

# Max Script Commands

MAXtoA provides custom, script-able commands that allow you to manually execute some of the features of the plug-in. Details of each command are given below.

## MAXtoA Version

The following commands print the plugin and Arnold versions.

```
MAXToAOps.MAXToAVersion()
```

```
MAXtoAOps.ArnoldVersion()
```

## Material Import/Export

### ExportMaterials

Exports the given list of materials to the given .ass or .mtlx file. Returns the operation result as named enum.

```
mtl1 = PhysicalMaterial()  
mtl2 = MatteShadow()  
result = MAXToAOps.ExportMaterials "d:  
\\temp\\MyMaterials1.ass" #(mtl1, mtl2)
```

### ExportMaterialsSelected

Exports the materials selected in the SME (Slate material Editor) to the given .ass or .mtlx file. Returns the operation result as named enum.

```
result = MAXToAOps.ExportMaterialsSelected "d:  
\\temp\\MyMaterials2.mtlx"
```

### ExportMaterialsSelNodes

Exports the materials assigned to the selected nodes to the given .ass or .mtlx file. Returns the operation result as named enum.

```
result = MAXToAOps.ExportMaterialsSelNodes "d:  
\\temp\\MyMaterials3.mtlx"
```

### ExportMaterialsScene

Exports all the scene materials to the given .ass or .mtlx file. Returns the operation result as named enum.

```
result = MAXToAOps.ExportMaterialsScene "d:  
\\temp\\MyMaterials4.ass"
```

### ImportMaterials

Imports materials from a list of .ass or .mtlx files and returns a combined list of materials. Returns an empty list in case of error. Imported materials will also be placed in SME in individual tabs for each imported file.

```
myMtls = MAXToAOps.ImportMaterials #("d:  
\\temp\\MyMaterials1.ass", "d:\\tempMyMaterials2.mtlx")
```