

Python API

C4DtoA ships with a python API (since C4DtoA 4.2.0) which allows you to work with Arnold specific components, such as the Arnold Material, custom gui elements, etc.

The API is located in the `C4D_HOME/library/scripts/arnold` folder, in specific python modules. In your python script you have to make sure the scripts folder is added to the python path:

```
import c4d, os, sys

# add the script folder to the system path
scripts_folder = os.path.join(c4d.storage.GetC4DPath(c4d.C4D_PATH_LIBRARY), "scripts")
if scripts_folder not in sys.path:
    sys.path.append(scripts_folder)
```

Then you can import the specific arnold modules, for instance:

```
import arnold.util as arnold_util
from arnold.material import *
```

The following pages contain examples of how to use the API and how to query and modify Arnold related nodes in the scene.

- [Plugin Version | Python](#)
- [Custom GUI | Python](#)
- [Render Settings | Python](#)
- [Drivers and AOVs | python](#)
- [Arnold Material | Python](#)
- [Shader Network \(legacy\) | Python](#)
- [Arnold Operator | Python](#)
- [Arnold Procedural Parameter Overrides | Python](#)
- [Scene Export | Python](#)