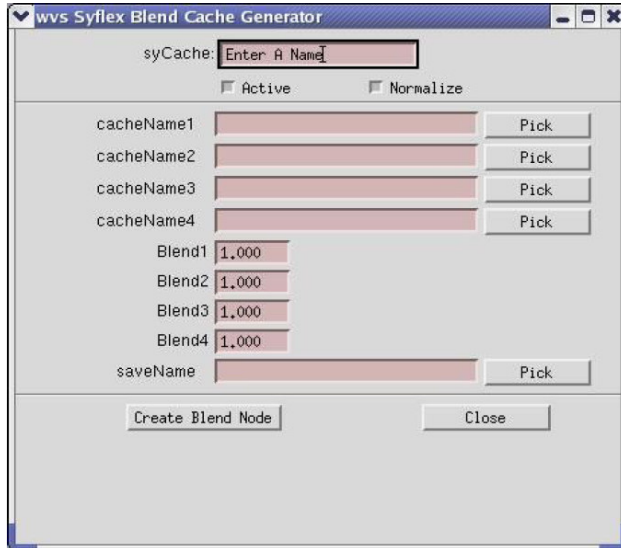# Vinton Studios SyFlex scripts – Written by Sean Nolan

Email questions or comments to: snolan@vinton.com

SyBlendCacheGen.mel

- The script can only run if one of two objects are selected: poly mesh or a current blend node in the scene.
- When a poly mesh is selected and the script is ran, Generator comes up.
- This interface allows you to define what the attributes are at creation. If you already have cache files generated from another simulation then you can use the "Pick" buttons to pull up a browser to select the cache. The file browser will not close after a selection has been made so you will have to close it manually.
- A unique cache name must be defined before you can create the Blend node.
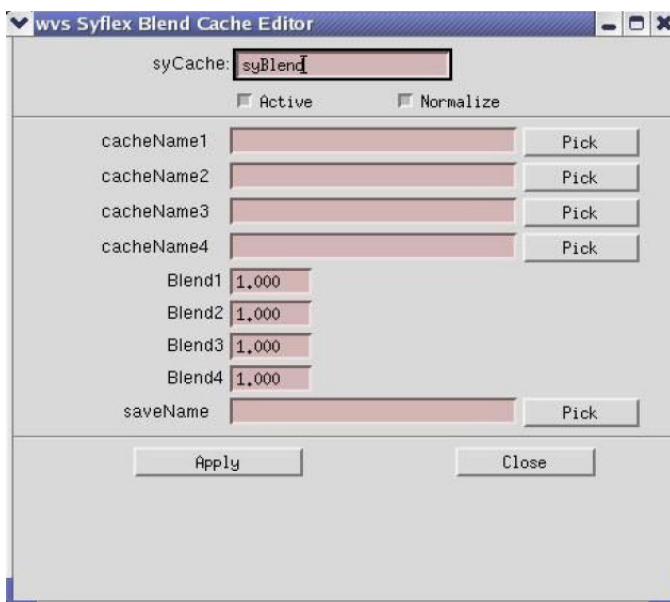
QUICK TIP: Select a poly mesh and run the script. Give it a unique name and click the "Create Blend Node". Run the script again (making it a button makes this easier). The interface will look the same except you will now be in "Edit" mode.

- Now the file browser for the cache names and save name will function like a normal browser should
- Once a cache path has been defined and you hit apply, the cache numbers will
- Also the name of the node can be changed and will change the parent and the child node (Ex. SyBlend will name the parent syBlendTrs and child syBlend)
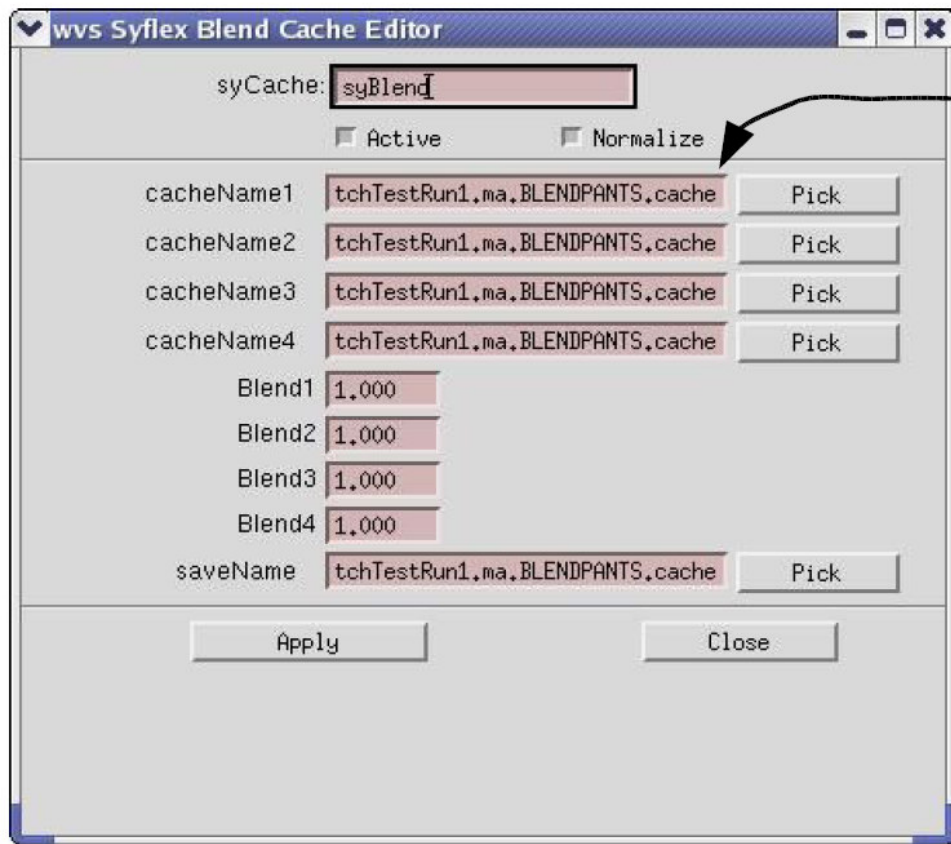
- Now the file browser for the cache names and save name will function like a normal browser should

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Have a script you want to share? Write to us at: users@syflex.biz