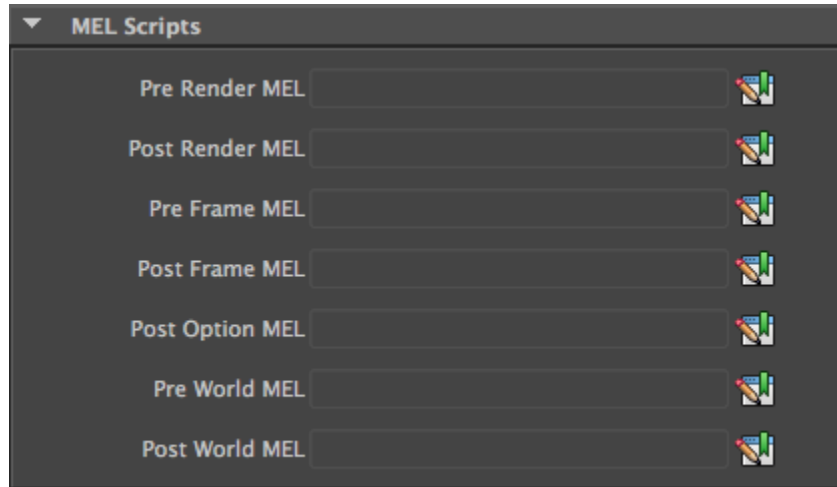


Advanced: MEL Scripts

Overview

The *MEL Scripts* group of attributes provides the ability to execute MEL scripts at certain stages during the rendering process. This opens up the possibility of doing whatever tweaks required at these stages. Since *3Delight* comes with a set of MEL bindings for the *RenderMan* standard, it also becomes possible to insert *RenderMan* commands anywhere during rendering (see [MEL RenderMan Binding](#)). This is the equivalent of "RIB Boxes" in other softwares but with the added flexibility of a scripting language. In addition to insert points listed here, there are others available in *Geometry Attribute Nodes* (see [Geometry MEL Scripts](#)) and in the *Light Attribute Nodes* (see [Light MEL Scripts](#)).

The variable 'string \$render_pass' is automatically defined in the context of these scripts and is assigned the current *Render Pass* node name.



The MEL Scripts group

Pre Render MEL
Post Render MEL

Specify scripts to run before the rendering starts and after the rendering is finished, respectively. Those scripts are guaranteed to run first and last. They are also executed outside of any *RiBegin/RiEnd* block, so these scripts are not appropriate for invoking *RenderMan* commands.

Pre Frame MEL
Post Frame MEL

Specify scripts to run before and after each frame, respectively. These two scripts are the very first and last things executed for each frame; they are called even before and after the *RiBegin/RiEnd* block, so these scripts are not appropriate for invoking *RenderMan* commands.

Post Option MEL

Specifies a script to execute after all *RenderMan* options have been issued, but before the camera transforms. This can be used to override any options.

Pre World MEL

Specifies a script to execute just before *RiWorldBegin* which is also right after where the camera transforms are issued.

Post World MEL

Specifies a script to execute right after *RiWorldEnd* (but before *RiFrameEnd*).