



## **Forum: Python & Plugins**

**Topic: add-on MORSE**

**Subject: Re: add-on MORSE**

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Oui je pense que ça doit être ça. si quelqu'un peut tester mon code pour le moment en changeant le lien. (il y a beaucoup de choses qui manquent)

```
import bpy
def capteurnames():
    myitems = (
        ('0', 'accelerometer'),
        ('1', 'battery'),
        ('2', 'camera'),
        ('3', 'GPS'),
        ('4', 'Gyroscope'))
    return myitems
class OBJECT_MORSE(bpy.types.Panel):
    bl_label = "Test Panel MORSE"
    bl_space_type = "PROPERTIES"
    bl_region_type = "WINDOW"
    bl_context = "physics"
    myitems = capteurnames()
    bpy.types.Scene.list = bpy.props.EnumProperty(name="Capteur", items=myitems)
    def draw_header(self, context):
        layout = self.layout
    layout.label(icon='RADIO')
    def draw(self, context):
        layout = self.layout
        obj = context.object
        row = layout.row()
        row.label(text="l'object selectionne est : " + obj.name)
        row = layout.row()
        row.label(text="Choix du capteur", icon='RADIO')
        row = layout.row()
        row.prop(context.scene, "list")
        row = layout.row()
        row.alignment = 'CENTER'
        row.operator("Ajoutcapteur")
    class MorseOperator(bpy.types.Operator):
        bl_idname = "Ajoutcapteur"
        bl_label = "Ajouter le capteur"
        def execute(self, context):
            bpy.ops.wm.link_append(directory="/home/pio/Bureau/morse/data/morse/components/sensors/morse_gyroscope.blend/Object", filename="Gyroscope", link=False)
    def register():
        bpy.utils.register_class(OBJECT_MORSE)
    def unregister():
        bpy.utils.unregister_class(OBJECT_MORSE)
if __name__ == "__main__":
    register()
```