**Day 1 Assignment**

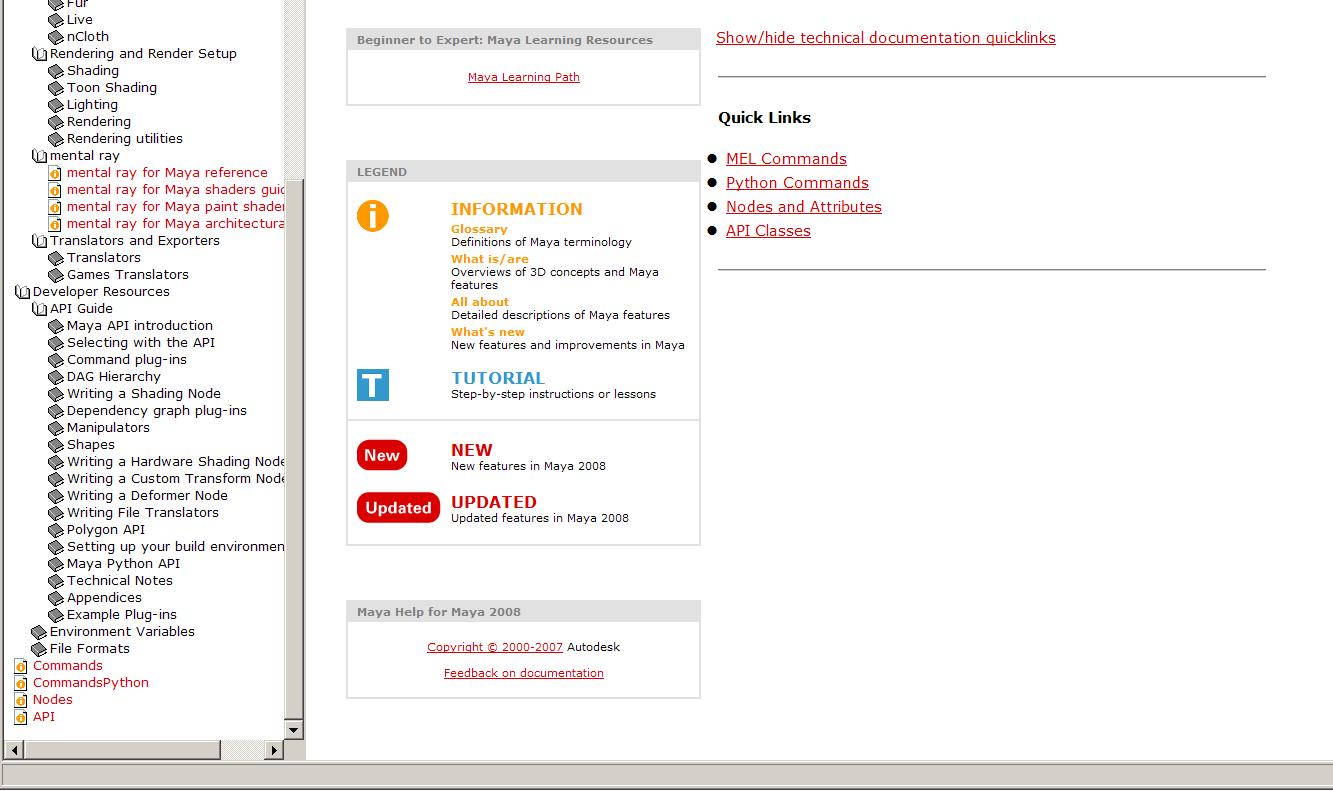
**April 13**

**Topics Covered**

* How to find API Docs
* Plug-in wizard Installation (windows)
* Build a very basic plug-in with plug-in wizard

**Backgound**

* **How to find API Docs**
  1. On Windows XP:
  2. Start Menu > Programs > Autodesk > Autodesk Maya 2009 > View Maya Documentation
  3. At the bottom of the left pane, select ‘API’. Or click on the “API Classes” links on the right upper corner under the “Quick Links” section.

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* **Plug-in wizard Installation**

1. Browse to folder:

C:\Program Files\Autodesk\Maya2009\devkit\pluginwizard\

1. Unzip the MayaPluginWizard2.0.zip file to a temporary directory.
2. Copy the following files:

MayaPluginWizard.ico

MayaPluginWizard.vsdir

MayaPluginWizard.vsz

to:

C:\Program Files\Microsoft Visual Studio 8\VC\vcprojects\

1. Copy the MayaPluginWizard folder to:

C:\Program Files\Microsoft Visual Studio 8\VC\VCWizards\

* **Configuring Your Maya Plug-in Path**

1. Browse to the folder:

C:\My Documents\maya\2009 or

C:\My Documents\maya

2. Create a text file named: Maya.env

3. In Maya.env, insert the line:

MAYA\_PLUG\_IN\_PATH=C:\MayaAPITraining\plug-ins

* **Tips: Safely reloading a plug-in without restarting Maya**
  1. Clear the scene:
     + File > New Scene
     + file –f –new
  2. Clear the undo queue:
     + flushUndo
  3. Unload the plug-in:
     + unloadPlugin helloWorld.mll
  4. Reload the plug-in:
     + loadPlugin helloWorld.mll

**Assignments**

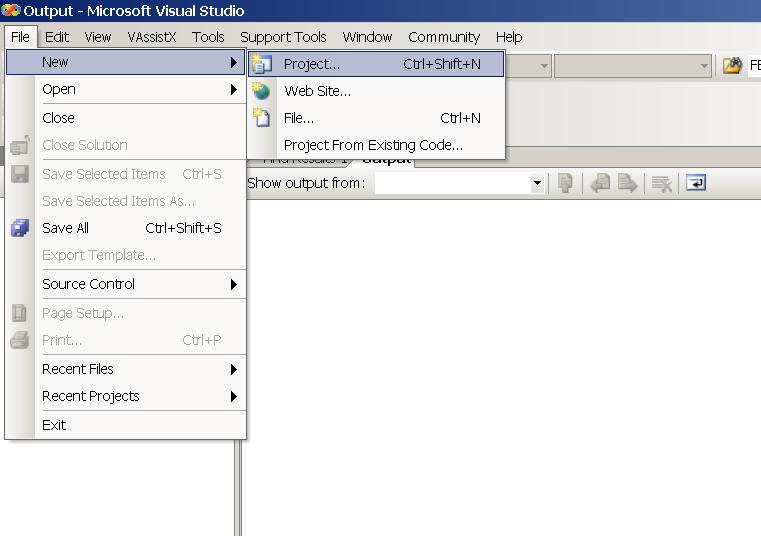
**HelloWorld Project**

* **Topics Covered**
  + Create a Maya plug-in project
  + Implement the very basic skeleton “helloWorld” project
* **Overview**

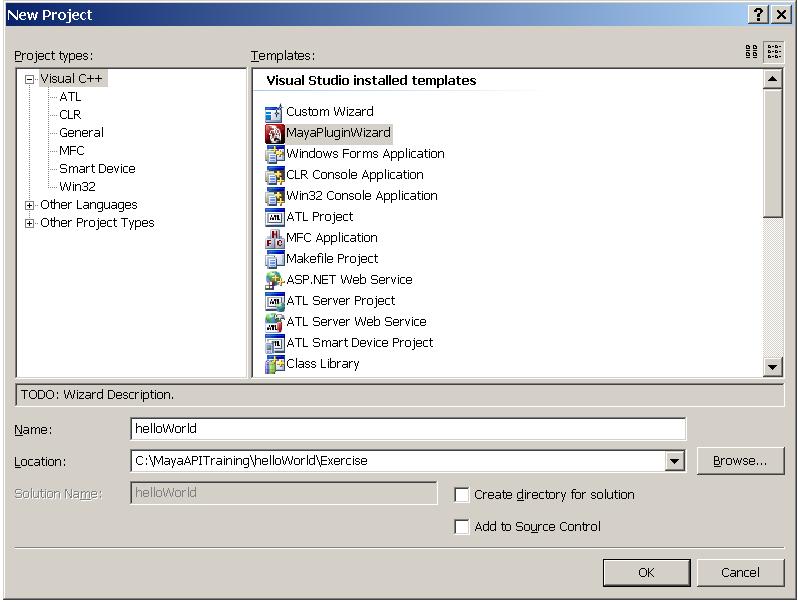
In this exercise, we will learn how to use Maya plug-in wizard and create a very basic skeleton helloWorld plug-in.

* **Exercises**

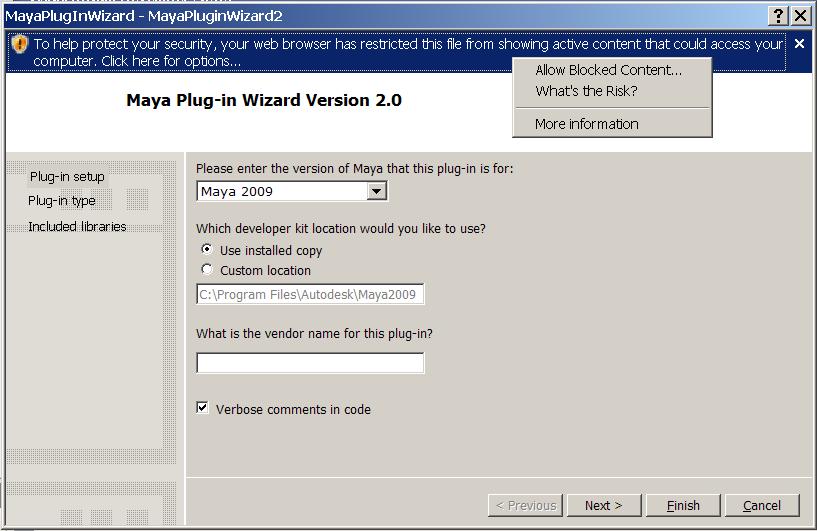
1. Launch Visual Studio 2005
2. Create a new Visual Studio project

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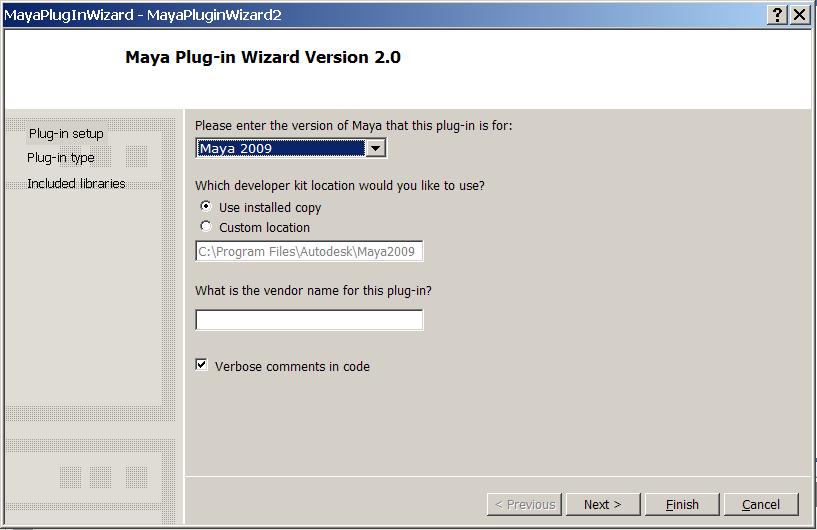
1. Set the following:
   1. Project type: MayaPluginWizard
   2. Project Name: helloWorld
   3. Location: C:\MayaAPITraining\helloWorld\Exercise
   4. Deselect “Create directory for solution”

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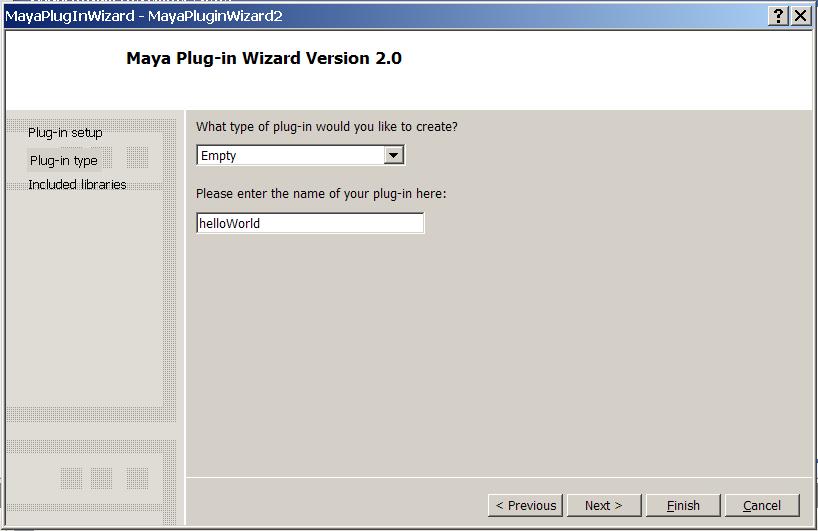
1. When the Maya Plug-in Wizard appears, you may encounter a security warning, click on ‘Allow Blocked Content’.



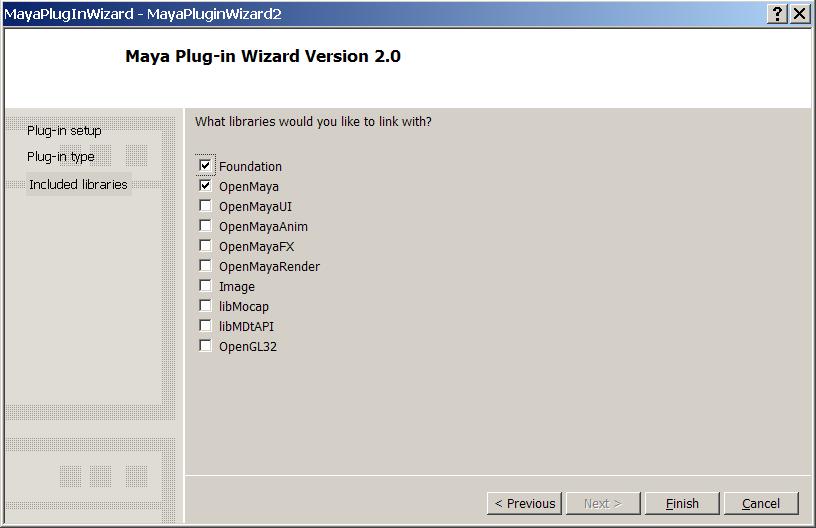
1. Notice you are now in “plug-in setup” step, click on “Next”,



1. Notice now you are in “plug-in type” step, set the following and click on “Next”
   1. Plug-in Type: Empty
   2. Plug-in Name: helloWorld



1. You are now in “Included libraries” step, use the default library selection and click on “Finish”



1. Go to initializePlugin() function, type in

cout<<"This is my hello world project! "<<endl;

Save the modification.

1. Congratulations, you’ve created your first “helloWorld” Maya plug-in project
2. One final adjustment to the project:
   1. Under ‘Project > helloWorld Properties’
   2. Select ‘Configuration Properties > Linker > General’ from the left pane.
   3. Change ‘Output File’ to:

../../../plug-ins/helloWorld.mll

* 1. This will redirect the plug-in to be placed in the C:\MayaAPITraining\plug-ins\ folder.

1. Now build the project by clicking on “Build”> “Build Solution”
2. In Maya, load the plug-in and the print out message will appear in the Maya output window.