

node_instance

Description

This object instantiates a new node in the scene.

Parent Objects

- [scene](#)

Properties

Name	Description	Default	Required
id	A string representing the unique identifier for this instance within current file scope.	None	yes
url	A string representing the URI to a node definition to be used to construct this node. The given node and all of its descendants are instantiated (i.e. not just the single node, unless it has no children).	None	yes
parent	A string representing the URI to another scene node instance to attach to as a child.	None	no
parent_in_place	A string representing the URI to another scene node instance to attach to as a child, maintaining its world space transform.	None	no
conform_target	A string representing the URI to another node in the scene to follow.	None	no
geometries	An array of geometry_instance objects attached to this instance.	N/A	no
preview	A preview object to use as a stand-in if the node geometry cannot be found.	None	no

Details

The parent of a `node_instance` must already exist in the scene or must have been created by parsing the current scene (i.e. parent nodes must appear before children nodes in a file).

Most properties of `node` can be overridden in `node_instance`. The only properties that cannot be overridden are `id`, `type`, and `presentation`.

Examples

This instantiates a previously defined node definition and overrides the label and translation properties.

```
{
  "id" : "ball",
  "url" : "basketball:/DAZ/Props/Balls.dsf#basketball",
  "label" : "Ball",
  "parent" : "hips:#hips",
  "translation" : [ 1.00, 0.00, 1.00 ]
}
```

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