

Adding to 3Delight Object Attributes

The extension attributes defined by a Maya plug-in can appear in the *3Delight* section in the *Attribute Editor*. The process to achieve this is very similar to how it is usually done in Maya. Normally, Maya expects a plug-in to register a procedure that will construct the UI elements using the `AETemplateCustomContent` hook of the `callbacks` command. *3Delight for Maya* allows registering that procedure with that same hook using the `d1Callbacks` command.

Defining the Procedure

The expected procedure signature is identical to the expectation of the similar hook of the Maya `callbacks` command. The procedure will receive a single string attribute set to the name of the node whose extension attributes template is being constructed.

```
global proc MyAECustomContentCallback( string $node )
{
    // Adds a new layout for transform nodes.
    if( `nodeType $node` == "transform" )
    {
        editorTemplate -beginLayout "My Transform Attributes";
        // ...
        editorTemplate -endLayout;
    }
}
```

Registering the procedure

Registering the procedure is done using the `d1Callbacks` command:

```
d1Callbacks
    -hook "AETemplateCustomContent"
    -owner "myPlugin"
    -addCallback "MyAECustomContentCallback";
```

Unregistering the procedure

The procedure can be unregistered using the `d1Callbacks` command:

```
d1Callbacks
    -hook "AETemplateCustomContent"
    -owner "myPlugin"
    -removeCallback "MyAECustomContentCallback";
```