

mh_player_nuke

Nuke Flipbook Integration — Quickstart Guide

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1. Overview

mh_player_nuke.py registers mh_PLAYER as the flipbook viewer in Nuke, replacing the built-in viewer with the full-featured sequence player. Once registered, Render → Flipbook and Render → Open in mh_PLAYER both launch mh_PLAYER with the correct frame range, FPS, and OCIO config automatically applied.

Requirements: Nuke 13 or later (Python 3.6+). mh_PLAYER v2.12.x installed. No additional Python packages required.

2. Installation

2.1 Copy the script

Place mh_player_nuke.py in a location on your NUKE_PATH, for example:

```
~/nuke/mh_player_nuke.py
```

or a shared pipeline scripts folder:

```
/studio/nuke/scripts/mh_player_nuke.py
```

2.2 Register in menu.py

Add two lines to ~/.nuke/menu.py (or init.py):

```
import mh_player_nuke
mh_player_nuke.register()
```

That's it. Render → Flipbook now opens mh_PLAYER.

3. Exe Discovery

The script locates the mh_PLAYER executable in the following order:

Priority	Method	Notes
1	MH_PLAYER_PATH env var	Set before launching Nuke — recommended for studios and pipelines
2	MH_PLAYER_DEFAULT constant	Edit the path at the top of mh_player_nuke.py
3	Auto-search	Scans common install locations, picks the highest version found

Recommended approach for studios: set MH_PLAYER_PATH in your Nuke launch environment so the script always resolves correctly regardless of install location:

```
set MH_PLAYER_PATH=C:\mh_tools\mh_PLAYER\mh_PLAYER_Win_x64_v2_12_2.exe
```

4. OCIO Passthrough

If \$OCIO is set in the Nuke environment, mh_PLAYER inherits the config automatically and launches in OCIO display mode. No extra configuration needed.

To pass a specific config, display, view, or source colour space, call mh_player_nuke.launch() directly from a gizmo or pipeline script:

```
import mh_player_nuke

mh_player_nuke.launch(
    node      = nuke.selectedNode(),
    fps       = 25.0,
    ocio_config = "/studio/config/config.ocio",
    src       = "scene_linear",
    display    = "sRGB",
    view       = "Film",
)
```

5. Verifying the Setup

Run the script standalone (outside Nuke) to confirm exe discovery:

```
python mh_player_nuke.py
```

Expected output:

```
mh_PLAYER found: C:\mh_tools\mh_PLAYER\mh_PLAYER_Win_x64_v2_12_2.exe

To register in Nuke, add to ~/.nuke/menu.py:
import mh_player_nuke
mh_player_nuke.register()
```

6. Troubleshooting

"mh_PLAYER not found" warning on Nuke launch

Set the MH_PLAYER_PATH environment variable before launching Nuke, or edit MH_PLAYER_DEFAULT at the top of mh_player_nuke.py.

Flipbook launches but no frames appear

Check that the sequence path Nuke is passing uses %04d notation. mh_PLAYER handles the conversion automatically when called via this script (the --nuke flag is passed internally).

OCIO not applied

Confirm \$OCIO is set in the shell that launched Nuke (echo %OCIO% on Windows). The environment variable must be present before Nuke starts.

7. launch() Parameter Reference

Full parameter list for mh_player_nuke.launch() when calling directly from gizmos or pipeline tools:

Parameter	Type	Description
node	nuke.Node	Read or Write node — derives path and frame range if seq_path is not given
seq_path	str	Sequence path in Nuke printf format (/path/file.%04d.exr) or mh_PLAYER hash format. Derived from node if omitted.
first	int	First frame. Derived from node or Nuke root if 0.
last	int	Last frame. Derived from node or Nuke root if 0.
fps	float	Playback FPS. Default: 24.0.
ocio_config	str	OCIO config file path. Defaults to \$OCIO env var if unset.
display	str	OCIO display name (optional, e.g. "sRGB").
view	str	OCIO view name (optional, e.g. "Film").

Parameter	Type	Description
src	str	OCIO source colour space (optional, e.g. "scene_linear").
extra_args	list	Additional mh_PLAYer CLI flags passed verbatim.

 **Tip** All parameters except node and seq_path are optional. For standard flipbook use, register() handles everything automatically.