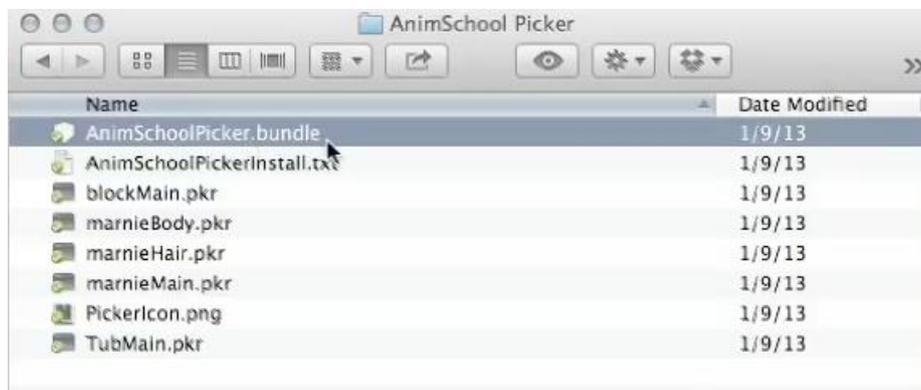




AnimSchool Picker -- Installation on Apple systems

Part 1: System Files

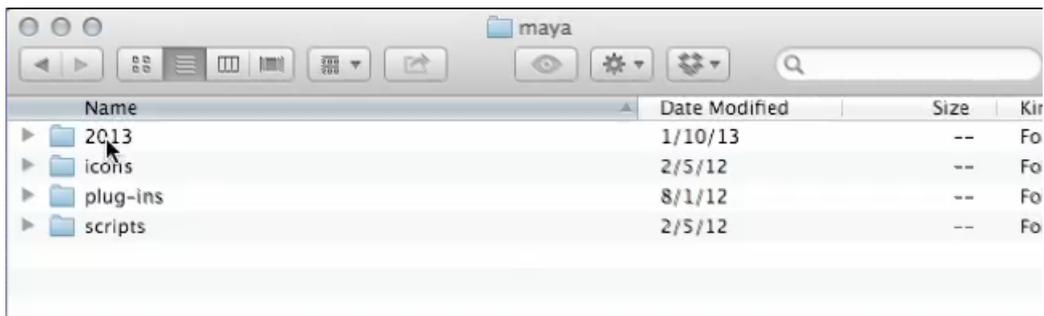
After unpacking the latest version of the AnimSchool's picker file between the files of the package you will find one called AnimSchoolPicker.bundle



In order to keep things organized you can move this file inside the Maya plug-ins folder (you can have this file wherever you want in your computer if you don't like to use the Maya plug-ins folder). In this tutorial we will use the standard Maya plug-ins folder, which on a mac you can reach by going to your hard drive, Users, Shared, Autodesk, Maya.

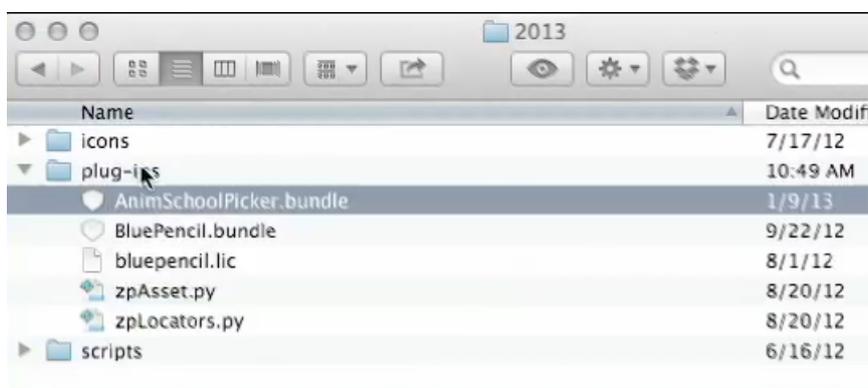


Inside the Maya folder you may have multiple versions folders such as 2012 and 2013, you need to click in the corresponding folder of your Maya and plug-in version, on Mountain Lion it is impossible to run older versions of Maya than 2013.



Inside the Maya version folder there are three sub-folders, one is called icons, one scripts and one plug-ins.

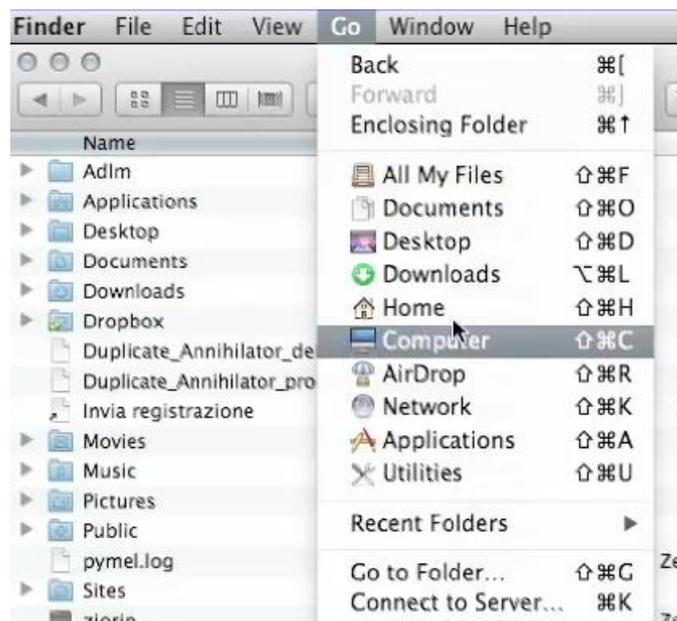
We are going to copy the AnimSchoolPicker.bundle file inside the plug-ins folder.



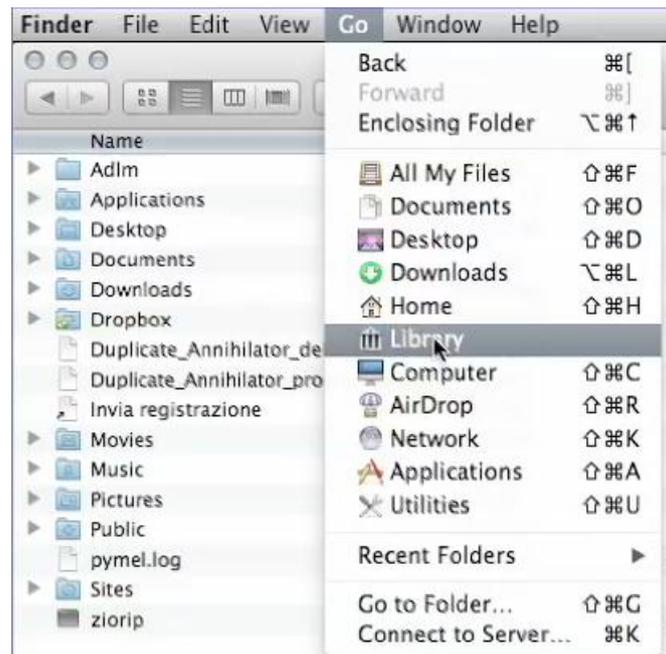
The next step is to install the icon's file. Even if we have an icon folder within the Maya version folder those files are meant for other purposes.

In order to install the icon we should move to our user's home folder in a sub-folder called 'preferences'. Snow Leopard users will find it with no problems, while Mountain Lion users will need to do a little trick in order to see it.

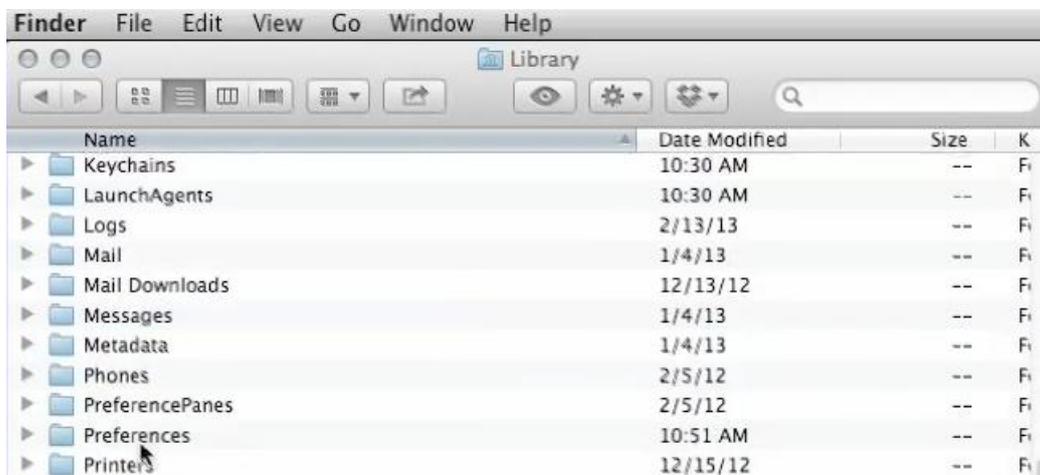
Mountain Lion and Lion users need to go to the finder in the 'Go' menu.



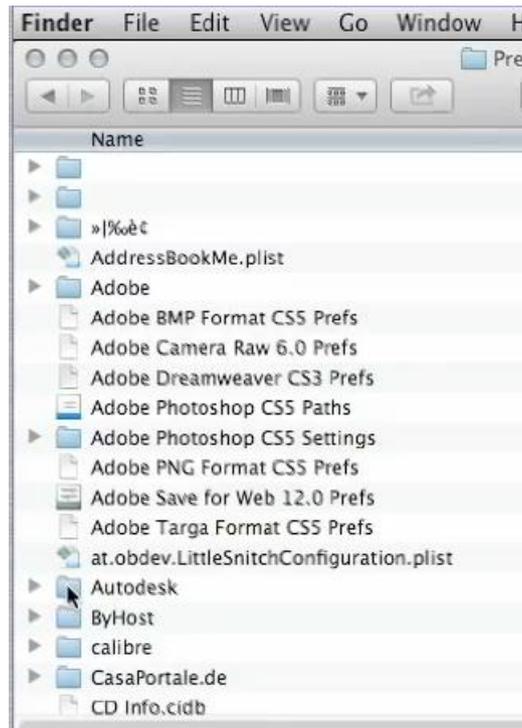
Once you are watching the drop-down menu you should press and hold Option (or Alt) and a folder called Library should appear.



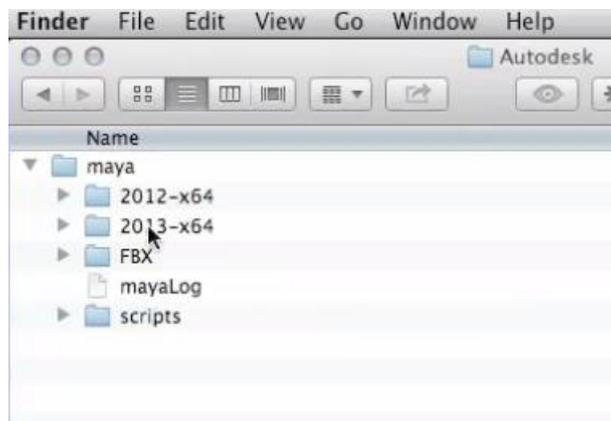
Once you click on Library it takes you in its folder where you will find an Autodesk sub-folder, **DO NOT GO THERE**, it is not the folder we are looking for. Scroll down till you find the Preferences folder and enter it.



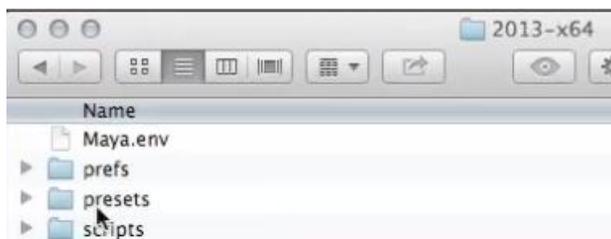
Inside preferences we find a folder called Autodesk. That is the one we are after.



We may have several folders about the Maya versions that we have installed in the past (in this screen-shot you see a 2012 folder as well because the system was upgraded from a Snow Leopard version). Click in the correct version folder.

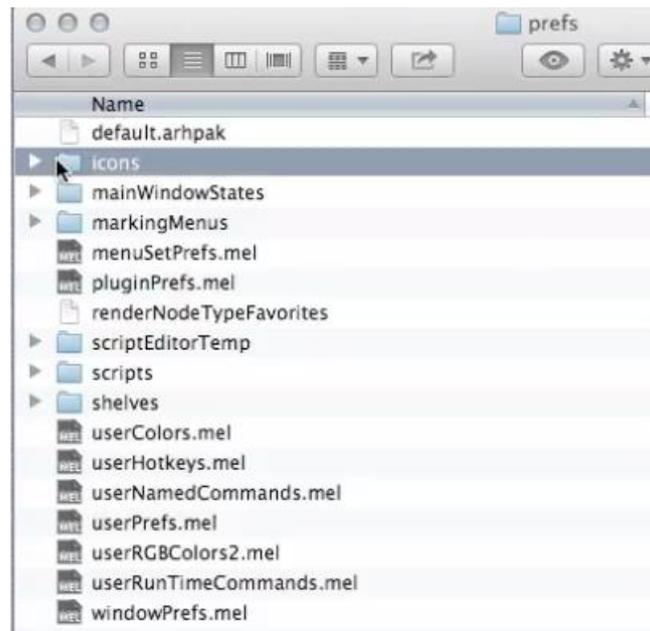


Within the version folder we will find three sub-folders: prefs, presets and scripts.

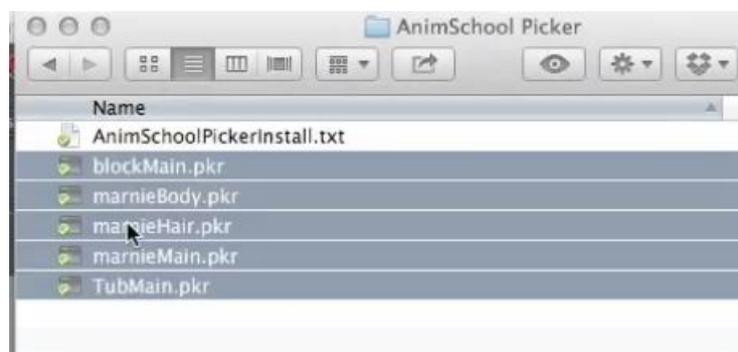


Let's choose prefs and inside of it there will be a bunch of folders and files, which it is unlikely that they match with this screen-shot except for icons, scripts and shelves.

We should double click on icons and copy the PickerIcon.png files that comes with the Picker's package.



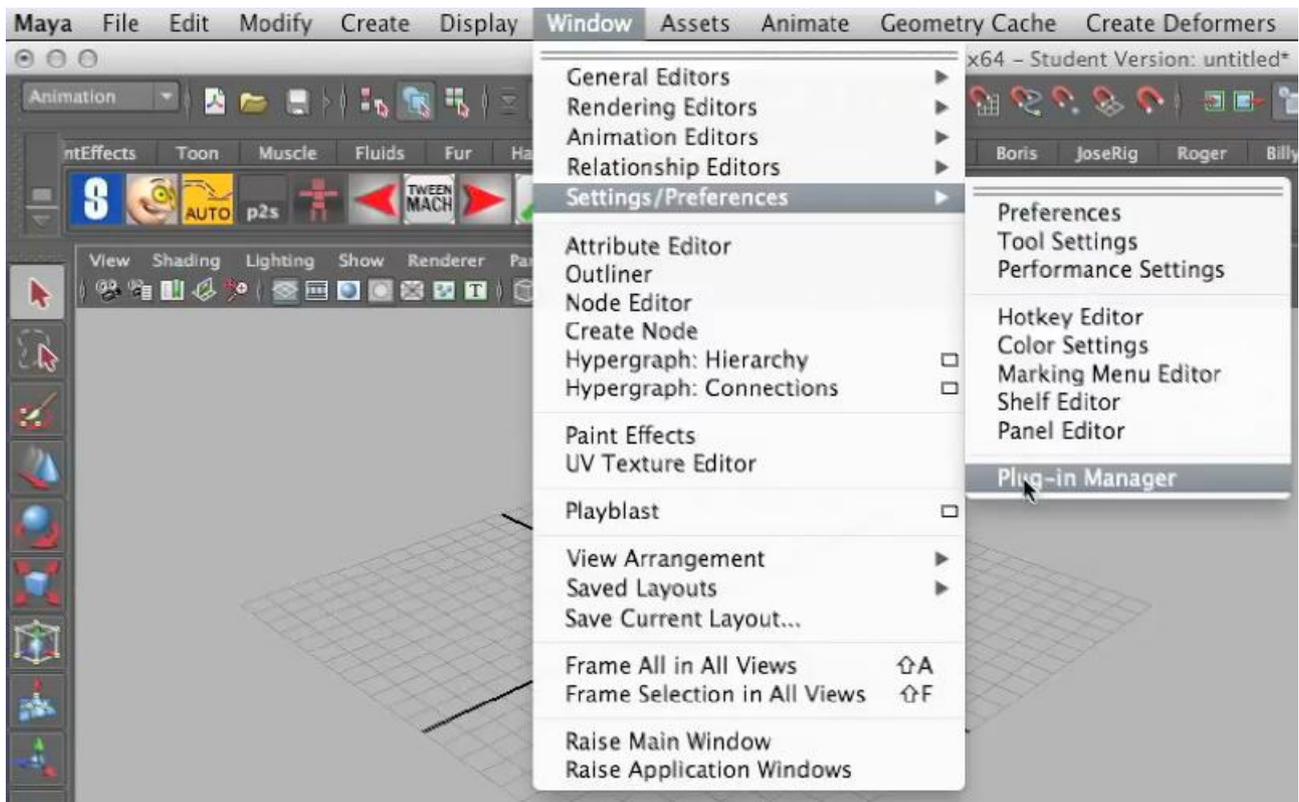
The rest of the files that come with the AnimSchool's Picker package can be moved wherever you want in your computer as they do not belong to the system, but are the files that you are going to use with your rigs in order to pick their joints without having to show the selection curves in the scene.



Part 2: Maya configuration

Now the all the system files are in the proper paths we need to open Maya (reboot it if you had it running while you moved the plug-in files).

From Maya go to Windows/Setting/Preferences/Plug-in Manager



On the top part of the Plug-in manager you will find the AnimSchoolPicker.bundle plug-in.

Click on both Loaded and Auto Load, then click the close button.

The next step is to open the file called AnimSchoolPickerInstall.txt file that comes along with the package. The file contains some text instructions on how to install the plug-in correctly.

Since they were made with a generic computer in mind, the path written in the file will not be the

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AnimSchool Picker Install

Windows:
http://www.mediafire.com/?9da2p1nt4upf8

There are folders with the different Maya versions. You have to use the correct 32 bit or 64 bit
version, depending on what version of Maya you're running.

Make a new shelf button

loadPlugin -qt "C:/Users/yourname/Documents/AnimSchoolPicker/AnimSchoolPicker/2011_32bit/
AnimSchoolPicker.mll";
AnimSchoolPicker();

You can use the PickerIcon.png image for the Maya icon.

Mac:
http://www.mediafire.com/?017q55q2frebt

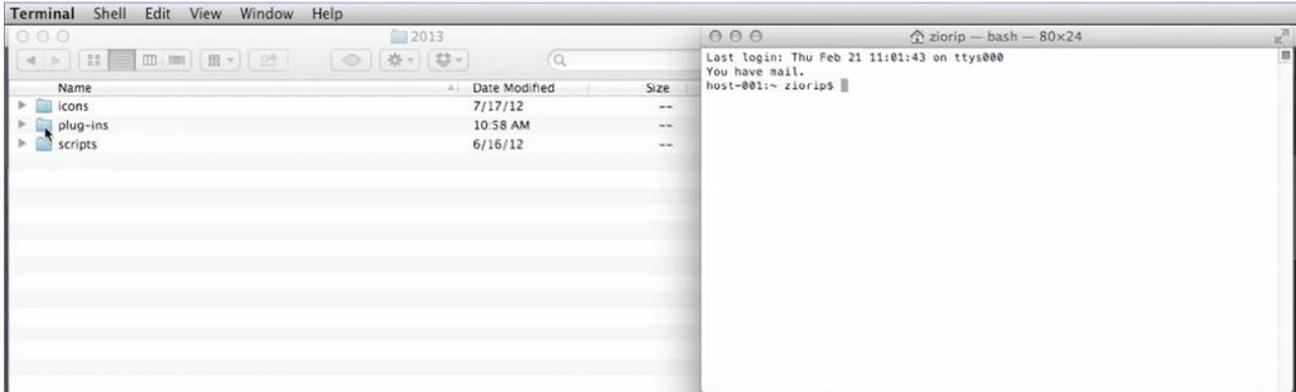
loadPlugin -qt "/Users/yourname/AnimSchoolPicker.bundle";
AnimSchoolPicker();

```

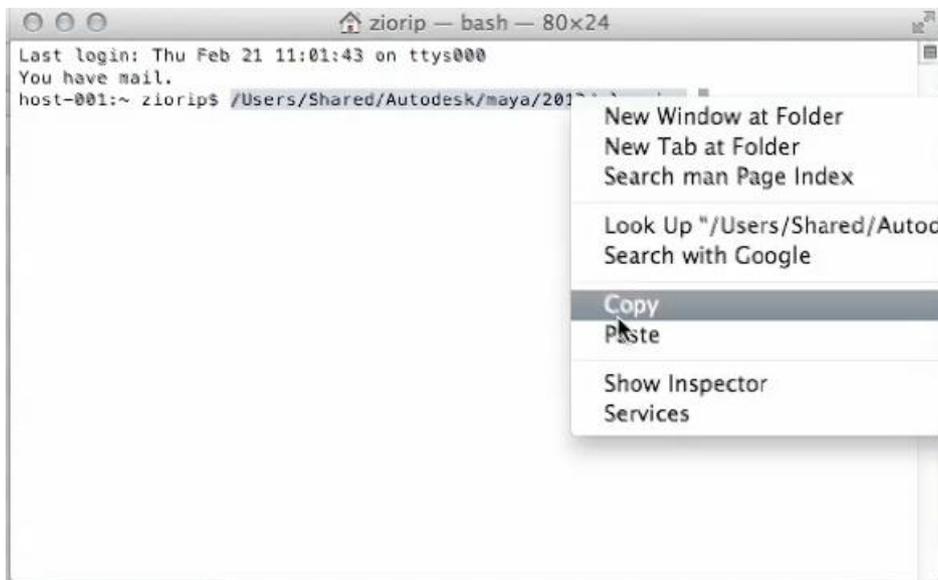
same as yours.

You can either choose to modify this text in order to match your plug-ins folder or using the following trick:

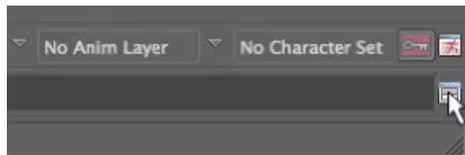
Reach your plug-ins folder from the finder as shown in the initial part of this tutorial by going to you Macintosh HD, Users, Shared, Autodesk, Maya, 2013 (or whatever your version is), then open the terminal, which can be launched through the finder from the top right corner of your desktop by clicking on the 'magnifying glass' icon and typing 'terminal'.



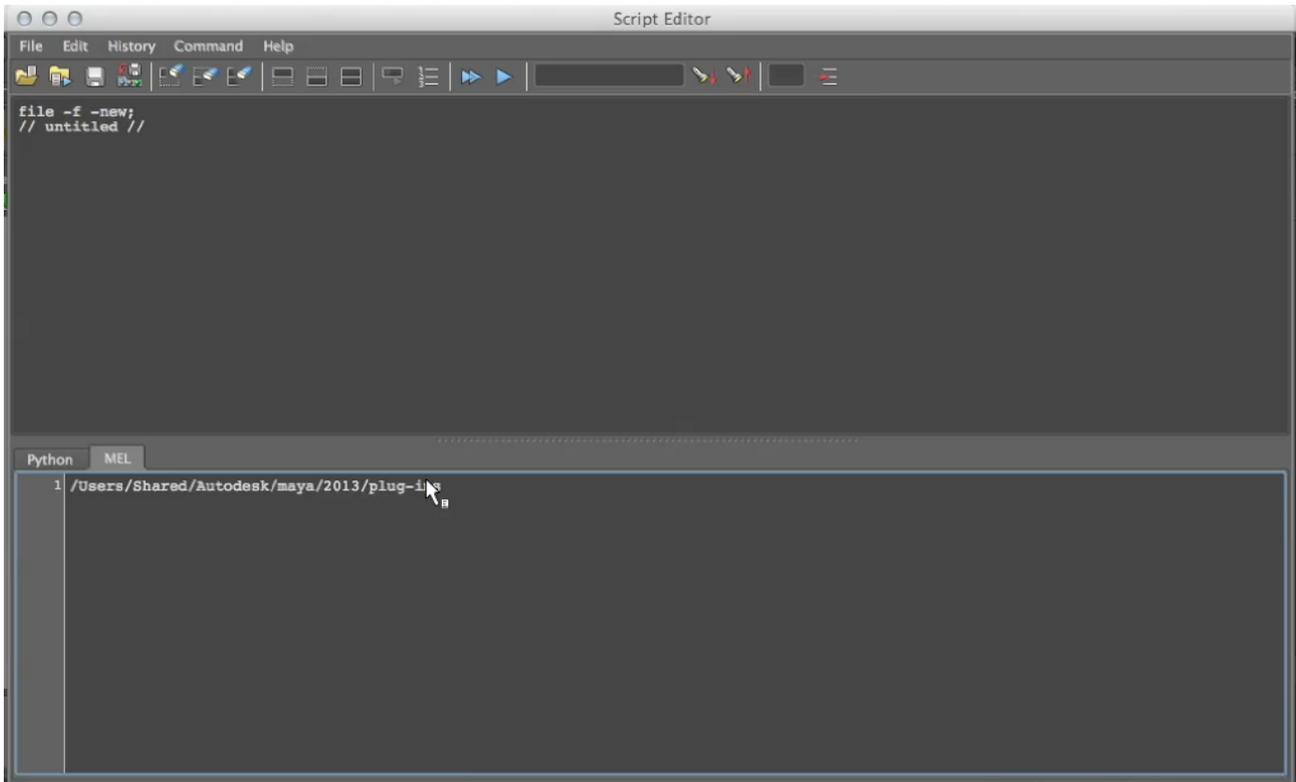
At this point, if you drag the plug-ins folder in the terminal window it gives you the path of your plug-ins folder, which you can now select and copy from the terminal.



Now that you have the path of the plug-ins folder in your clipboard you can open the Maya's mel script editor by clicking on the small icon on the bottom right of the Maya User Interface.



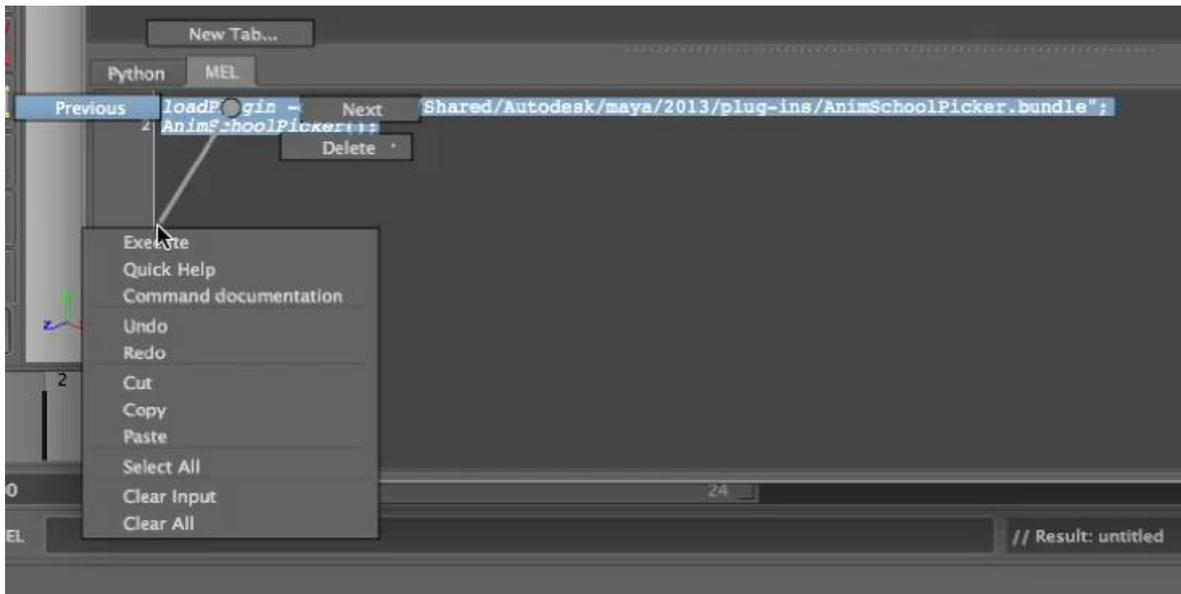
Make sure that the bottom part of the Script Editor window is on the MEL tab and paste the path from your clipboard into the script field.



Copy the AnimSchoolPickerInstall.txt command and make it match with your path in the Script Editor. Don't forget to copy the second line as well.



Select the whole command (both lines) and hold the right mouse button till a floating menu appear. Choose Execute.



The picker should appear in your workspace.

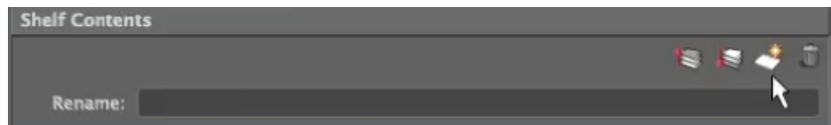


Part 3, how to make a shelf button for the AnimSchool's Picker

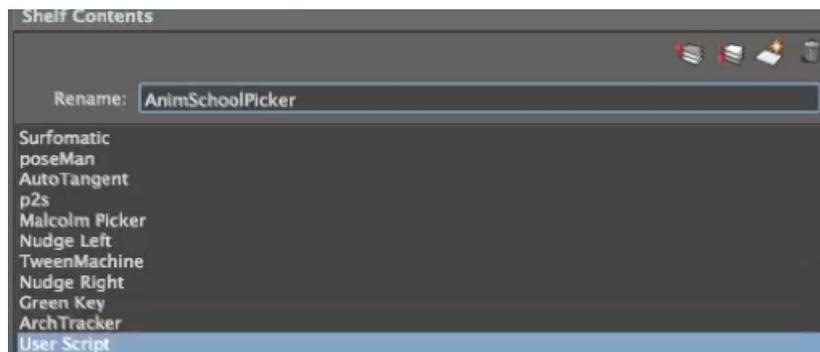
Click on the small pointing down arrow in the shelf area and select 'Shelf Editor'.



In the left side choose a shelf where you want this button to appear. In this tutorial we have chosen the Custom shelf. In the right side of the Shelf Editor click on the third button.



A new Shelf button is created, it is named "User Script" by default. You can rename it.

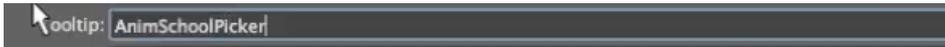


Once we have a more appropriate name for the button we can choose as well an icon for the shelf. To do so we should move to the lower part of the Shelf Editor and click in the folder icon next to the Icon Name field. If you have moved the AnimSchool's Picker icon in the icon folder as shown in the first part of this tutorial you should find it in the icons list.



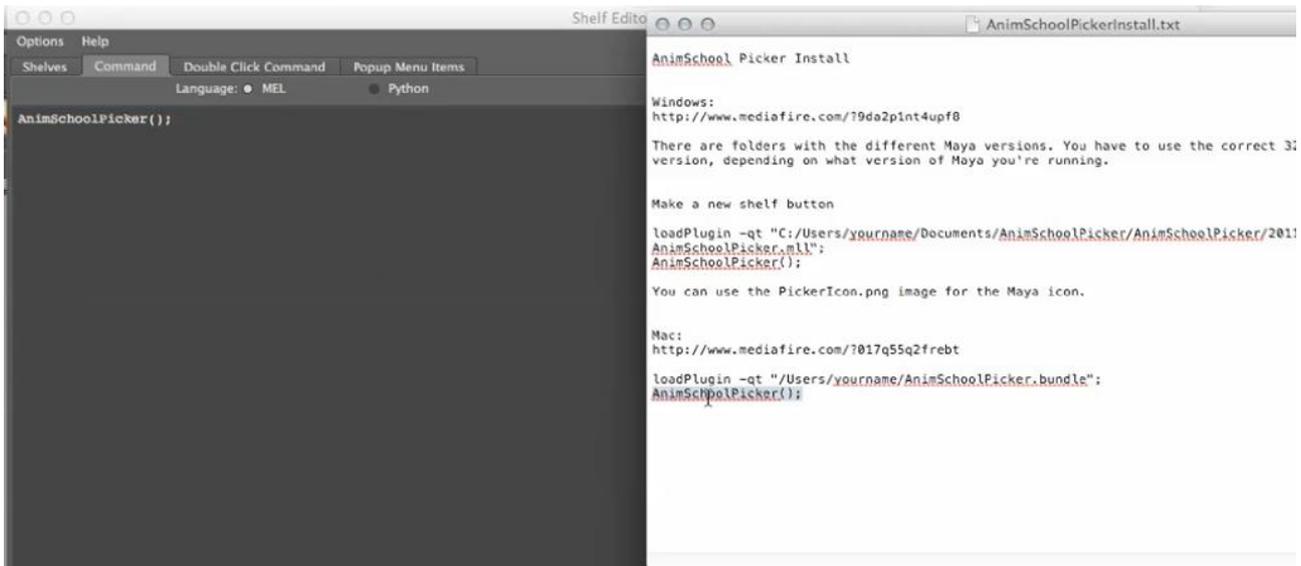


Right below the Icon Name field we can change the Tooltip field (it's not essential)



The last and most important thing to do is to move to the Command tab of the Shelf Editor and replace the existing command with the one that we find in the AnimSchoolPickerInstall.txt.

In this case we would just paste the second line of the command. Make sure that Language (in the Shelf Editor) is set to MEL and then save all Shelves the button.



Your Custom Shelf now should have a new button.

If you click on that button the picker should open:

