

NITRO-System

Installation of Intermediate File Plug-in for MAYA

1) Introduction

This plug-in is used for Windows Maya 5.0.1, 6.0.1, 6.5, and 7.0. Operation with versions other than Maya versions 5.0.1, 6.0.1, 6.5, and 7.0 is not guaranteed. Each version of Maya has separate plug-in files that are supported.

In this manual, numbers that correspond to Maya versions (50, 60, 65, or 70) may be expressed as **.

2) How to Install the Plug-Ins

(1) Shut down Maya

If Maya is currently running, shut it down.

(2) Delete the old version

If there are no previous versions of the plugins installed, skip this step. If there are previous versions of the plugins installed, delete the following folder:

- For Maya 5.0.1: NNS_Maya50_Plugin folder
- For Maya 6.0.1: NNS_Maya60_Plugin folder
- For Maya 6.5: NNS_Maya65_Plugin folder
- **For Maya 7.0: NNS_Maya70_Plugin folder**

(3) Copy file

Copy the following folder to any hard disk location:

- For Maya 5.0.1: NNS_Maya50_Plugin folder
- For Maya 6.0.1: NNS_Maya60_Plugin folder
- For Maya 6.5: NNS_Maya65_Plugin folder
- For Maya 7.0: NNS_Maya 7.0_Plugin folder

(4) Set up `Maya.env`

Enter the following variables in `Maya.env` in the `My Document\maya\5.0` folder (for Maya 5.0.1), the `My Document\maya\6.0` folder (for Maya 6.0.1), or the `My Document\maya\6.5` folder (for Maya 6.5) or the `My Document\maya\7.0` folder (for Maya 7.0). (The `My Document\maya\X.X` folder cannot be created unless the respective version of Maya is restarted after the installation.) `NNS_MAYA_PLUGIN_ROOT` = Path name of the `NNS_Maya**_Plugin` folder

```
MAYA_SCRIPT_PATH = %NNS_MAYA_PLUGIN_ROOT%\scripts
MAYA_PLUG_IN_PATH = %NNS_MAYA_PLUGIN_ROOT%\plugins
XBMLANGPATH = %NNS_MAYA_PLUGIN_ROOT%\icons
```

For example, if the `NNS_Maya50_Plugin` folder is copied to `C:\`, the first line would be:

```
NNS_MAYA_PLUGIN_ROOT = C:\NNS_Maya50_Plugin
```

Enter the lines as shown above for the second line through the fourth line.

When using other plug-ins also,

```
MAYA_SCRIPT_PATH
MAYA_PLUG_IN_PATH
XBMLANGPATH
```

Add the paths for the other plug-ins divided by a semicolon (;) to the above.

(5) Set up `userSetup.mel`

If `userSetup.mel` (a file that is executed automatically when Maya is started) is used, add the following line to `userSetup.mel`.

```
NNS_Startup;
```

If `userSetup.mel` is not used, create a file named `userSetup.mel` in `My Document\maya\X.X\scripts` folder, and define the following line in the file.

```
NNS_Startup;
```

(6) Correcting batch file for batch export

Open the batch file for batch exporting in `NNS_Maya**_Plugin` folder

```
NNS_Batch_Export_Maya**.bat
```

with a text editor, and change the first line as shown below in bold letters.

```
set NNS_MAYA_**_APP_ROOT=C:\AW\Maya5.0 <-Specify the location where Maya is  
installed.
```

Do not change the second and subsequent lines.

Installation is complete.

3) How to Uninstall the Plug-Ins

(1) Close Maya

If Maya 5.0.1 is running, close it.

(2) Delete the files

Delete the following folder and its contents:

- **For Maya 5.0.1: The `NNS_Maya50_Plugin` folder**
- **For Maya 6.0.1: The `NNS_Maya60_Plugin` folder**
- **For Maya 6.5: The `NNS_Maya65_Plugin` folder**
- **For Maya 7.0: The `NNS_Maya70_Plugin` folder**

(3) Restore `Maya.env` and `userSetup.mel`

Return the `NNS_Maya50_Plugin` folder to return to the original state before `Maya.env` and `userSetup.mel` were installed. This completes the uninstall process.

The registry is not used.

Windows is a registered trademark or trademark of Microsoft Corporation (USA) in the U.S. and other countries.

Maya is a registered trademark of Autodesk, Inc / Autodesk Canada, Inc. in the United States and/or other countries.

All other company names and product names are the trademark or registered trademark of the respective companies.

© 2003-2006 Nintendo

The contents of this document cannot be duplicated, copied, reprinted, transferred, distributed or loaned in whole or in part without the prior approval of Nintendo.