

Easy Treez V 1.0

Plugin Installation Instructions:-

Option A:

- In your default `C:\Users\XXX\Documents\maya\201XX` folder create a new folder called 'AK_Plugins'
- In `C:\Users\XXX\Documents\maya\201XX` folder open the `Maya.env` file in notepad (If the `Maya.env` file doesn't exist then create one.) and assign the above folder as Maya plugin path as shown below :-

For Windows the mapping in Maya.env should be :

```
MAYA_PLUG_IN_PATH = %MAYA_APP_DIR%\201XX\AK_Plugins
```

For Mac & Linux the mapping in Maya.env should be :

```
MAYA_PLUG_IN_PATH = $MAYA_APP_DIR/AK_Plugins
```

In case your `Maya.env` file already has an existing '`MAYA_PLUG_IN_PATH`' variable entry present in it (*due to some other previously installed plugin(s)*), then in that case you don't need to assign another duplicate '`MAYA_PLUG_IN_PATH`' entry there, as Maya won't consider this duplicate entry path while loading.

In this case you just need to put a semicolon (;) next to the exiting Plugin Path(s)

And then add `%MAYA_APP_DIR%\201XX\AK_Plugins` after the semicolon.

For example, if it already has an existing entry for say `REDSHIFT` plugin, then your new entry should look like this:

```
MAYA_PLUG_IN_PATH = %REDSHIFT_PLUG_IN_PATH%;%MAYA_APP_DIR%\2015-x64\AK_Plugins
```

- Now copy both `easyTreez.py` and `easyTreezSource.pyc` to your `AK_Plugins` folder, i.e. your - `C:\Users\XXX\Documents\maya\201XX\AK_Plugins`
- After doing this open Maya & go to '`Plugin Manager`', there you will find a new separate tab for `AK_Plugins` (should mostly show at the top)
- In that you should be able to see both `easyTreez.py` and `easyTreezSource.pyc`.
- Tick on 'loaded' & 'Auto load' only for the `easyTreez.py`.
DONOT try to load or auto load `easyTreezSource.pyc`, as it won't load & would be throwing some error, this is Normal, so you can leave it as it is.

Option B:

You can also directly copy both `easyTreez.py` and `easyTreezSource.pyc` into Maya's Plugin directory
E.g. path(windows) : `C:\Program Files\Autodesk\Maya201XX\bin\plug-ins`

For Mac also it should be something similar.

- After doing this open Maya & go to 'Plugin Manager', there you should be able to see both `easyTreez.py` and `easyTreezSource.pyc`.

- Tick on 'loaded' & 'Auto load' only for the `easyTreez.py`.

DONOT try to load or auto load `easyTreezSource.pyc`, as it won't load & would be throwing some error, this is Normal, so you can leave it as it is.

Option C:

In Case if (due to some unknown reasons) the above mentioned installation process didn't work out, then using 'Plugin Manager' you can still simply load the `easyTreez.py` from any Folder location from your Computer (make sure that both `easyTreez.py` and `easyTreezSource.pyc` file are present together in that folder), and the Plugin would work perfectly fine for that particular Maya session.

DONOT try to load or auto load `easyTreezSource.pyc`, as it won't load & would be throwing some error, this is Normal, so you can leave it as it is.

- Once `easyTreez.py` is loaded you can go to Script editor & type the following command to run Tool UI (mel or python):

mel command	- <code>easyTreez;</code>
Python command	- <code>cmds.easyTreez()</code>

Thanks

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