



Forum: Questions & Réponses

Topic: Grove 6

Subject: Re: Grove 6

Posté par: LALA

Contribution le : 4/3/2020 19:01:24

Je confirme c est un addon pour blender et quand je l'utilise il affiche une erreur que voici :

The plugin gives an error:

Traceback (most recent call last):

File "C:\Users\PC\AppData\Roaming\Blender

FoundationBlender2.80\scripts\addons\TheGrove8OperatorAdd.py", line 73, in invoke

return self.execute(context)

File "C:\Users\PC\AppData\Roaming\Blender

FoundationBlender2.80\scripts\addons\TheGrove8OperatorAdd.py", line 45, in execute

bpy.ops.mesh.the_grove_8_restart()

File "C:\Program Files\Blender Foundation\Blender2.80\scripts\modules\bpyops.py", line 201, in __call__

ret = op_call(self.idname_py(), None, kw)

RuntimeError: Error: Traceback (most recent call last):

File "C:\Users\PC\AppData\Roaming\Blender

FoundationBlender2.80\scripts\addons\TheGrove8OperatorRestart.py", line 38, in execute

build(context, properties, grove, rebuild=False)

File "C:\Users\PC\AppData\Roaming\Blender

FoundationBlender2.80\scripts\addons\TheGrove8OperatorBuild.py", line 79, in build

tree_object = build_branches_mesh(tree, properties, context)

File "C:\Users\PC\AppData\Roaming\Blender

FoundationBlender2.80\scripts\addons\TheGrove8OperatorBuild.py", line 385, in

build_branches_mesh

bark_material = create_bark_material(im, properties, context)

File "C:\Users\PC\AppData\Roaming\Blender

FoundationBlender2.80\scripts\addons\TheGrove8OperatorBuild.py", line 552, in create_bark_material

principled_node.inputs[Specular].default_value = 0.0

AttributeError: 'NoneType' object has no attribute 'inputs';

location: C:\Program Files\Blender Foundation\Blender2.80\scripts\modules\bpyops.py:201