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# Megascan Link

Luca Faggion

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## PLUGIN GUIDE

### 1.1 How to use the plugin

#### 1.1.1 Download the plugin

You can find it in the [release](#) tab of the github project

##### Build types

- Development Build

This build is always updated as soon a commit is pushed on the master branch

**Warning:** This builds can be very unstable or not working at all! So when use them expect them to not work or not behaving correctly

- Tagged Buils

The tagged builds are stable usable builds

#### 1.1.2 Install the plugin

Install it in Substance Designer using the Plugin manager, you can find it under `Tools > Plugin Manager...` then click `install` and navigate to the path were you previously downloaded it

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**Note:** Refere to the official doc for installing a [Plugin Package](#)

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#### 1.1.3 Use the Plugin

After you have installed the plugin go to **Quixel Bridge** select the **Megascan asset** you want to import on Substance Designer go to the **Export Setting** tab and select from the **Export To** drop down the **Custom Socket Export** option, then in the **Socket Port** insert the same port you have set up on the **Plugin Settings** (Default to **24891**)

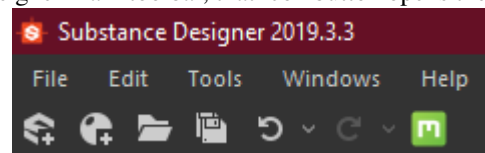
### Bridge setup example

#### Substance designer import step

When presented the import dialog you can choose to which packages import the Megascan assets by selecting them in the list (shift selection and ctrl selection are enabled) and then click import

#### 1.1.4 Plugin Settings

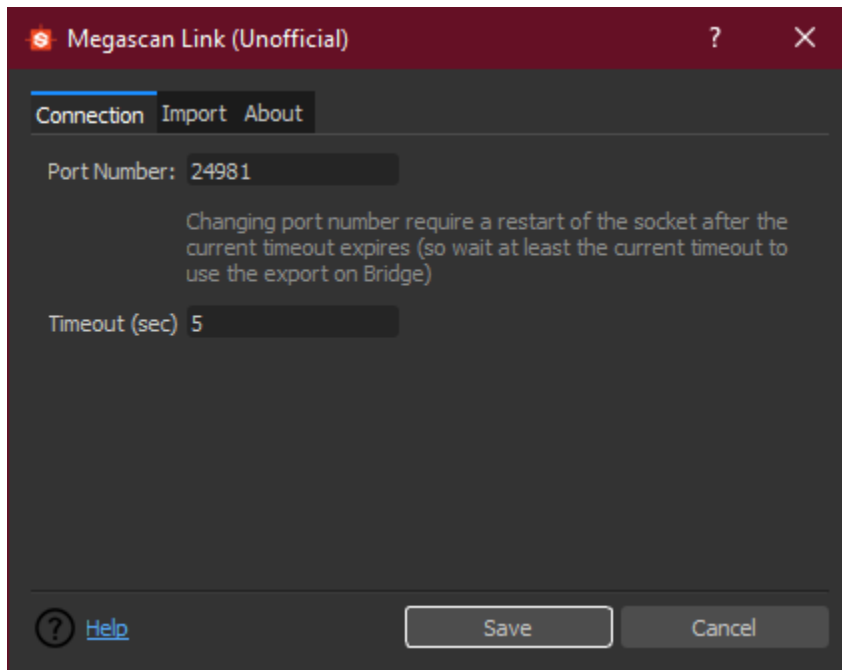
When you installed the plugin a new icon appeared in the Substance Designer main toolbar, that icon button opens the



Plugin Settings dialog that can be used to change how the plugin works.

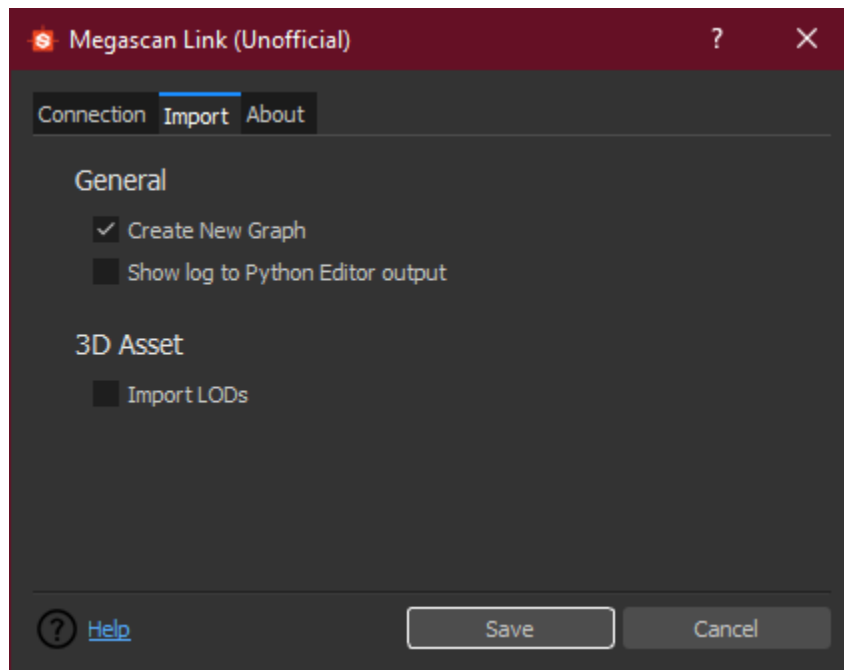
#### Connection settings

This tab allow to change the connection setting of the socket



## Import settings

This tab allow to change the import behaviour of the plugin







## DEVELOPER DOCS

### 2.1 Development Prerequisites

There are no prerequisites for the plugin all the requisites are already build-in in the default Python installation of Substance Designer

The only requisite necessary is [PySide2](#) for using the `buildDialogs.py` script.

But if you want to debug the plugin with a step-through debugger refere to the official Substance Designer documentation. [Debugging Plugins using Visual Studio Code](#)

#### 2.1.1 Building the Documentation

The prerequisite to build the documentation using **sphinx** are the following:

when all the prerequisites are installed these are the steps needed to build the documentation:

- Navigate to the doc folder

```
cd doc
```

- Build using make

```
make html
```

#### 2.1.2 Building the sdplugin package

To build the sdplugin package navigate to the root folder of the repository and simply execute the `makepackage.py` script:

```
python makepackage.py
```

the resulting builded file is placed in the `build` directory

## 2.2 Megascan Link package

### 2.2.1 Subpackages

#### Ui package

##### Submodules

##### Import\_dialog module

```
class megascan_link.ui.import_dialog.Ui_Dialog
    Bases: object

    retranslateUi (Dialog)
    setupUi (Dialog)
```

##### Settings\_dialog module

```
class megascan_link.ui.settings_dialog.Ui_Dialog
    Bases: object

    retranslateUi (Dialog)
    setupUi (Dialog)
```

#### Module contents

### 2.2.2 Submodules

### 2.2.3 Sockets module

Module containing classes for managing the communication with the socket thread and the main thread (in which we can use the SDAPI)

```
class megascan_link.sockets.SocketThread
    Bases: PySide2.QtCore.QThread

    Core plugin class that manages a socket process for receiving TCP packets from Quixel Bridge

    close ()
        Set the needed flags to close the socket
```

---

**Note:** The close operation is performed only after the timeout duration

---

```
onDataReceived = <PySide2.QtCore.Signal object>
    Signal that is fired whenever a packet is retrieved over the socket

    Type QtCore.Signal

    Parameters object – json dictionary containing the data
```

**restart ()**

Set the needed flags to perform a socket restart

---

**Note:** The restart is performed only after the timeout duration

---

**run ()**

This is the method that manages the socket lifetime process

To interact with the socket use the `close()` and `restart()` method instead

While this method is running the associated thread is kept alive **closing** the socket without requesting a **restart** will make this thread close too

The socket is listening on the port specified on the config file and it is restarted every time the timeout duration expires (also setted from the config file)

**shouldClose = False**

flag that indicates that the socket should stop in the next timeout frame

see `close()`

**Warning:** dont use this flag directly use instead the `close()` methods

**shouldRestart = False**

flag that indicates that a restart is been requested, the restart is processed in the next timeout frame, it is cleared (False) when the restart happen

used for example if you want to change the listening port or the timeout duration

see `restart()`

**Warning:** dont use this flag directly use instead the `restart()` method instead

**started = False**

variables that idicates if the socket has been started

but it is not guarantee that it is listening

**staticMetaObject = <PySide2.QtCore.QMetaObject object>**

## 2.2.4 ResourceImporter module

Contains classes to import the data from Quixel Bridge to Substance Designer

**class** megascan\_link.resourceImporter.BitmapType

Bases: enum.Enum

Enum class used to have a quick access to the corrensponding SDUsage Since the data from Quixel Bridge comes as a string we can get the corresponding SDUsage simply using BitmapType[str]

**class** megascan\_link.resourceImporter.MegascanBitmap (resource:

*sd.api.sdresourcebitmap.SDResourceBitmap,*  
*path: str, usage: str,*  
*name=None)*

Bases: object

Wrapper class composed of the data coming from Quixel Bridge and the corrispective SDResourceBitmap

**getUsageArray** () → sd.api.sdvaluearray.SDValueArray

Method returning an SDValueArray with the usage of the texture

**Returns** SDValueArray with the usage of the texture

**Return type** SDValueArray

**class** megascan\_link.resourceImporter.ResourceImporter (parent=None)

Bases: PySide2.QtCore.QObject

Class responsible of importing to Substance Designer all the meshes/bitmaps/data contained in the payload from Quixel Bridge

**createGraphWith** (graphname: str, bitmaps: List[megascan\_link.resourceImporter.MegascanBitmap],  
package: sd.api.sdpackage.SDPackage)

Create a graph in the specified package using the specified bitmaps creating their respective outputs and finally linking them as a bonus we set the graph icon to the Megascan Logo :)

**Parameters**

- **graphname** (str) – name of the new graph
- **bitmaps** (List [MegascanBitmap]) – List of MegascanBitmap to use in the graph
- **package** (SDPackage) – the package reference where to create the graph

**data** = None

Current data payload being processed

**importFromData** (data)

Entry point for the data coming from the socked thread

**Parameters** **data** (List [dict]) – Json Quixel Bridge data

**processImportForPacakges** (packages)

this is the actual method that performs the bitmaps/meshes import and graph creation tasks it does it for every package that the user selected this method uses the class attribute data and clears it when done and look up for the settings from the configuration file

**Parameters** **packages** (List [SDPackage]) – List of SDPackage where to import the currently processing data

**staticMetaObject** = <PySide2.QtCore.QMetaObject object>

## 2.2.5 Config module

Module containing classes for managing the config settings files or related

**class** megascan\_link.config.ConfigSettings

Class that manages a config file

**path** = './megascanlink.ini'

Contains the path to the megascanlink.ini config file (root dir of module)

**classmethod** **checkConfigState** ()

Check if the current config file is opened if not and the file exist reads and load the content of it to the config parser

**classmethod** **checkIfOptionIsSet** (cat: str, prop: str) → bool

Helper function that will check if a propriety of a section is set or not by confronting it with the following values ["true", "yes", "y", "ok"]

### Parameters

- **cat** (*str*) – Category name string
- **prop** (*str*) – Propriety of the category to check agains

**Returns** if the propriety is set returns True, False otherwise

**Return type** bool

**config** = <configparser.ConfigParser object>

Config parser class instance

**classmethod flush** ()

Helper function used to write the content to file

**classmethod getConfigSetting** (*cat: str, prop: str*) → str

Helper function to retrieve a config propriety value.

### Parameters

- **cat** (*str*) – Category name string
- **prop** (*str*) – Propriety of the category to retrieve

**Returns** the propriety value

**Return type** str

**opened** = **False**

Current state of the config file

**classmethod setUpInitialConfig** (*config: configparser.ConfigParser*)

Function to use a config parser instance to initialize the config file This will initialize the config file only if it does not exist

**Parameters config** (*configparser.ConfigParser*) – The config instance to use for populating the initial value of the config

**classmethod updateConfigSetting** (*cat: str, prop: str, value: str, flush=True*)

Helper function used to update a config propriety.

### Parameters

- **cat** (*str*) – Category name string
- **prop** (*str*) – Propriety of the category to update
- **value** (*str*) – Value to associate to the propriety
- **flush** (*bool, optional*) – If true it will immediatly update the file on disk, defaults to True

## 2.2.6 Dialogs module

Module which contains all the dialogs used by the plugin

The dialogs are generated using QtDesigner and are located under /megascan\_lin/ui/uiDesign and then converted to python code using the buildDialogs.py script

**class** megascan\_link.dialogs.**SelectPackageDialog** (*packageList, parent=None*)

Bases: PySide2.QtWidgets.QDialog, *megascan\_link.ui.import\_dialog.Ui\_Dialog*

Dialogs displayed when an import is requested from Quixel Bridge

The user can select to which packages import the Megascan Assets or dismiss it

```

returnValue = <PySide2.QtCore.Signal object>
    Subscribable signal emitted when the user close the dialog the param is set to the list of the selected
    packages
    Type QtCore.Signal

selectedPackages = None
    List of currently selected packages the data value is set to point to the corresponding SDPackage Reference
    Type List[QtWidgets.QListWidgetItem]

staticMetaObject = <PySide2.QtCore.QMetaObject object>
class megascan_link.dialogs.SettingsDialog (socketRef:                                megas-
                                             can_link.sockets.SocketThread,          par-
                                             ent=None)
    Bases: PySide2.QtWidgets.QDialog, megascan_link.ui.settings_dialog.Ui_Dialog
    Dialog displayed to the user for editing the plugin settings

    saveSettings ()
        Saved the changed settings to file then inform the socket thread if it need to restart himself

    staticMetaObject = <PySide2.QtCore.QMetaObject object>

```

### 2.2.7 Icon module

Module containing classes for using and retriving icons files

```

class megascan_link.icon.MegascanIcon
    Simple class for storing and retriving the Megascan Logo as a path to file or as a SDTexture instance

    path = './megascan_logo.png'
        Path to the Megascan Logo
    Type str

```

### 2.2.8 Utilities module

Module containing utilities function for general usage

```

megascan_link.utilities.getAbsCurrentPath (append: str) → str
    Simple function to get the current script path

    Parameters append (str) – path or filename to add
    Returns the full path plus the append param
    Return type str

megascan_link.utilities.getApp () → sd.api.sdapplication.SDApplication
    Helper function to retrieve the SDApplication

    Returns the substance designer application instance
    Return type SDApplication

megascan_link.utilities.getUiManager ()
    Helper function to retrieve the QtPythonUIManager

    Returns return the current QtForPythonUIMgr instance
    Return type UIMngr

```

## 2.2.9 Log module

This Module contains the logger facilities class

**class** megascan\_link.log.LoggerLink

Bases: object

Class used to log messages to the log file

see: `Log()` for know how to use it to print also to the Python editor output

**classmethod** `Log(msg: str, logLevel=20)`

Helper function used to log a message to a file or if specified in the config file with the *outputConsole* propriety also to the Python Editor output of Substance Designer

### Parameters

- **msg** (*str*) – the message to print
- **logLevel** (*int*, *optional*) – the log level to print with if it is lower than the current `_logger` level it would not be printed, defaults to `logging.INFO`

**classmethod** `setUpLogger()`

Method used to setup the current logger instance

Links the handler to print to the log file (log config path: `./megascanlink.log`) and set up the format to print with

## 2.2.10 Module contents

**class** megascan\_link.Data

Bases: object

“Dataclass” for storing plugin variables So the python garbage collector doesn’t dispose them

**settingDialog** = None

**socketThread** = None

**toolbar** = None

**toolbarAction** = None

`megascan_link.createToolBarAction()`

function for create and setup the Megascan top toolbar icon for opening the plugin settings

`megascan_link.initializeSDPlugin()`

Main entry point of the plugin

`megascan_link.openSettings()`

function for setup and open the SettingsDialog

`megascan_link.uninitializeSDPlugin()`

Exit point of the plugin





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