

Pdplayer and NUKE

This page provides information on Pdplayer's integration with NUKE.

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Overview

In addition to exporting compositions to NUKE Script, Pdplayer can be further integrated with NUKE with the use of the NUKE integration script that comes with Pdplayer.

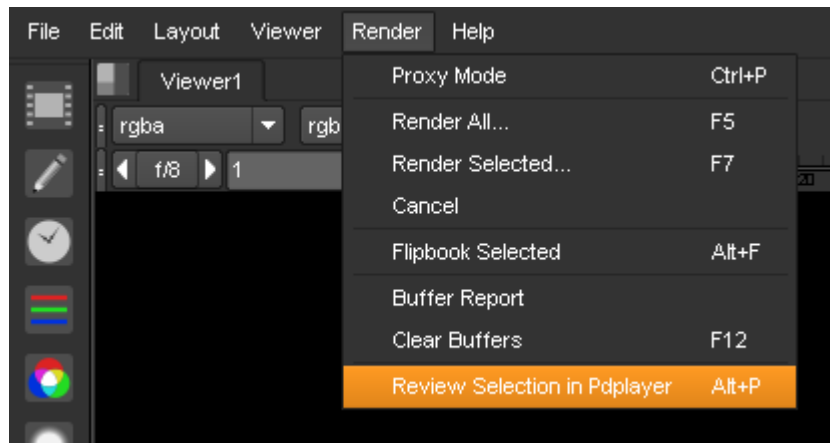
The script can be found in `C:\Program Files\Pdplayer\extras\nuke` folder.

Integration

Windows and Linux

To integrate Pdplayer in NUKE 4 you need to copy the files **menu.tcl** and **Pdplayer_this.tcl** to the `...plugins/user` folder in the NUKE installation folder. Once you install the integration script, you will be able to review your composition with Pdplayer.

To integrate Pdplayer within NUKE 5 you need to copy the file named **nuke.py** in `.../plugins/user` folder in the NUKE installation folder. This will add a new command in the Render menu that will allow you to view your work in Pdplayer.



macOS

To integrate Pdplayer within Nuke, you need to:

1. Copy the Pdplayer app in the Applications.
2. Navigate to Applications > Nukex-x64 > Show Package Contents right-click menu option > Contents > macOS > plugins and append the information from the Pdplayer **init.py** and **menu.py** scripts to the bottom of the respective Nuke **init.py** and **menu.py** scripts.

The scripts must be copied to the bottom of the Nuke init.py and menu.py scripts in order to work.

3. Copy the rest of the Pdplayer .py scripts from Pdplayer's Nuke Integration folder to the same location (Applications > Nukex-x64 > Show Package Contents right-click menu option > Contents > macOS > plugins).