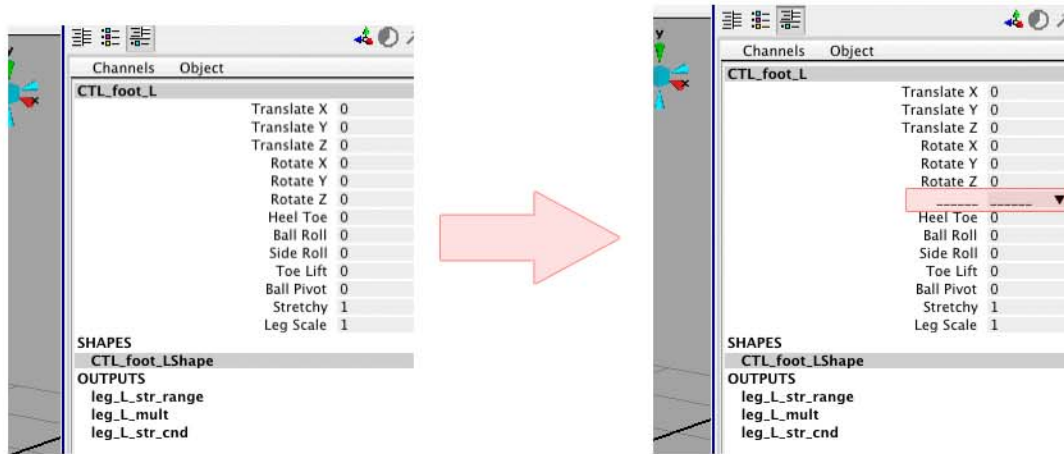


# Rearranging and Inserting Custom Attributes in the Channel Box

tutorial by Bohdon Sayre

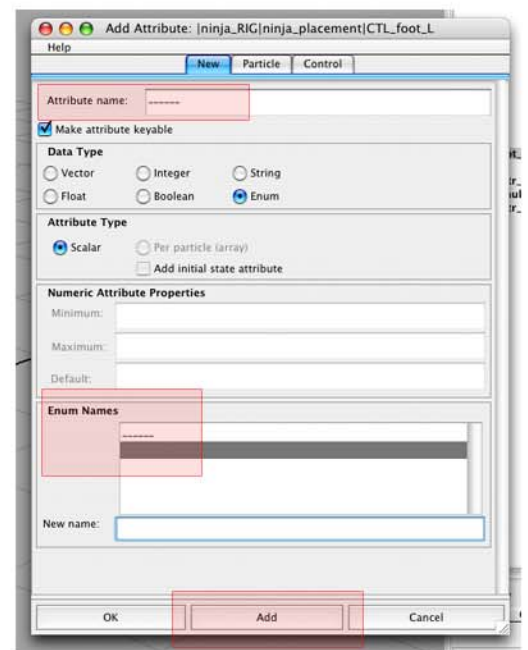


## Summary

So this tutorial is pretty simple. I've come across the issue multiple times and decided to write a tutorial explaining how I resolved the issue. The basic idea is that there isn't a way to do it in Maya, at least not that I know of. If someone does know a way please let me know. To get past this maya-less feature, we simply use a text editor, and edit our file from the raw code. So let's get to it.

-> First of all, you want to have all of your attributes added to the object before going to the text editor. If you don't want to write code, this will save you some time. So if there are any attributes that you are going to want to insert, add them to your object now.

For this example, I'm going to be inserting an Enum attribute. The value for the attribute is "\_\_\_\_\_" (six underscores). I'm doing this simply to have a spacer in my channel box (I like it organized when I animate).



-> If you have all your attributes, all that's left is to rearrange them.

NOTE: remember the name of your object, you'll need it to find the code in the text editor.

I want my attribute to be where the arrow is pointing

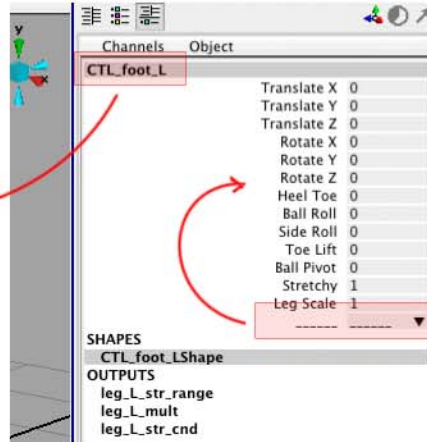


figure 2.1

-> **Save out your file** as something new. Everytime you edit a file via the raw code you should make a new save file, just in case you accidentally erase something.

-> **Open your .ma** file with a text editor.

-> **Run a search** inside the text editor for either the name of the object, or the name of the attribute, whichever is more unique. The code you're looking for looks something like figure 3.1.

-> Then **find the line of code** that creates your attribute

look for a lot of 'addAttr's as well as the 'createNode' text

this is my attribute:

you can see the "\_\_\_\_\_" which is both the name and value of the attribute

```
createNode transform -n "ninja_placement" -p "ninja_place";
createNode transform -n "CTL_foot_L" -p "ninja_placement";
addAttr -ci true -sn "heelToe" -ln "heelToe" -min -10 -max 10 -at "double";
addAttr -ci true -sn "ballRoll" -ln "ballRoll" -min 0 -max 10 -at "double";
addAttr -ci true -sn "sideRoll" -ln "sideRoll" -min -10 -max 10 -at "double";
addAttr -ci true -sn "toeLift" -ln "toeLift" -min -10 -max 10 -at "double";
addAttr -ci true -sn "ballPivot" -ln "ballPivot" -min -10 -max 10 -at "double";
addAttr -ci true -sn "stretchy" -ln "stretchy" -dv 1 -min 0 -max 1 -at "double";
addAttr -ci true -sn "legScale" -ln "legScale" -dv 1 -min 0 -at "double";
addAttr -ci true -sn "_____" -ln "_____" -min 0 -max 0 -en "_____" -at "enum";
setAttr -l on -k off ".v";
setAttr -k off ".sx";
setAttr -k off ".sy";
setAttr -k off ".sz";
setAttr ".rp" -type "double3" -b 0.81237600000000065 0.15864900000000037 -b 0.032613500000344506 ;
setAttr ".sn" -type "double3" -b 0.81237600000000065 0.15864900000000037 -b 0.032613500000344506 ;
```

figure 3.1

-> Now quite simply **move that segment of code** to the place you want your attribute to be. The order in which the attributes are coded is the order in which they are shown within the channel box. If your attribute is above other custom attributes within the code, it will be in that same location within the channel box.

```
createNode transform -n "ninja_placement" -p "ninja_place";
createNode transform -n "CTL_foot_R" -p "ninja_placement";
addAttr -ci true -sn "heelToe" -ln "heelToe" -min -10 -max 10 -at "double";
addAttr -ci true -sn "ballRoll" -ln "ballRoll" -min 0 -max 10 -at "double";
addAttr -ci true -sn "sideRoll" -ln "sideRoll" -min -10 -max 10 -at "double";
addAttr -ci true -sn "toeLift" -ln "toeLift" -min -10 -max 10 -at "double";
addAttr -ci true -sn "ballPivot" -ln "ballPivot" -min -10 -max 10 -at "double";
addAttr -ci true -sn "stretchy" -ln "stretchy" -dv 1 -min 0 -max 1 -at "double";
addAttr -ci true -sn "legScale" -ln "legScale" -dv 1 -min 0 -at "double";
addAttr -ci true -sn "_____" -ln "_____" -min 0 -max 0 -en "_____" -at "enum";
setAttr -l on -k off ".v";
setAttr -k off ".sx";
setAttr -k off ".sy";
setAttr -k off ".sz";
```

figure 3.2

-> You can move around as many attributes as you want at once. Just make sure you're not breaking any of the lines of code. What this means is that every line should end with a **semi-colon** and other formatting should be the same as it was. It's not hard to keep everything straight, but you should check before you save.

-> Once you're done, save your file (using ctrl + s or command + s will keep the file in its .ma format).

My attribute is now above all the other attributes, just where I wanted it

```

createNode transform -n "CTL_foot_R" -p "ninja_placement";
createNode transform -n "CTL_foot_R" -p "ninja_placement";
addAttr -ci true -sn "heelToe" -ln "heelToe" -min -10 -max 10 -at "enum";
addAttr -ci true -sn "ballRoll" -ln "ballRoll" -min 0 -max 10 -at "double";
addAttr -ci true -sn "sideRoll" -ln "sideRoll" -min -10 -max 10 -at "double";
addAttr -ci true -sn "toeLift" -ln "toeLift" -min -10 -max 10 -at "double";
addAttr -ci true -sn "ballPivot" -ln "ballPivot" -min -10 -max 10 -at "double";
addAttr -ci true -sn "stretchy" -ln "stretchy" -dv 1 -min 0 -max 1 -at "double";
addAttr -ci true -sn "legScale" -ln "legScale" -dv 1 -min 0 -at "double";
setAttr -l on -k off ".v";
setAttr -k off ".sx";
setAttr -k off ".sy";

```

figure 3.3

NOTE: You probably noticed that there are no translate, rotate, or scale attributes being defined here. You can't edit the order of those, so rearranging is only possible among custom attributes.

-> **That's it.** Open up the file in maya and your attributes should be in the right order. I would save right after you open it because it updates other parts of the script. There are a couple of other segments of code that correspond to the attributes you moved. Moving the "addAttr" line doesn't hurt those segments, but it's good to save out of maya after re-opening a text edited .ma.

Before the text edit

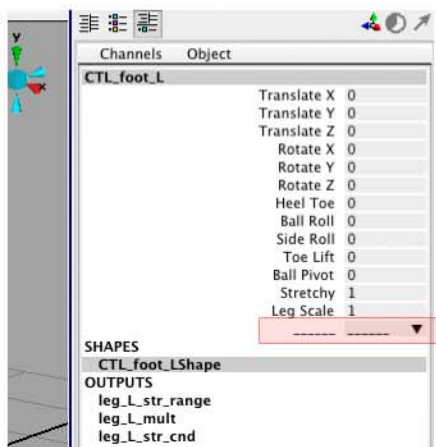


figure 4.1

After the text edit

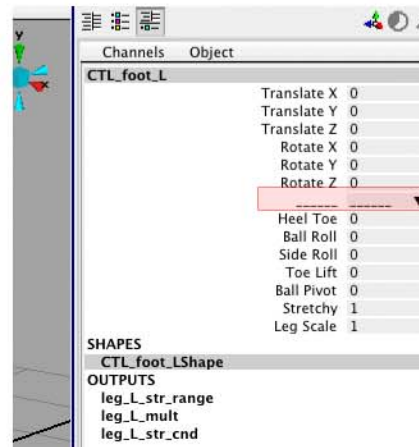


figure 4.2