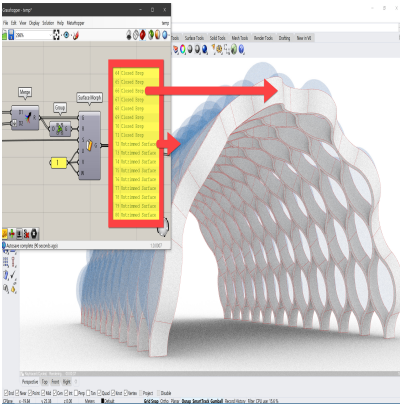




Rhino3D Grasshopper: Dispatch List Match Text

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

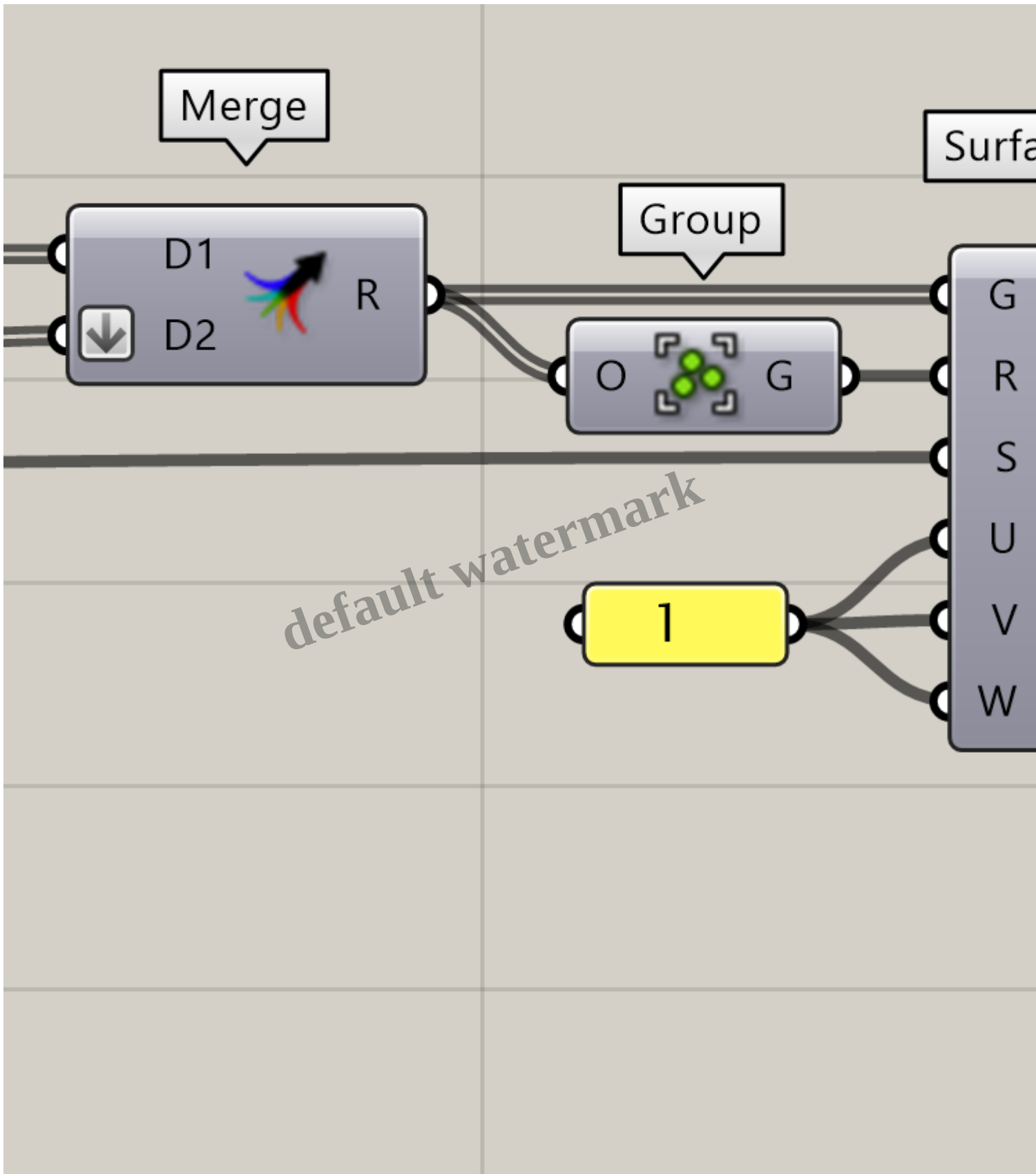
As you will see in my screenshots most components carry a title above them displaying their name. This is because I use a plugin called [Bifocals](#).

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 Surfaces separately in the first place.

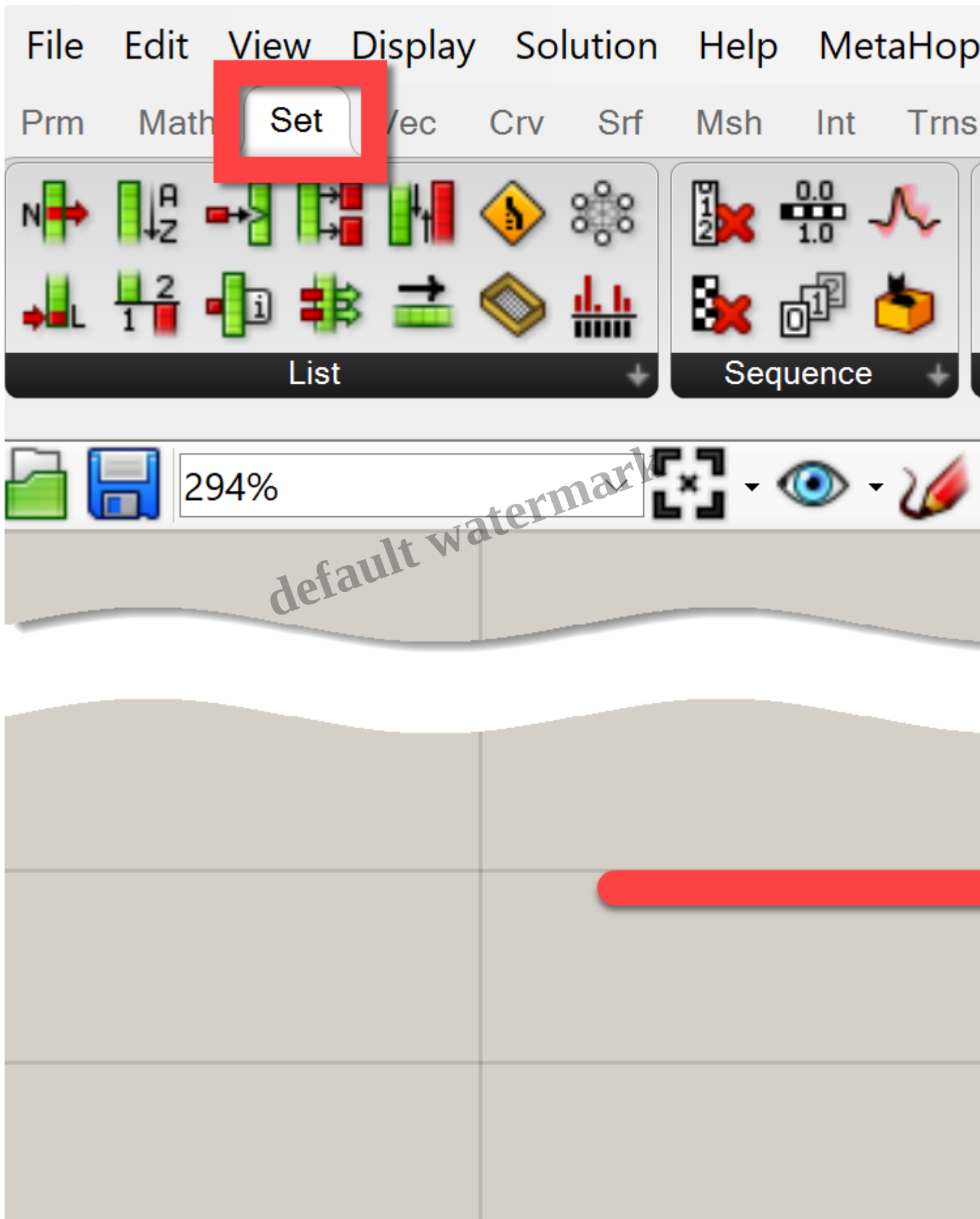
I tried to tweak my flattening *before Surface Morphing* to recreate a suitable tree structure as a result – which would have allowed me to take things apart as described [here](#).

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

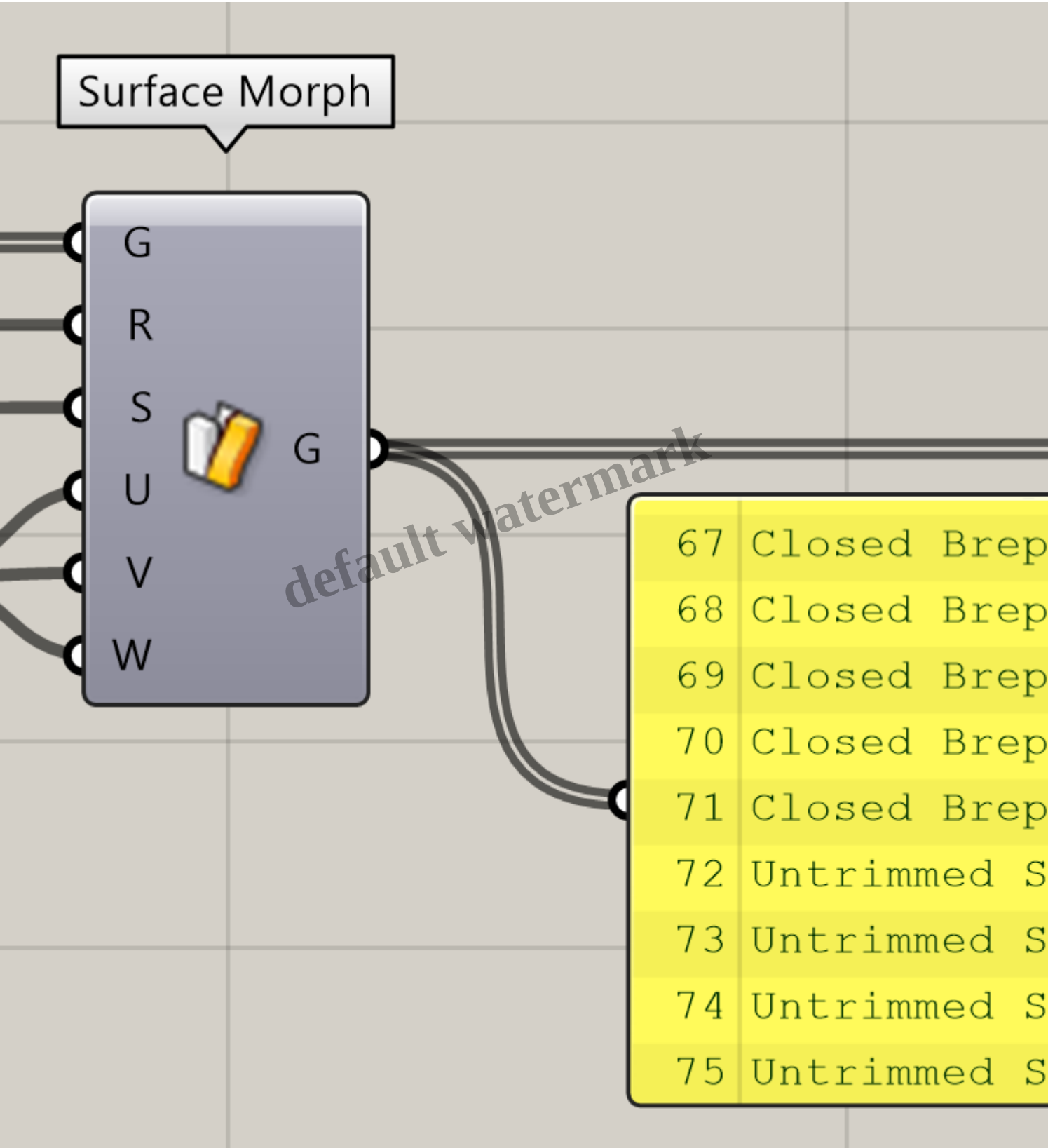
Anyway I was curious how to get a list separated by the names of its items. The usual List and Cull components seem to be completely index-fixated. (I am glad to be told otherwise.)

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

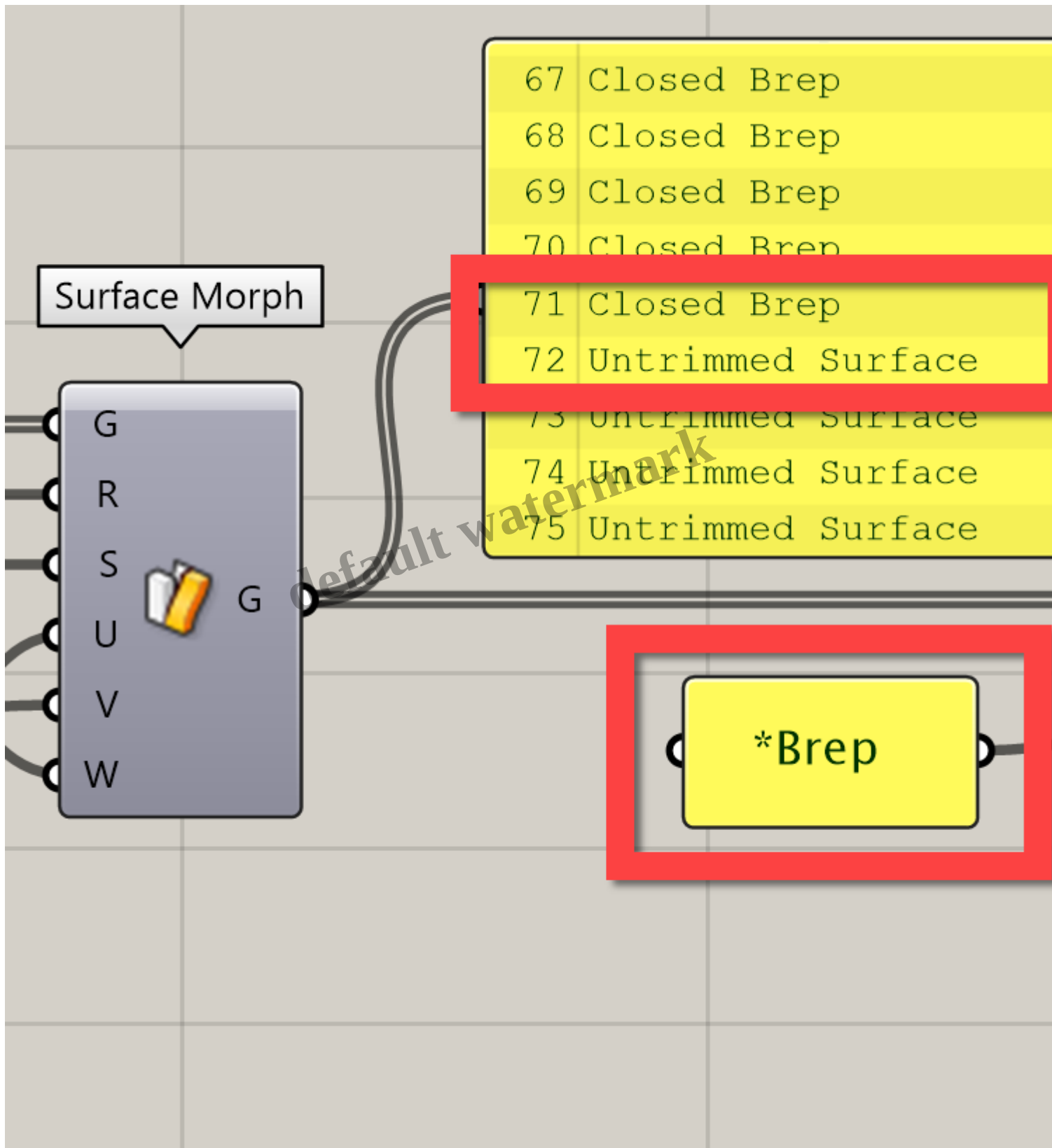
default watermark



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*.

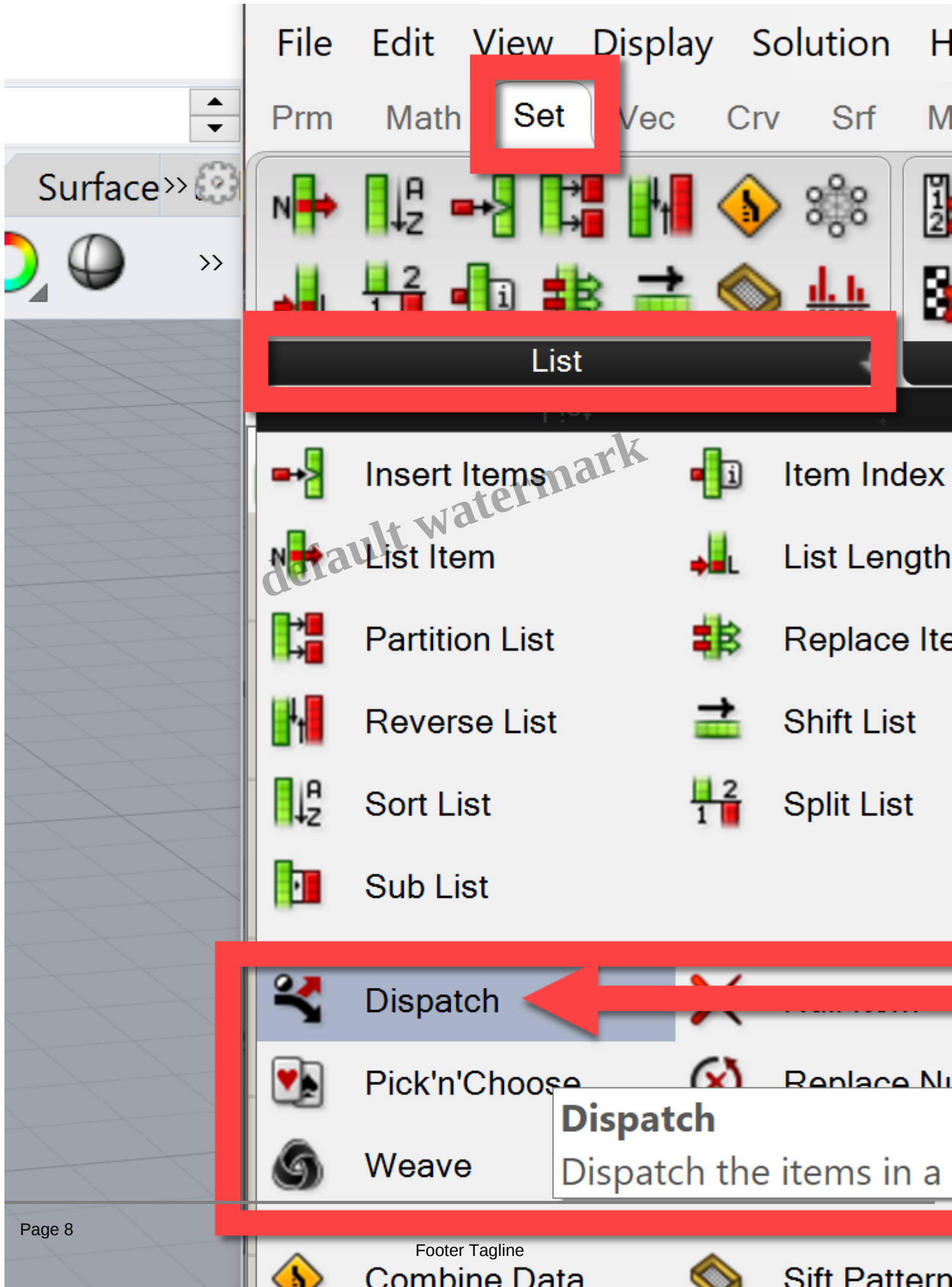
* is considered a *wildcard* that allows for *any* value. Place it *before*, *after* or *on both sides* of the string you enter, depending on the position your string has in each list item. I could as well have written:

- *Bre*
- Closed*

You get the idea.

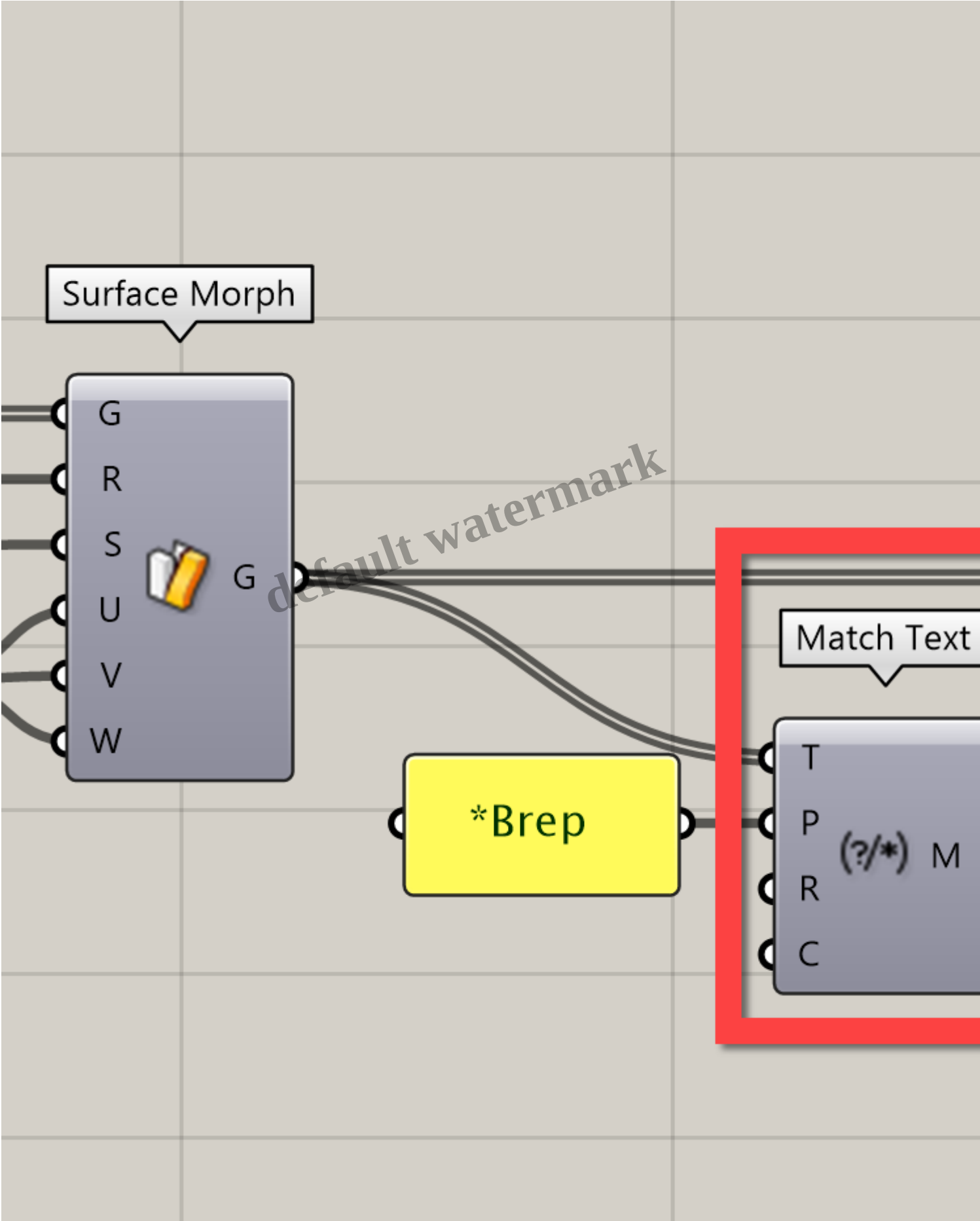
Now the sorting issue – by list item names – is done. We can proceed by utilizing *Match Text's* *True/False* output in a suitable list wrangler. *Dispatch* comes to mind:

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We have to connect it this way:

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Done.

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](#).

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Category

1. Rhino/Grasshopper

Tags

1. Data Tree
2. Dispatch
3. Strings
4. Text Match

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