.INSTALL

The script files should be placed in the Scripts folder, ie files of the type .py .pyc .lxm and/or .pl
The config files goes in the Configs folder, ie files of the type .cfg
These folders are located (by default):

OS X:
<user name>/Library/Application Support/Luxology/

Win XP:
C:\Documents and Settings\<user name>\Application Data\Luxology\

Win Vista:
C:\Users\<user name>\AppData\Roaming\Luxology\

Win 7:
C:\Users\<user name>\AppData\Roaming\Luxology\

.USEAGE

You'll find the Nuke Channel IO settings and interface under the animation tab of the default modo layout.

Scene Multiplier - Will multiply the translation. For both imported and exported channel data.

Add Start Frame - The export engine will run thru your scene frame range, but you can offset the start frame with this controller. It's handy because modo will start render from frame 1 if your scene begins at 0.

World or Local - This is a handy controller when you're dealing with item that's parented to each other and you want or doesn't want to recreate that hierarchy in Nuke. World means that the export engine will take the world coordinates for the items, i.e. you'll not need to recreate any hierarchy. With the Local setting you'll get the translation and rotation that's shown in the items properties and you'll need to recreate any hierarchy inside Nuke.

Rotation Order - Will decide what rotation order your exported animation will have. Make sure to set the same oder in Nuke. In some extreme cases this conversion can cause problems, I've added a "Safety Switch". If you're having problem when the export engine is converting the rotation order there's a way to turn it off. Ie. if your rotation is behaving odd. Do this:
1. Change the World to [Local]
2. Make sure the Rotation Order matches the rotation order of the item you're exporting.
You'll know convert the exact rotation values over to Nuke.

Angle Tolerance - When you press export the export engine will bake the animation for effected channels. (note. it will not change your animation or item in your scene in any way, this is done after all the animation data have been read of the engine.) When the animation gets baked the rotation order is also getting changed, to match your chosen rotation order. When this conversion is done you'll end up with rotation values that's clipping at every 360 cycle. This is fine and will not effects the look of the animation, but if you looking at half frame this might sometimes cause errors. So to solve this the engine is even out the spikes at the end of the rotation cycle. So with default value of 265.0 it will only even out values within 265 degrees difference. Be careful, do not change this value to much, if you do, the script will be caught up in a while loop. The top graph in the images below shows the rotation with bad angel tolerance settings. The bottom graph shows the angle tolerance set to 265. This will work in almost all cases.