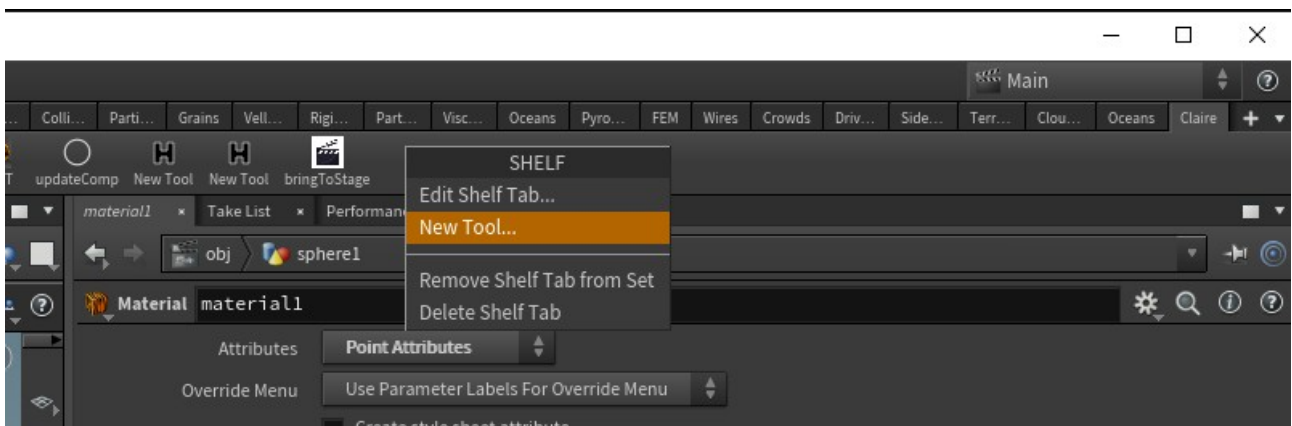


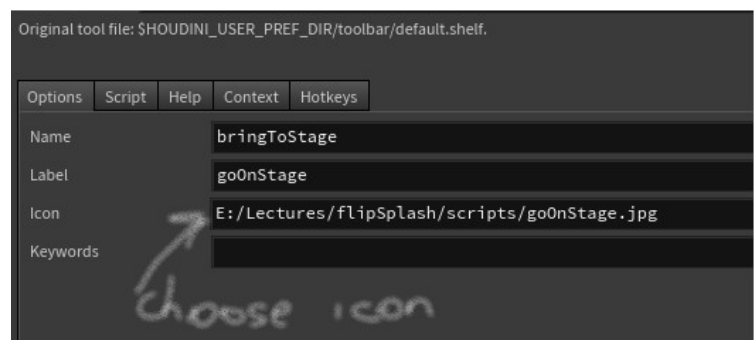
How to add a new tool in Houdini:
in a nshelf, click on NewTool



copy and paste the code in the folder script

```
Original tool file: $HOUDINI_USER_PREF_DIR/toolbar/default.shelf.
Options Script Help Context Hotkeys
1 import hou
2 import re
3 selected = hou.selectedNodes()
4 if len(selected) == 0:
5     hou.ui.displayMessage('Please select Geo Nodes')
6
7 for node in selected:
8     type = node.type().nameWithCategory()
9     print(type)
10    lopToStage = ''
11    if( re.match('Object', type)) :
12        children = node.children()
13        for ch in children:
14            if( ch.isGenericFlagSet(hou.nodeFlag.Render
15                lopToStage = ch
16    if( re.match('Sop', type)):
17        lopToStage = node
18
19    stage = hou.node('/stage')
```

set the icon path in Option folder



Apply or Accept to enjoy!!!

