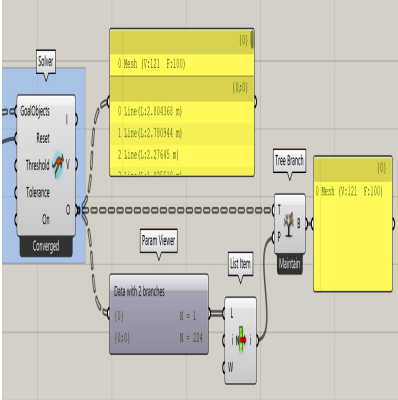




Rhino3D Grasshopper: Handle Paths with List / Cull

Description

You can extract Grasshopper *Data Tree Paths* just like simple *List Items*. It's slightly more work though – *Param Viewer* and *Tree Branch* are key.

For a good introduction on Grasshopper's Data Trees read [this page from TU Delft](#).

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. I basically got the idea from [Arturo Tedeschi](#) who mentioned it in a webinar.

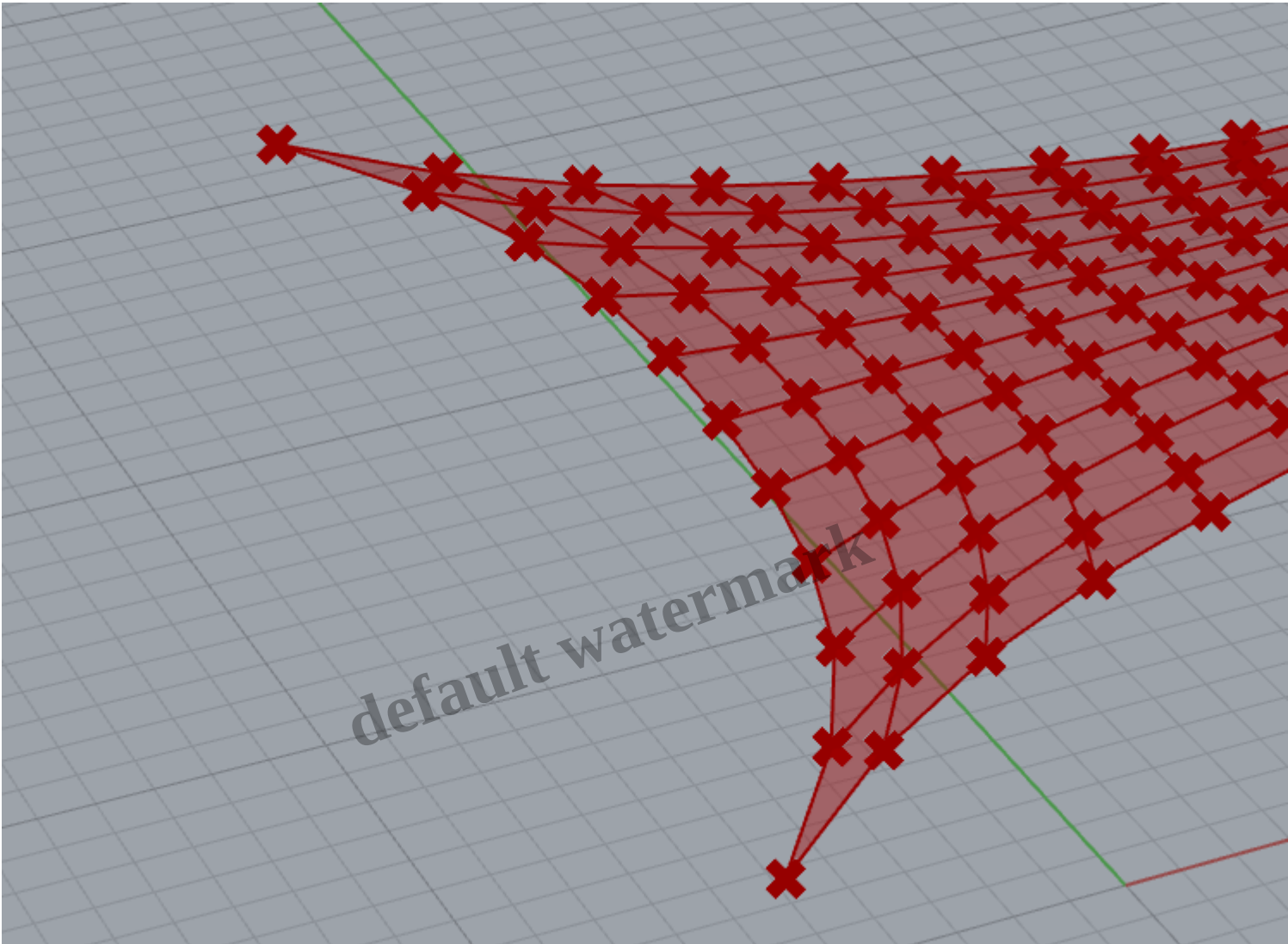
Let's Start

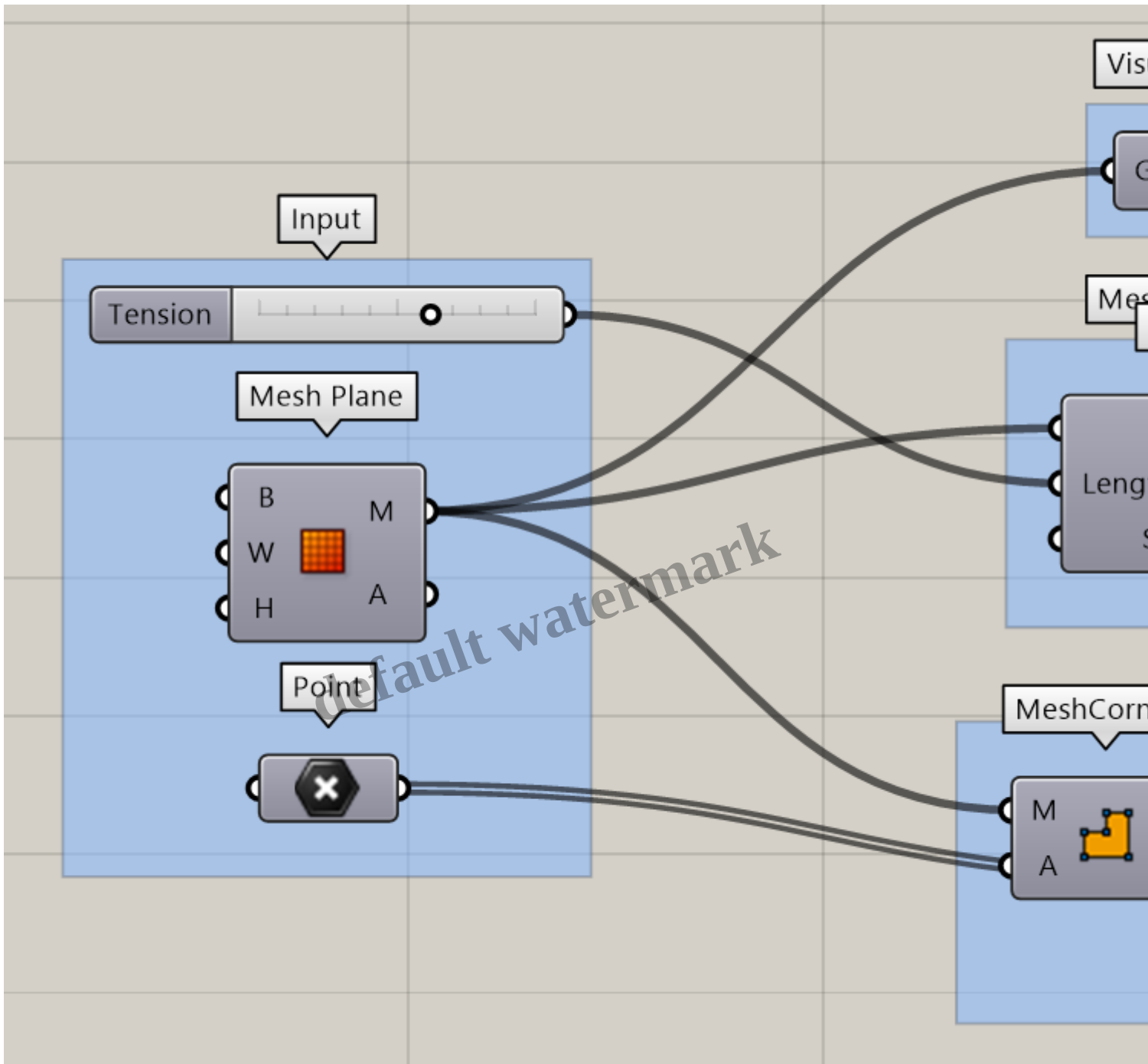
[As shown in this article](#) you can pull paths using *Tree Branch* – which seems simple enough.

Of course, this works only with a fixed tree structure because you have to feed specific path names into the *Tree Branch* input.

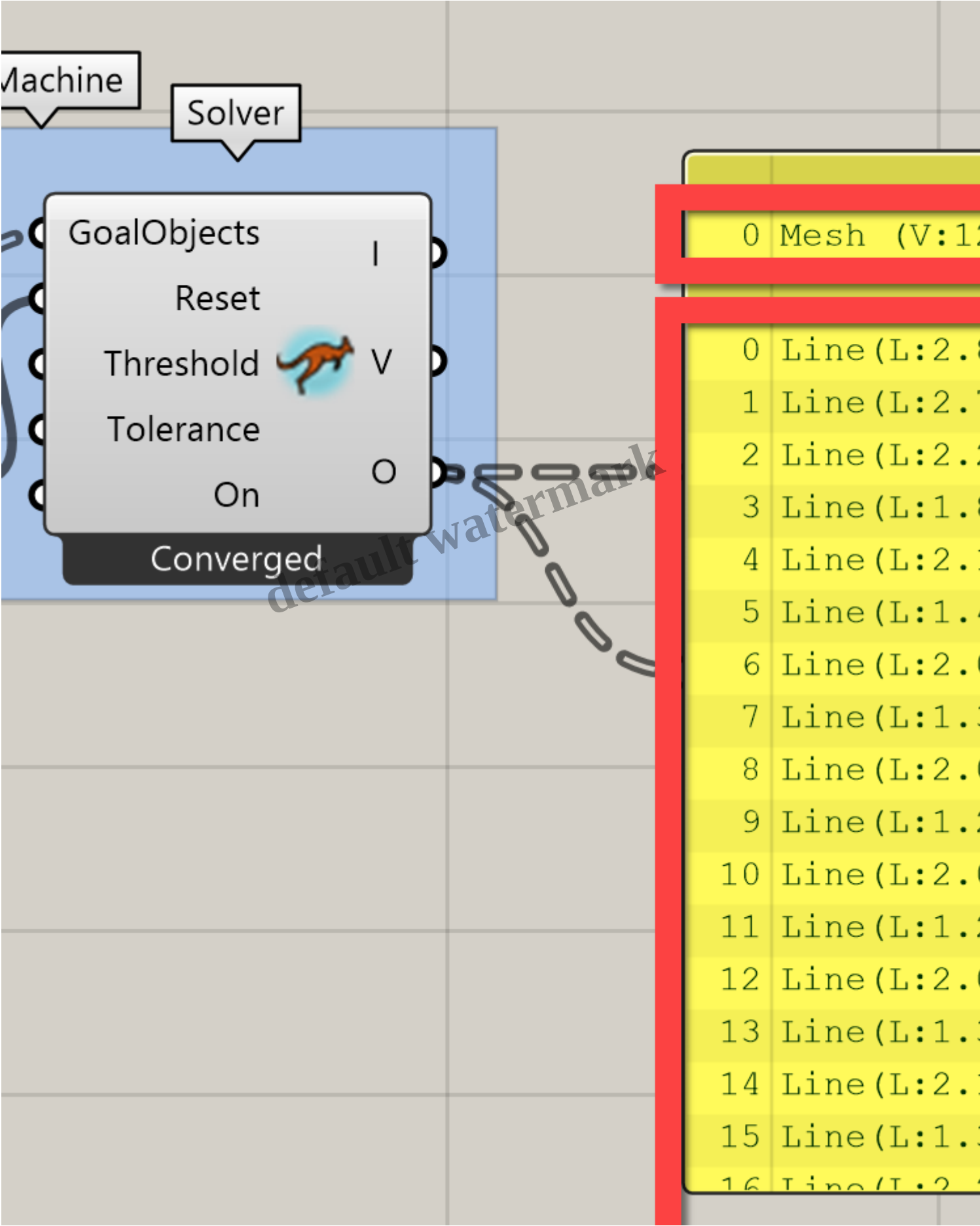
If you need to extract or hide paths with a given *index* – like you do with ordinary list items – you have to put some more components together to get the job done.

Let's look at a situation that comes up with *Kangaroo*:





Let's say we want to retrieve the resulting mesh for further work. A panel shows that we have mixed output:

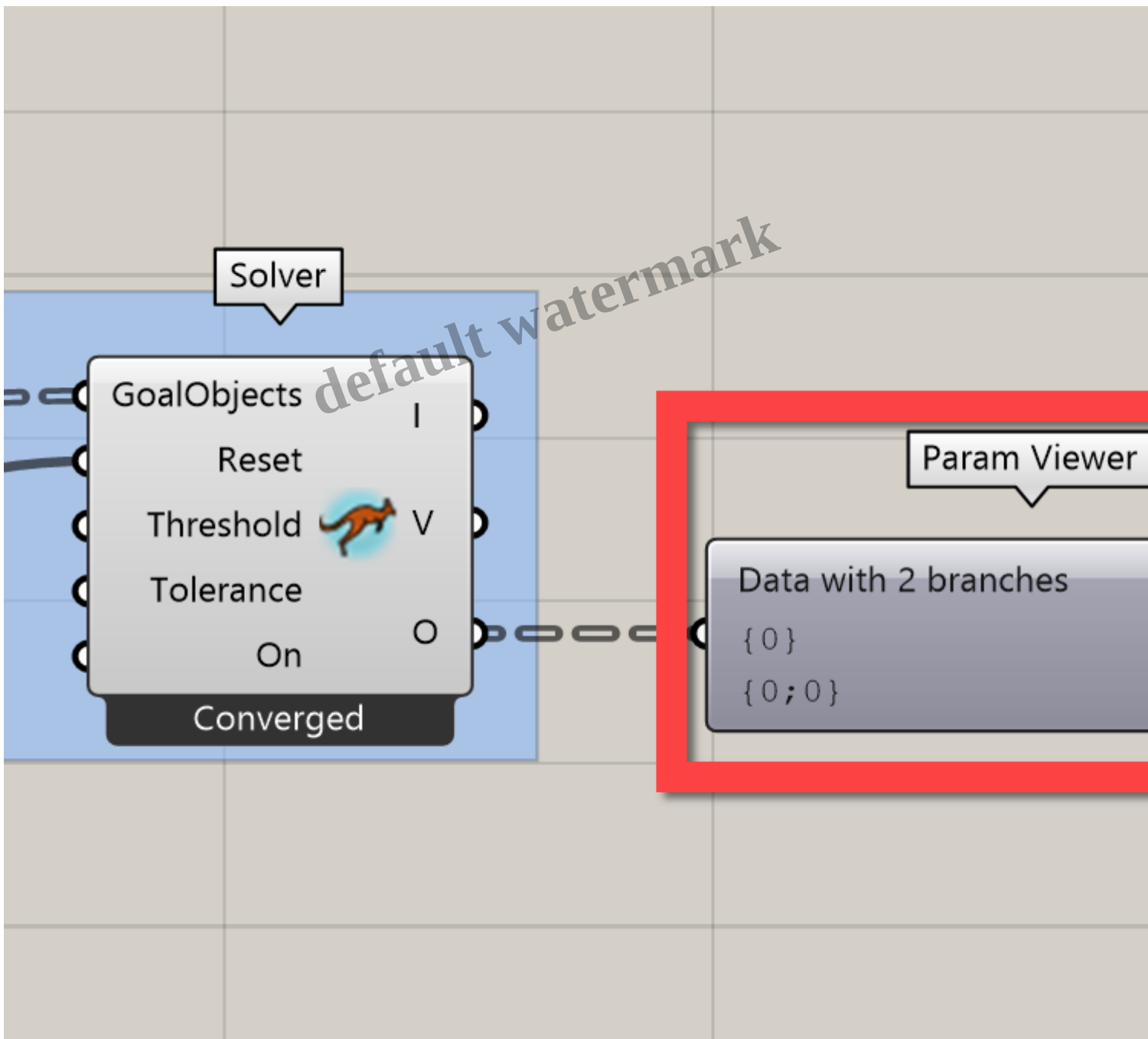


A *Param Viewer* component tells us exactly how many paths and items we've got here. OK – but how do we get hold of the first path {0}?

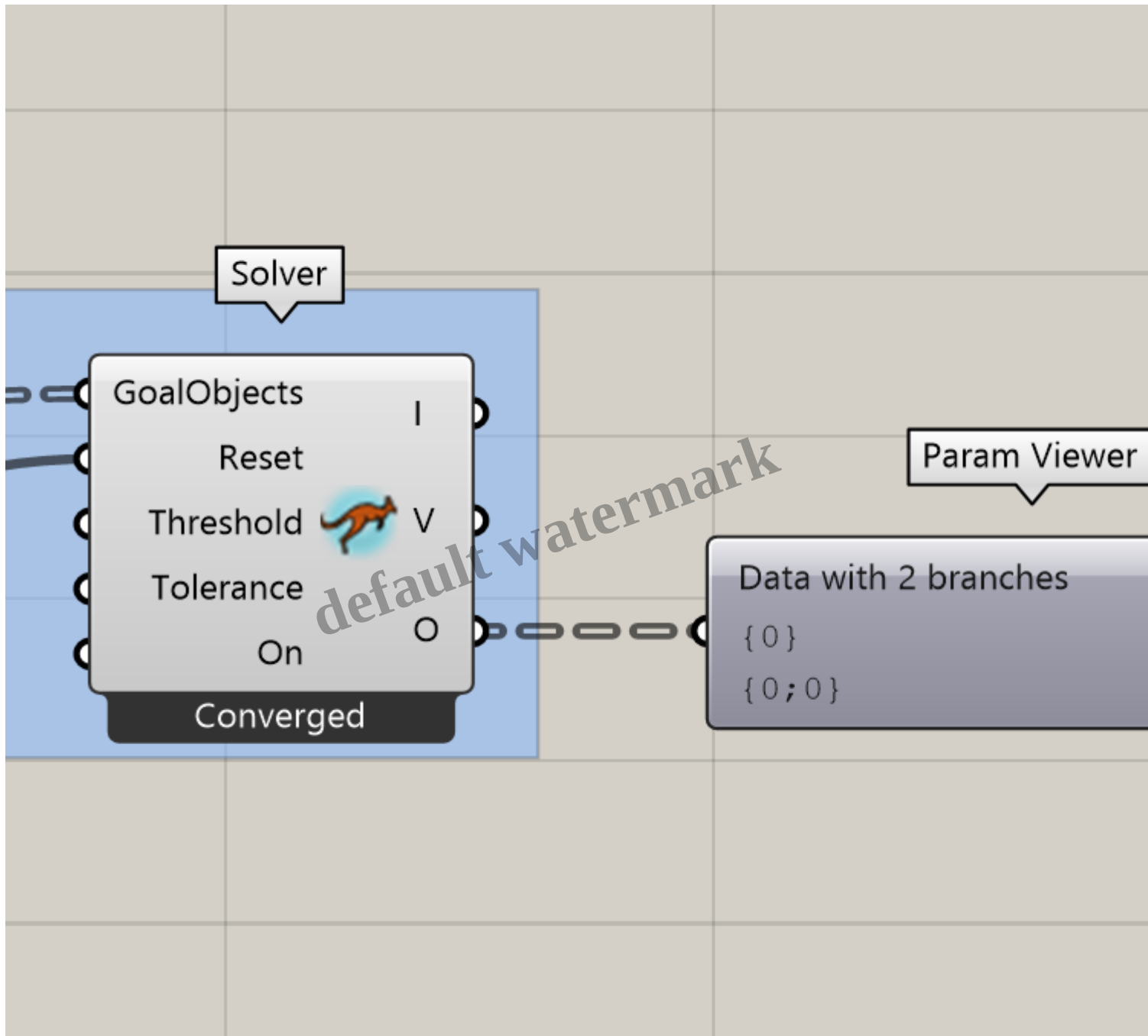
Again: A *Tree Branch* fed with a panelled {0} input [would do](#) – but this time we want to use a *List Item* component.

But of course, *List* and *Cull* components are made for lists, not for trees. So we have to use a kind of trick.

As you see a *Param Viewer* has been connected to our mixed output:

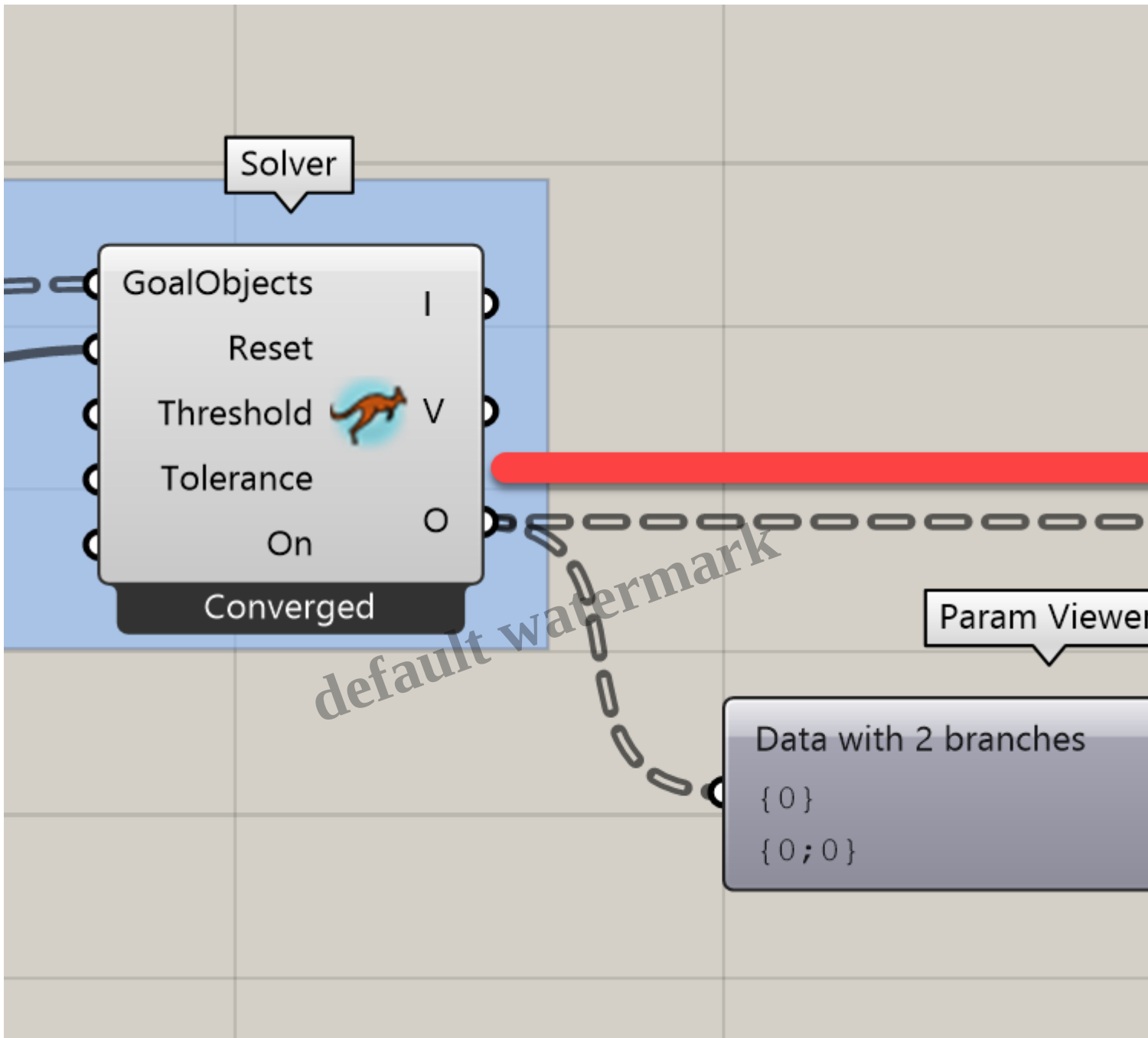


Since our plan is to extract the mesh – which is in $\{0\}$ – get a *List Item* and connect it to *Param Viewer*'s output:



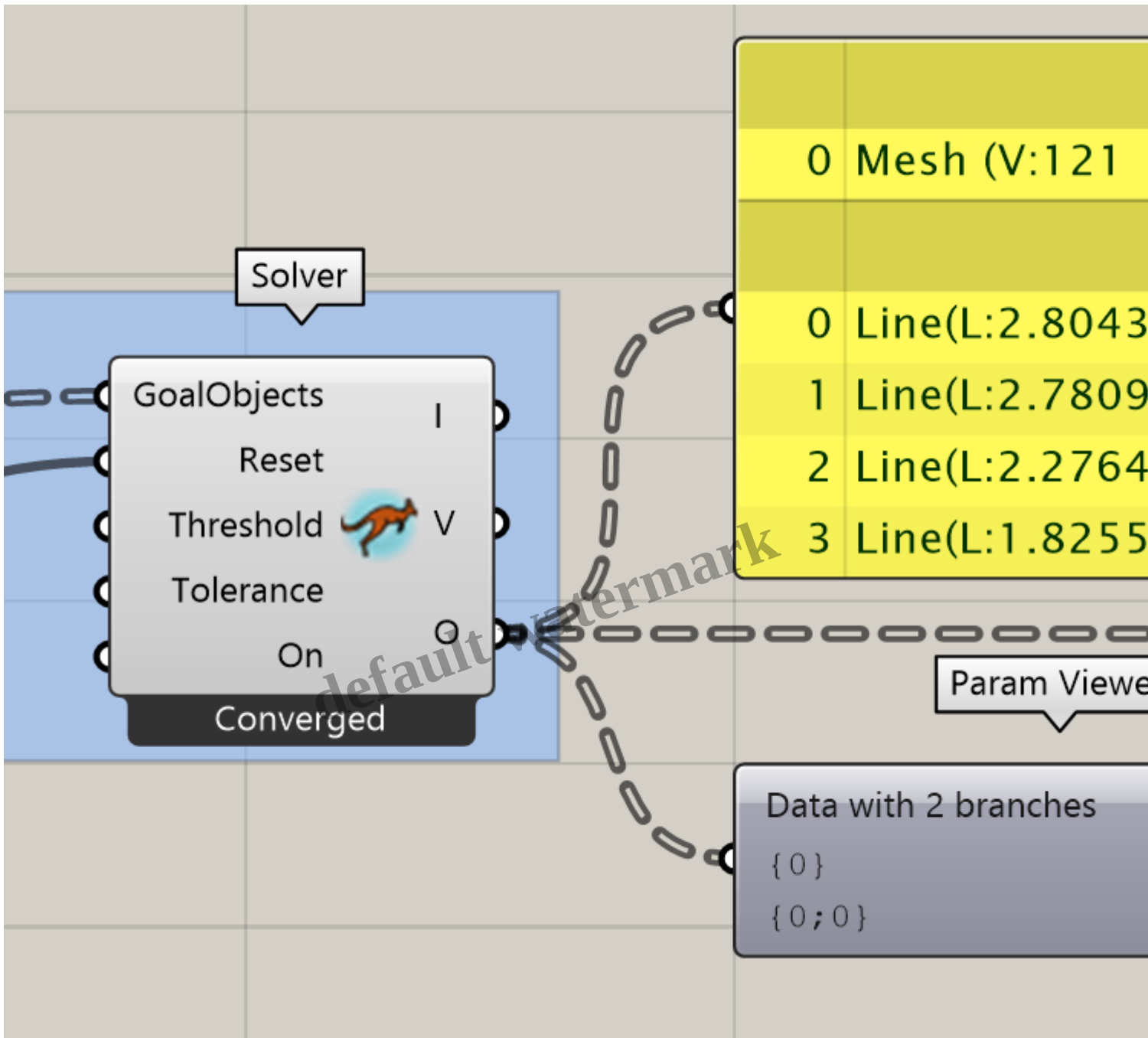
List Item's default output is 0 , meaning that – if our plan succeeds – it will pull our mesh. That's fine, but there's some more to do.

Pick a *Tree Branch* component and connect it to *Kangaroo Solver*'s output:



Tree Branch wants to know which path it's supposed to extract for you (*P?*) – this is the place where we put in a path *name*, [described in this article](#).

In this revised and more universal approach we connect *P* with our *List Item*'s output *i*:



That's it – Using *Param Viewer* before and *Tree Branch* after *List Item* basically helped to extract a data tree path just like a normal list item.

I haven't tested it altogether – but it seems that this way you can apply all of Grasshopper's *list* and *cull* items on paths.

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Category

1. Rhino/Grasshopper

Tags

1. Data Tree
2. Parametric Modeling

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