User Guide
HDA Installation

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Quaternioff Procedural Tools

December 24th, 2022 [Rev. 1]

Installation

1. Create a directory on disk to host your custom HDAs and other houdini customizations if you don't have one already. E.g. `C:\DATA\ASSETS\houdini`
2. Configure this additional houdini root in a houdini.env file, which should be at `C:\Users\<user>\Documents\houdiniX.Y\houdini.env`, where X.Y is the major and minor version of Houdini.[1] E.g. `C:\Users\quat\Documents\houdini19.5\houdini.env`

   With this configuration:

```
# The ampersand represents the default value for this variable.
HOUDINI_PATH="&"

# Adding our personal root as an additional houdini path.
PERSONAL_ROOT="C:\DATA\ASSETS\houdini"
HOUDINI_PATH="${PERSONAL_ROOT};${HOUDINI_PATH}"
```

3. We're installing HDAs, so create an "otls" directory under the new houdini root made above. The names of the subdirectories under the root "houdini" dir are important, so make sure this one is actually named "otls". E.g. `C:\DATA\ASSETS\houdini\otls`

   TIP: If you want to customize anything else, e.g. additional shelves or vex includes, you can put them under a dir that matches what you see in the Houdini installation. E.g. C:\Program Files\Side Effects Software\Houdini 19.5.364\houdini.
4. Put your HDAs into the otls directory.

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[1] For locations on other OSes, see:
https://www.sidefx.com/docs/houdini/basics/config_env.html#setting-environment-variables

5. Open Houdini and use the tab menu inside the network editor to verify that you see your custom HDAs. Make sure that you're in the correct context to see the HDAs you installed. E.g. create a Geometry node if you installed SOP HDAs.
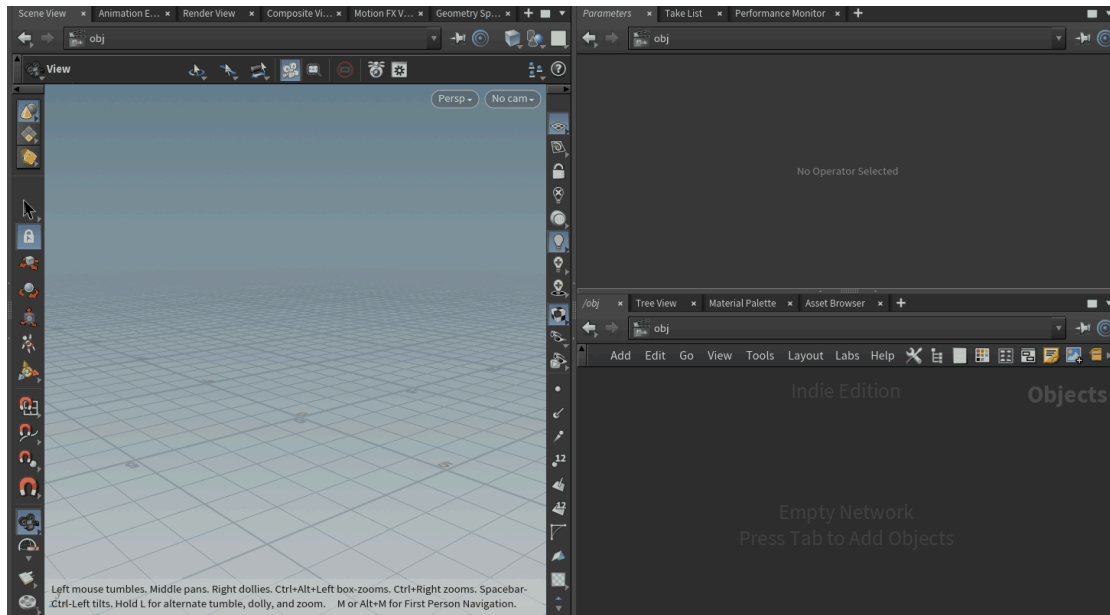
Note: HDAs made for indie versions of Houdini (as Quaternioff tools are), will not work for commercial versions; you would need to find the commercial versions of those tools, e.g. on Orbolt.

Tips For Managing New Node Versions

Node updates may introduce modified behavior/differing output. To avoid disrupting an existing scene, you may want to continue using the old nodes and selectively update, or only use the updated nodes for new parts of your network.

Houdini comes with a UI for managing digital asset versions. The *Asset Bar* in the *Parameters Pane* shows which asset name and path is being used in a node. This bar can be activated in the *Asset Manager > Configuration > Asset Bar: Display Menu of All Definitions.*

General Questions

Feel free to send an email to: quaternioff@gmail.com