# C# plug-in wizards for Maya 2015, 2016 and 2017 .NET API

The plug-in wizard for the Maya .NET API simplifies the construction of Maya plug-ins by providing a project template and class templates for defining:

- Command plug-ins with support for undo/redo

- Command plug-ins without support for undo/redo

- DAG node plug-ins

## Installing the plug-in wizard

1. Copy the **Maya CSharp plug-in.zip** to the <current user>/Documents/Visual Studio 2012/Templates/ProjectTemplates/Visual C# directory.
2. Copy the **Maya CSharp Command with Undo.zip**, **Maya CSharp Command.zip**, and **Maya CSharp Node.zip** files to the <current user>/Documents/Visual Studio 2012/Templates/ItemTemplates/Visual C# directory.

## In Visual Studio, do as follows:

1. Create a C# project, and select the Maya C# plug-in option.

2. Right-click the project to select Add > Class, and select among three options:

• Maya C# Command

• Maya C# Command with Undo Support

• Maya C# Node