

Rhino3D Grasshopper: Dispatch List Match Text

Description

In Grasshopper, you can extract list items by their name. Match Text looks for strings resulting in a True/False pattern.

New to Grasshopper? I suggest you read this article in the first place.

Need more learning resources? Check this out.

Disclaimer

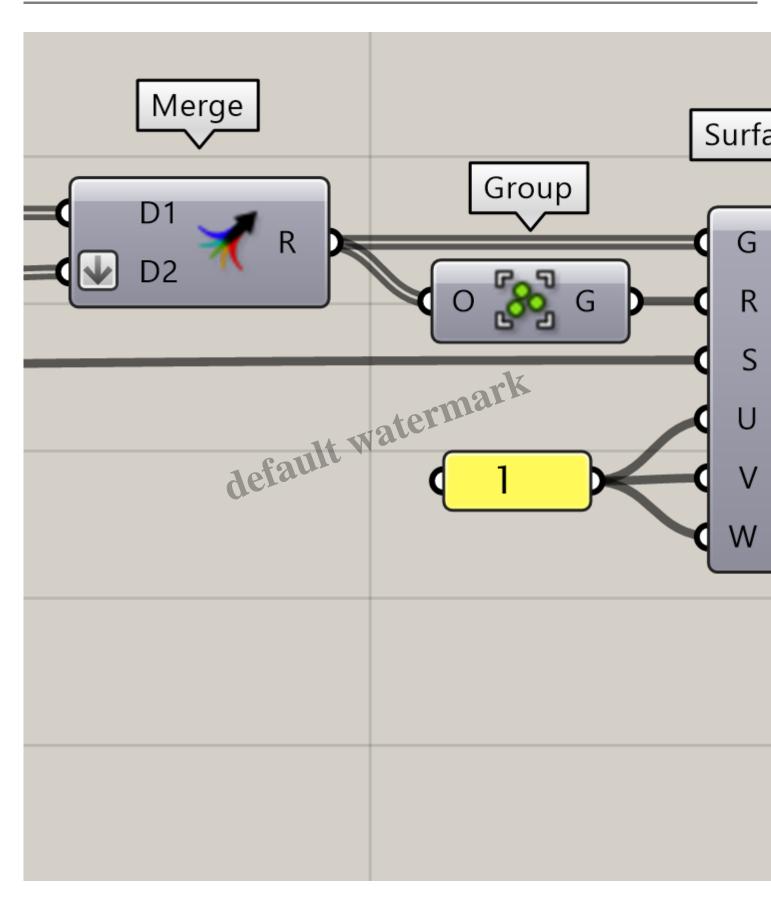
As you will see in my screenshots most components carry a title above them displaying their name. This is because I use a plugin called *Bifocals*.

Also you'll see my Grasshopper tab titles abbreviated because there's not enough horizontal space. I will mention the titles in full in my script though.

As with everything Grasshopper, the technique I show you is no way my own discovery. This time, I got the idea from the McNeel forum.

Match Text: Why?

The other day I did some *Surface Morphing* taking 2 sorts of elements – *Breps and Surfaces*. As it goes, some flattening before Morphing led to a 1-Path-List of items containing both of these elements:



My plan was to deal with the 2 types of elements separately furtheron. (In this case, utilizing them in

ARCHICAD.)

I couldn't figure out how to extract Breps and Surfarces separately in the first place.

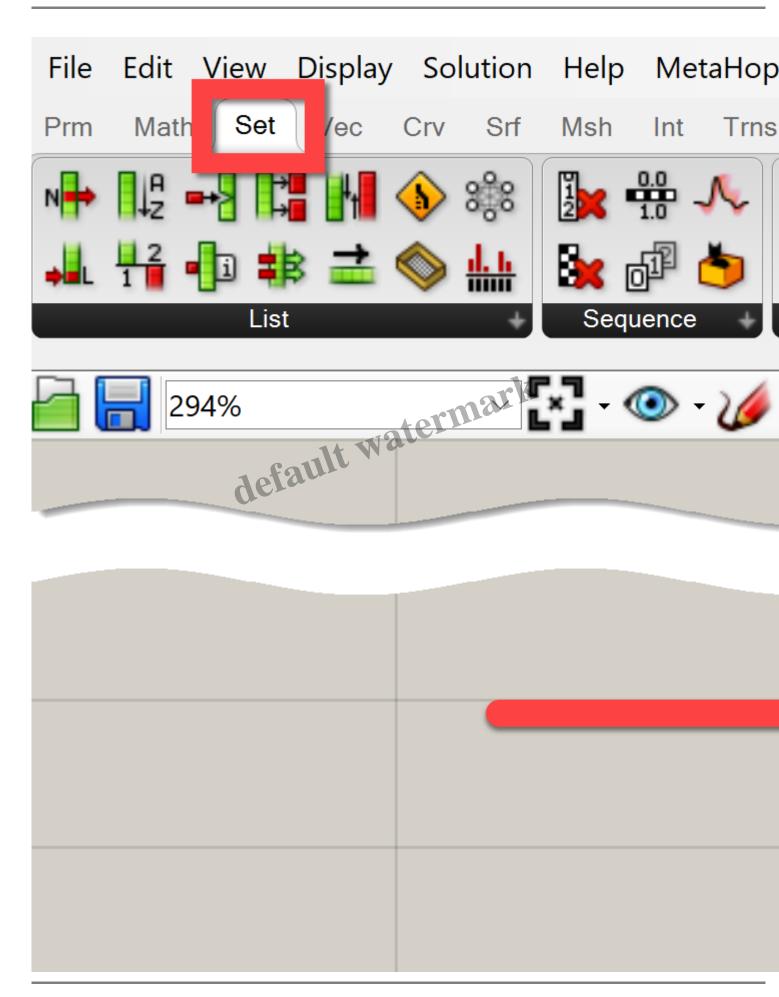
I tried to tweak my flattening *before Surface Morphing* to recreate a suitable tree structure as a result – which would have allowed me to take things apart as described here.

This didn't work for me – whenever I changed things my morphing went sideways.

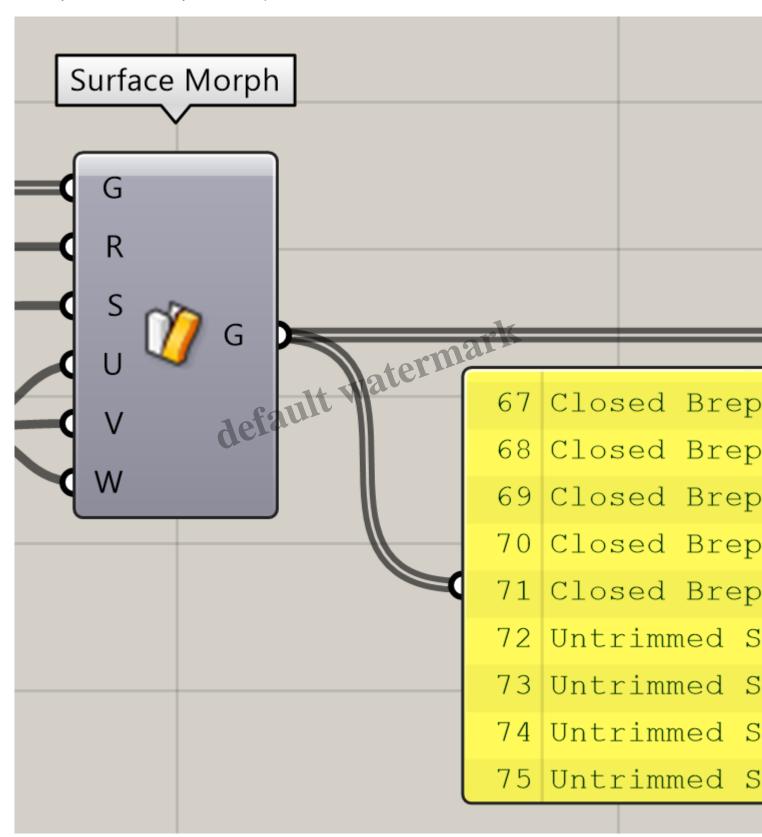
Anyway I was curious how to get a list separated by the names of its items. The usual List and Cull components seem to be completely index-fixated. (I am glad to be told otherwise.)

On Discourse.McNeel I found the solution with *Match Text (Set – Text):*

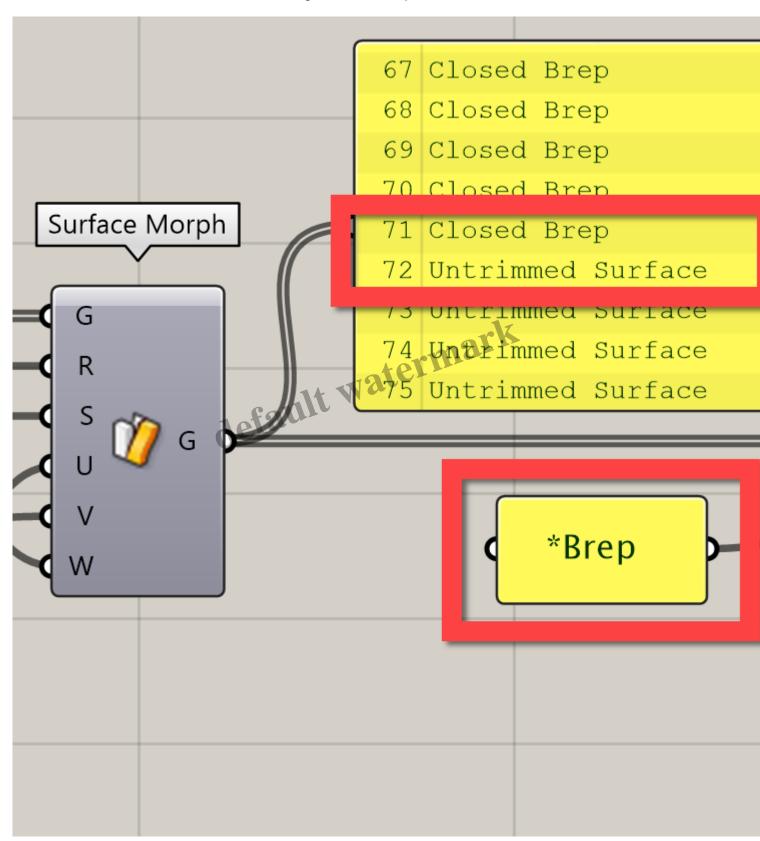




When you connect it to your list output ...



... and feed it with a Text Panel containing the text *Brep:



... then you'll see that Match Text produces a True/False pattern. This True/False pattern matches the

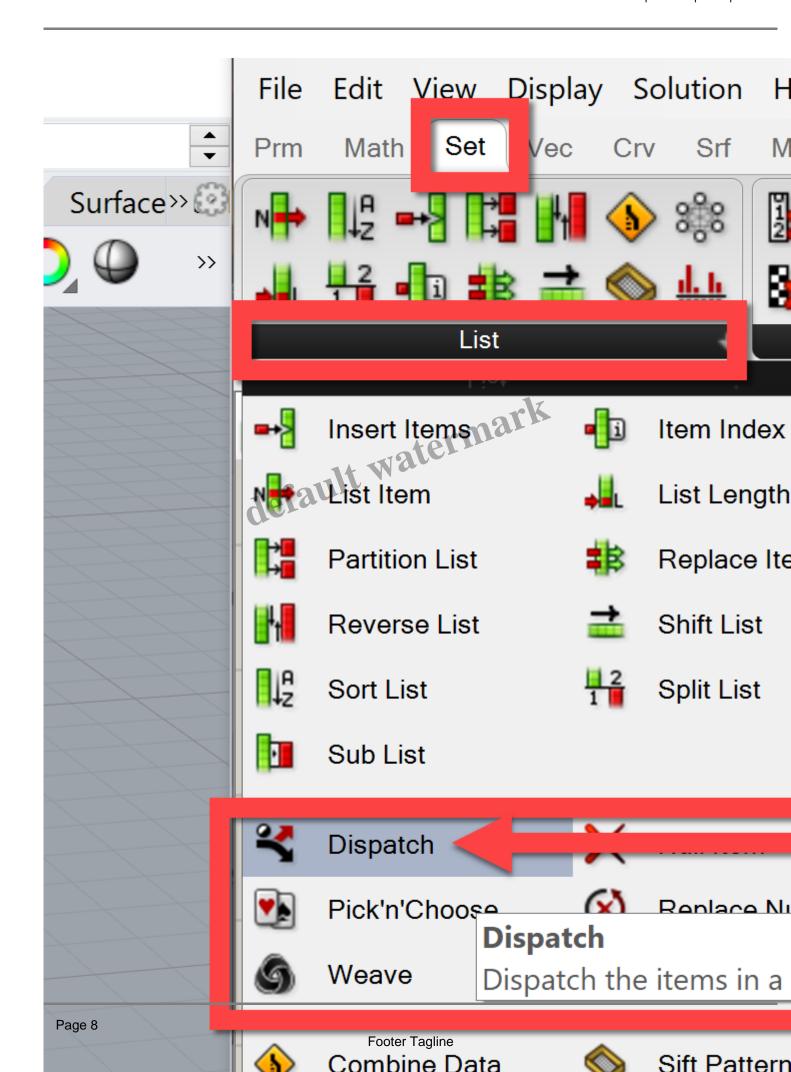
occurrence of list items containing the string Brep at the end.

- * is considered a *wildcard* that allows for *any* value. Place it *before*, *after* or *on both sides* of the string you enter, depending on the position your string has in each list item. I could as well have written:
 - *Bre*
 - Closed*

You get the idea.

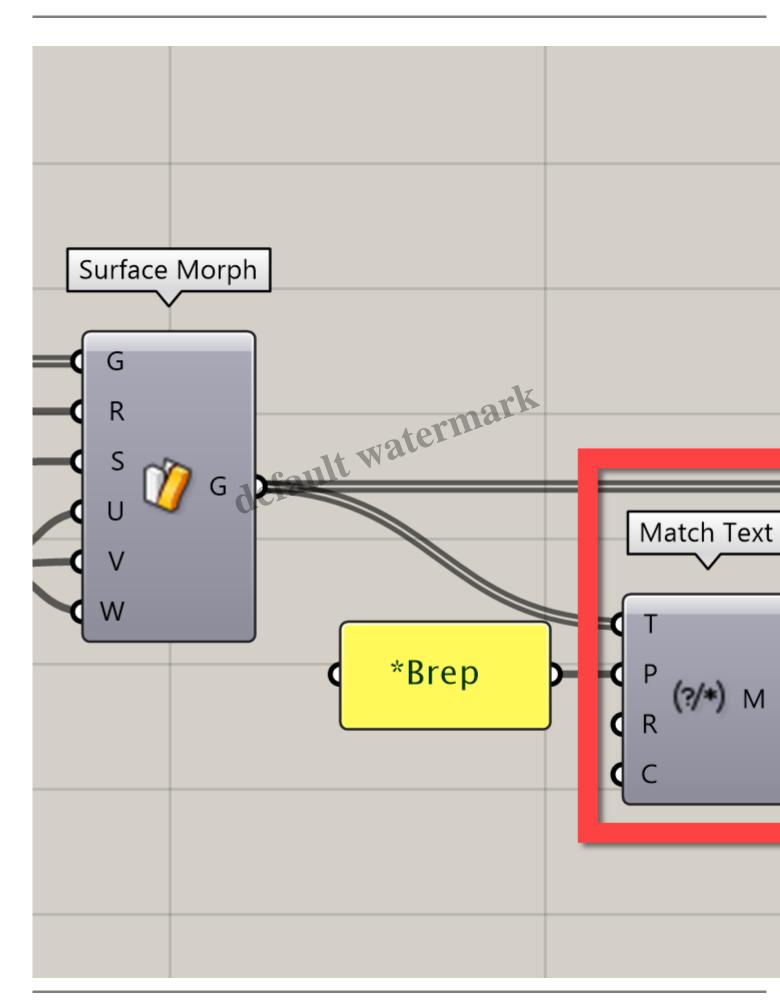
Now the sorting issue – by list item names – is done. We can proceed by utilizing *Match Text's True/False* output in a suitable list wrangler. *Dispatch* comes to mind:





We have to connect it this way:

default watermark



Done.

For a good introduction on Grasshopper's Data Trees read this page from TU Delft.

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Category

1. Rhino/Grasshoppper

Tags

- 1. Data Tree
- 2. Dispatch
- 3. Strings
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