

Adding a global Texture Path to your Preferences using Python.

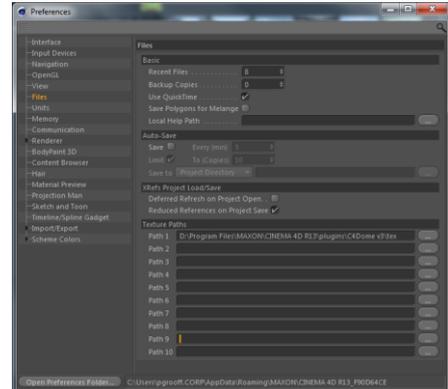
Here a short tutorial on adding a texture path to your Preference settings using a script. It is a straight forward approach and not optimized in any way. Use it as an example for your own coding.

To do so, we will use the following functions:

- `GetGlobalTexturePath()`
- `SetGlobalTexturePath()`

Global steps:

- Check whether the texture path is not already in your preference settings
- If not already in preference settings:
 - Get first free slot
 - If there is a free slot
 - Insert texture path using `SetGlobalTexturePath()`



Note: Because Apple en Windows file naming is not the same, we will have to use other means to set the various paths.

For example when you use it to define a texture path for your plugin within your plugin directory, you can use the filename of your plugin to set the texture path.

```
path, fn = os.path.split(__file__)           #Split Startup filename in path and name
texturepath = path + r"\"+fn+".tex"         #Set texture path
```

Use 'r' to make sure escape characters are ignored.

Other predefined paths to use:

<code>C4D_PATH_PREFS</code>	CINEMA 4D prefs directory
<code>C4D_PATH_RESOURCE</code>	CINEMA 4D resource directory
<code>C4D_PATH_LIBRARY</code>	CINEMA 4D library directory (builtin)
<code>C4D_PATH_LIBRARY_USER</code>	CINEMA 4D library directory (different if multiuser mode enabled).
<code>C4D_PATH_ONLINE_HELP</code>	CINEMA 4D Online Help Directory.
<code>C4D_PATH_DESKTOP</code>	OS Desktop Directory
<code>C4D_PATH_HOME</code>	OS Home Directory
<code>C4D_PATH_STARTUPWRITE</code>	Writeable StartupDir.
<code>C4D_PATH_MYDOCUMENTS</code>	The user's documents directory.

Here the complete script code.

```
import c4d
import os

def main():
    print "-----"

    #check to see whether path is already inserted
    found = False
    for i in range(10):
        path = c4d.GetGlobalTexturePath(i)
        print i, path

        if (path.find(r"plugins\C4Dome v3\tex") >= 0):
            print "found"
            found = True

    if (not found):

        # check for a free slot
        freeslot = -1

        for i in range(10):
            path = c4d.GetGlobalTexturePath(i)
            if (path == ""):
                print "first free slot", i
                freeslot = i
                break

        if (freeslot == -1):
            print "No free Texture Path slot."

        else:
            #Below path is hard code, better to use predefined paths
            GlobalTexturePath = r"D:\Program Files\MAXON\CINEMA 4D R13\plugins\C4Dome v3" + r"\tex"

            #print GlobalTexturePath

            c4d.SetGlobalTexturePath(freeslot, GlobalTexturePath )
            c4d.EventAdd()

if __name__ == '__main__':
    main()
```