HairStripsCreator 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 <u>Maya plugin</u> 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 hairStripsGen.py and hairStripsGenSource.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 hairStripsGen.py and hairStripsGenSource.pyc.

- Tick on 'loaded' & 'Auto load' only for the hairStripsGen.py.
DONOT try to load or auto load hairStripsGenSource.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 hairStripsGen.py and hairStripsGenSource.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 hairStripsGen.py and hairStripsGenSource.pyc.

- Tick on 'loaded' & 'Auto load' only for the hairStripsGen.py.
DONOT try to load or auto load hairStripsGenSource.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 hairStripsGen.py from any Folder location from your Computer (make sure that both hairStripsGen.py and hairStripsGenSource.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 hairStripsGenSource.pyc, as it won't load & would be throwing some error, this is Normal, so you can leave it as it is.

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

mel command	-	*hairStripsGen;*
Python command	-	*maya.cmds.hairStripsGen()*

Thanks
AKA Tools
Abhishek Karmakar
aakaashwa@gmail.com