Document Key:

(These are variables used throughout this document to describe locations and studio specific codes)

STUDIO_CODE = “hy”
(Studio code)

SOFTWARE_ROOT = “\your\install\software\packages”
(Root location of studios software)

RIG_BUILDER_PROJECT_ROOT = “Some project location”
(This is the location where all rigging related files will be saved. This should be outside and seperate to any shotgun related directories)

VERSION_ROOT = “A software packages latest version directory”.
(This is the version directory of a software package. eg(0.0.16 might be the latest version of rigBuilder package, and look something like “$SOFTWARE_ROOT/rigBuilder/0.0.16”))

note: When the symbol $ followed by () is used it represents a variable for one of the above keys.
eg. $(SOFTWARE_ROOT) ← This is the variable for the value ‘SOFTWARE_ROOT’

Setting Up the rigBuilder packages

Downloading the package from the Ftp :

(This will install the relevant software packages)

.From the $(SOFTWARE_ROOT)/dingo directory double click the ‘dingo_$(STUDIO_CODE).bat’ file.

.In the new cmd prompt that opens type:
dingo ftpSoftwareUpdate

.A new cmd prompt will open. In that prompt type:
ftp-software-download -p rigBuilder -p advancedSkeleton

Setting environment variables:

(These variables tell the ribBuilder where your files can be found and saved/publshed)

.Browse to ($SOFTWARE_ROOT)/rigBuilder/$(VERSION_ROOT) and open the dingo.json in a text editor.

.Change the value for the key “RIG_BUILDER_PROJECT_ROOT” to $(RIG_BUILDER_PROJECT_ROOT).
For example, the complete line in the text file that is:
{"key":"RIG_BUILDER_PROJECT_ROOT", "mode":"append", "value":"YOU_MUST_SET_THIS_VARIABLE TO YOUR RIGGING PROJECT ROOT"}
might become
{"key":"RIG_BUILDER_PROJECT_ROOT", "mode":"append", "value":"\\\\Your\\example\\project\\path"}

Adding RigBuilder to Maya's Evironment:

(Here we add the location of the python files for the rigBuilder package to Maya's PYTHONPATH)

First we need to add the location of the rigBuilder python module to Maya's python path.
This can be done many ways but here is two ways.

1: (Ideal way)
.In your Maya userSetup.py add the following code replacing the variables with the expanded ones.

```
#Start
import sys
sys.path.append( "$( SOFTWARE_ROOT)/rigBuilder/source" )
#End
```

2:(Not so Ideal)
.Once maya has started type in a Maya Python script editor this code.

```
#Start
import sys
sys.path.append( "$( SOFTWARE_ROOT)/rigBuilder/source" )
#End
```

Launching the Rig Builder UI from Maya

If you have added the rigBuilder module to your Maya's PYTHON path it is simply a case of typing this code in a Maya python script editor.

```
#Start
from rigBuilder.combination import rigCombinationBuilderUI
window = rigCombinationBuilderUI.showRigCombinationBuilderUI()
#End
```

This could be added as a shelf buitton for riggers or added to a menu item in Maya.