

Maya's built-in commands

Now that you know the basic MEL syntax leading up to constructing procs, it is time to start examining MEL commands which make the whole thing so powerful.

There are literally hundreds of these, but you don't need to know every one before starting to program. Look them up as needed.

- help
- ls
- createNode
- getAttr
- setAttr
- connectAttr
- listAttr
- print
- system
- env
- alias
- whatIs [alias/variable/command/plugin/script/none]
- exists
- select
- delete
- rename
- listConnections [DG]
- listRelatives [DAG] [eg. xform -> shape]
- nodeType
- objExists
- currentTime -
- xform - to get and set attrs [at times unintuitive]
- error
- warning
- playbackOptions
- group
- parent
- hide