

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, 7.0, and 8.0. Operation with versions other than the above is not guaranteed. Each version of Maya has separate plug-in files that are supported.

In this document, numbers that correspond to Maya versions (50, 60, 65, 70, or 80) 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
- For Maya 8.0: NNS_Maya80_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
- For Maya 8.0: NNS_Maya80_Plugin folder

(4) Set up `Maya.env`

Enter the following in `Maya.env` in the "My Document\maya\<maya version>" folder.

Note that this folder cannot be created unless the corresponding version of Maya is started again after installation.

```
NNS_MAYA_PLUGIN_ROOT = path name of NNS_Maya*_Plugin folder location
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_Maya80_Plugin` folder for Maya 8.0 is copied to `C:\`, the first line would be:

```
NNS_MAYA_PLUGIN_ROOT = C:\NNS_Maya80_Plugin
```

Then enter the second, third, and fourth lines as shown in the box above.

When using other plug-ins also:

```
MAYA_SCRIPT_PATH
MAYA_PLUG_IN_PATH
XBMLANGPATH
```

Add the paths for the other plug-ins separated 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\<maya version>\scripts` folder, and place the following line in the file:

```
NNS_Startup;
```

(6) Correcting batch file for batch export

With a text editor, open the batch file for batch exporting in the `NNS_Maya**_Plugin` folder

```
NNS_Batch_Export_Maya**.bat
```

and change the first line as shown below in bold letters.

```
set NNS_MAYA_**_APP_ROOT=C:\Program Files\Maya8.0 <-Specify the location  
where Maya is installed.
```

Do not change the second and subsequent lines.

Installation is now complete.

3) How to Uninstall the Plug-Ins

(1) Close Maya

If Maya 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**
- **For Maya 8.0: The `NNS_Maya80_Plugin` folder**

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

Return to the original state before `Maya.env` and `userSetup.mel` were installed. This completes the uninstallation.

The registry is not used.

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