

# 2018/12/03 - MHX2 change

Some technical mambo jambo to follow.

If you need to import makehuman using MHX2, you'll need to follow the instructions [here](#).

The scripts provided works fine for 2.79, but the API has changed in 2.80, so you'll get a python error when importing. I fixed the script. I wanted to push a patch into their repository, but don't know how. Until I figure it out, here is the diff. You can apply it on your version of the MHX2 script under 'scripts/addons/import\_runtime\_mhx2/Utils.py' to get it working:

```
diff Utils.py ../../../../2.79/scripts/addons/import_runtime_mhx2/Utils.py
109c109
<         ob.select_set(value)
---
>         ob.select_set(action=('SELECT' if value else 'DESELECT'))
136,137c136,137
<         ob1.select_set(False)
<         ob.select_set(False)
---
>         ob1.select_set(action='DESELECT')
>         ob.select_set(action='SELECT')
```