as NcNode instance).	noca.create_node("nurbsCurve", "myCurve")

## **Glossary**

Word	Description	Examples
node	Name of Maya node (dagPath if not unique).	pCube1,  groupA pSphere1, namespace1:pTorus1
attr/attribute	Attribute on a Maya node in the scene.	tx, translateX, v, visibility, input3D[0].input3Dx
plug	Combination of node and attribute; node.attr	pCube1.tx,  groupA pSphere1.visibility
array plug	A plug that allows any number of connections.	"input3D" is the array plug of the plugs "input3D[i]".
array plug element	A specific plug of an array plug.	"input3D[7]" is an array plug element of "input3D".
parent plug	A plug that can be split into child plugs.	"translate" is the parent plug of ["tx", "ty", "ty"].
child plug	A plug that makes up part of a parent plug.	"translateX" is a child plug of "translate".