Docsie-2

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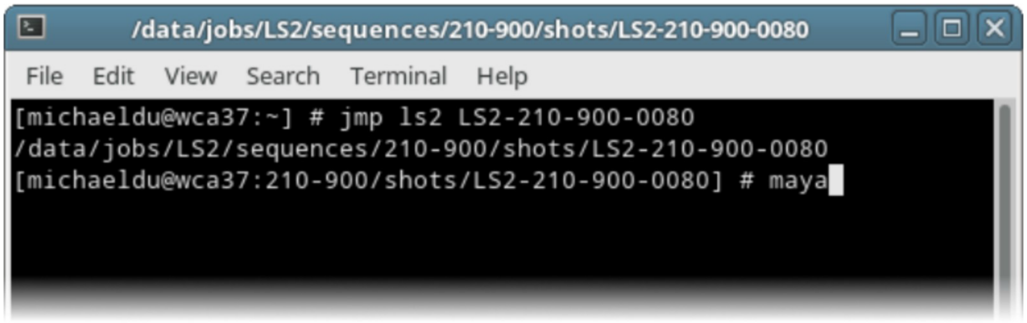
Jump



```
[michaeldu@wca37:~] # jmp ls2 LS2-210-900-0080
/data/jobs/LS2/sequences/210-900/shots/LS2-210-900-0080
[michaeldu@wca37:210-900/shots/LS2-210-900-0080] # maya
```

The **jump** or `jmp` command configures your terminal for work on a shot. After jumping to your shot, you can then use that terminal to launch your artist tools and software.

Jump is an extremely handy command, and we highly recommend you familiarize yourself with it. It performs the same function as the *Open Shell* action in Shotgun, only it saves you the hassle of navigating to a specific shot page in Shotgun and the extra wait for the terminal to start.

When you jump to a shot in a terminal, it will do two things to that terminal:

- Go to the shot's directory in Jabuka's file system.
- Prepare its environment for the tool versions (Maya, Houdini, Nuke, Gaffer, etc) and software versions (Jabuka, RV, etc) that are compatible with that shot.

The `jmp` command is the successor to the `go` command, and is more convenient. We recommend using Jump instead of Go.

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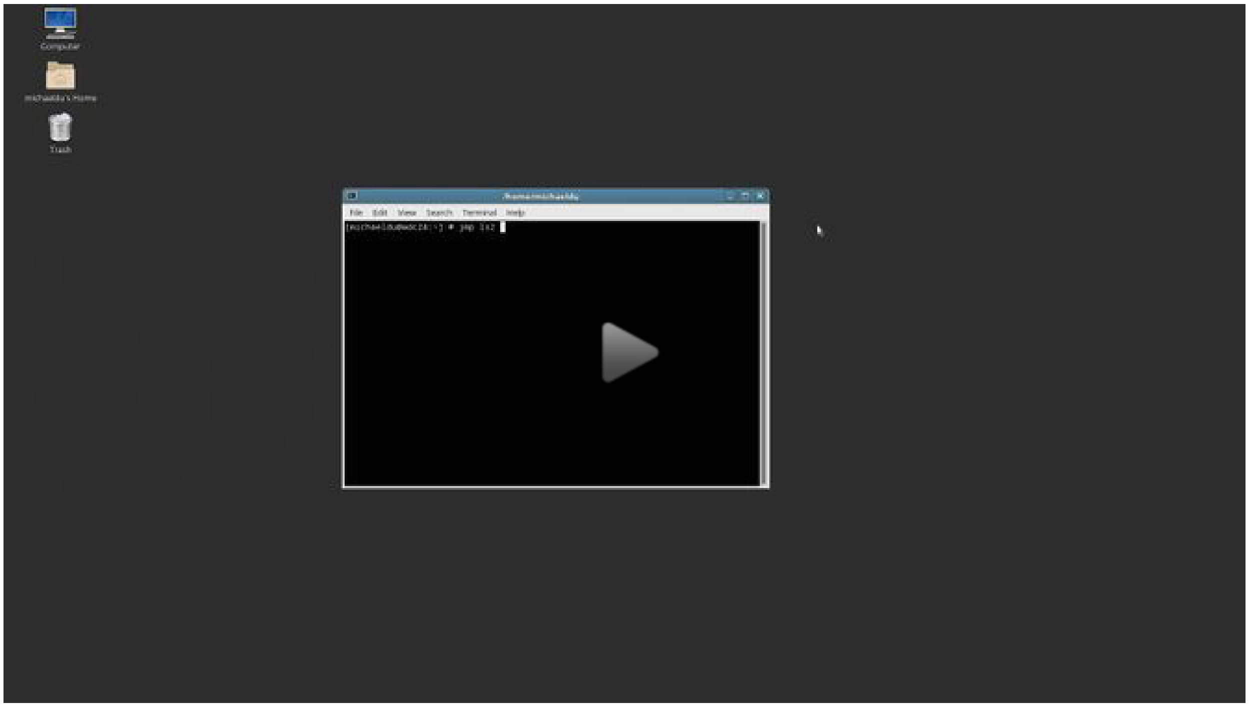
Basic usage [edit | edit source]



Jump's primary utility is that with minimal input, it will determine your intended shot and take you to its corresponding location in Jabuka's file system.

To jump to a shot:

1. Open a terminal:
   - Click on the taskbar, or
   - Right-click the desktop, then select *Open in Terminal* from the context menu.
2. Type `jmp` , then the location of your shot, separating show/sequence/shot names with spaces, and ignoring case:

   ```
   # jmp trn animtraining trn-animtraining-testshot
   ```

That's it! If you typed the names correctly, the terminal will output the location's path on the file system:

```
# jmp trn animtraining trn-animtraining-testshot
/data/jobs/TRN/sequences/animTraining/shots/TRN-animTraining-testShot
```

This indicates you've successfully jumped.

Now you can launch your tool and start working:

```
# maya
```

Intermediate usage [edit | edit source]

There's more! The `jmp` command has several convenient features that can save you even more time, and make it easier to jump between locations.

Shortcutting the shot [edit | edit source]

When jumping to a shot, you actually don't have to type out each of the show/sequence/shot names. All you really need to specify is the show and shot names.

```
# jmp ls2 LS2-210-900-0080
/data/jobs/LS2/sequences/210-0900/shots/LS2-210-0900-0080
```

As you have probably noticed, in Image Engine's production nomenclature, the shot name redundantly contains the full show and sequence name, separated by dashes. This can be tedious to type out each time. To make things easier, you don't even have to type the full name of the shot: if you type a unique sequence of characters or numbers that only occur in your shot, the jump command will correctly determine which shot you intend. For example, if you keep in mind "sequence 0900 and shot 0080", then you can just type:

```
# jmp ls2 900-0080
/data/jobs/LS2/sequences/210-0900/shots/LS2-210-0900-0080
```

Depending on the uniqueness of your shot's name, it might not even be necessary to include the sequence at all. Another shot might have the number 0357, unique among all other shots on that show, in which case you would only need to type:

```
# jmp ls2 0357
/data/jobs/LS2/sequences/201-002/shots/LS2-201-002-0357
```

Jumping to other shots [edit | edit source]

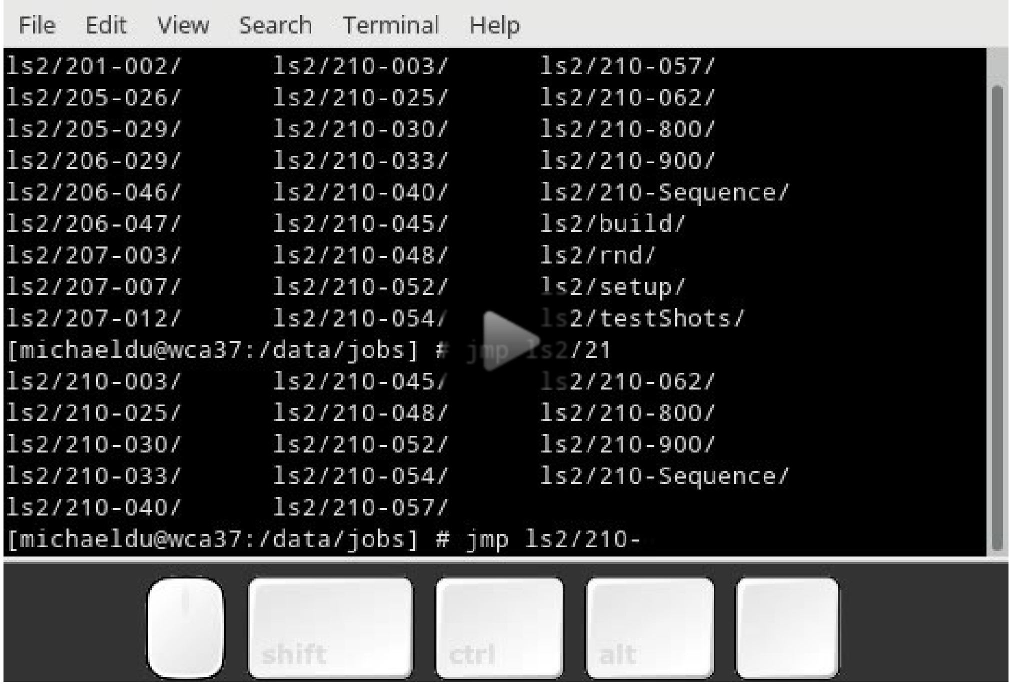
After jumping to one shot, you can provide just a shot name to jump to a shot in the same sequence:

```
/data/jobs/LS2/sequences/210-0900/shots/LS2-210-0900-0080
# jmp 0070
/data/jobs/LS2/sequences/210-0900/shots/LS2-210-0900-0070
```

Unfortunately, you cannot use the parent directory token (`..`) to jump out of the current sequence and into another. You will always need to specify the new sequence.

Auto-completing the shot path [edit | edit source]

Sometimes, you might not remember the exact name and spelling of the shot. In such cases, you can use Tab auto-completion, just like when expanding paths in normal terminal commands.



```
ls2/201-002/      ls2/210-003/      ls2/210-057/
ls2/205-026/      ls2/210-025/      ls2/210-062/
ls2/205-029/      ls2/210-030/      ls2/210-800/
ls2/206-029/      ls2/210-033/      ls2/210-900/
ls2/206-046/      ls2/210-040/      ls2/210-Sequence/
ls2/206-047/      ls2/210-045/      ls2/build/
ls2/207-003/      ls2/210-048/      ls2/rnd/
ls2/207-007/      ls2/210-052/      ls2/setup/
ls2/207-012/      ls2/210-054/      ls2/testShots/
[michaeldu@wca37:/data/jobs] # jmp ls2/21
ls2/210-003/      ls2/210-045/      ls2/210-062/
ls2/210-025/      ls2/210-048/      ls2/210-800/
ls2/210-030/      ls2/210-052/      ls2/210-900/
ls2/210-033/      ls2/210-054/      ls2/210-Sequence/
ls2/210-040/      ls2/210-057/
[michaeldu@wca37:/data/jobs] # jmp ls2/210-
```

If you begin the input with a forward slash (/), you will auto-complete starting from the facility root. If you don't begin with a forward slash, you will auto-complete based on your current Jabuka location (**not** the current directory). In other words, if you use a slash, you will jump from the start, or up, whereas if you don't use a slash, you will jump from where you are, or down.

> **Note:** Auto-completion will insert forward slashes (/) between the location levels in Jabuka's hierarchy.

Jumping to other locations [edit | edit source]

You are not limited to jumping to shots. You can jump to sequences and show roots, as well:

```
# jmp ls2 900
/data/jobs/LS2/sequences/210-900
```

```
# jmp ls2
/data/jobs/LS2
```

Jumping to the current show root [edit | edit source]

If you've jumped to a shot or sequence, you can jump back to the show root like so:

```
/data/jobs/LS2/sequences/210-0900/shots/LS2-210-0900-0080
# jmp /ls2
```

```
/data/jobs/LS2
```

Jumping to the facility root [edit | edit source]

If you need to jump to the root of Jabuka's hierarchy, type:

```
# jmp /
/data/jobs
```

Jumping back to where you first jumped [edit | edit source]

If in your terminal you have navigated to a different location in the file system, but want to be returned to where you first jumped, just jump with no argument:

```
~/Downloads/references
# jmp
/data/jobs/LS2/sequences/210-0900/shots/LS2-210-0900-0080
```

Advanced usage [edit | edit source]

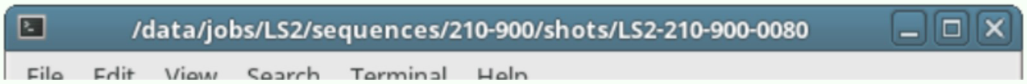
This section covers advanced topics, typically for highly technical users, or developers.

Checking the jump location [edit | edit source]

Since your terminal's current working directory and the location you jumped to could be different, you might want to check which location you originally jumped to. This is a common occurrence when `cd` to a different directory after you jumped. To check where you first jumped, query the `IEENV_WORKING_PATH` environment variable:

```
# echo $IEENV_WORKING_PATH
```

Like it does when you jump, this will output the path of the location to your terminal.

> **Tip:** By default, your terminal's title will also reflect the jump location:
>
> 
>
> /data/jobs/LS2/sequences/210-900/shots/LS2-210-900-0080
>
>

Limitations [edit | edit source]

Jump has a handful of known limitations:

- You can't tab auto-complete without forward slashes (/).

- You can't tab auto-complete in a Bash shell.
- There is no jump history (but you can always use your terminal's command history).
- The only special character token jump supports is root (/). `jmp .` (current directory) and `jmp ..` (parent directory) do not work; those tokens only work when part of a path.

Category: Pipeline