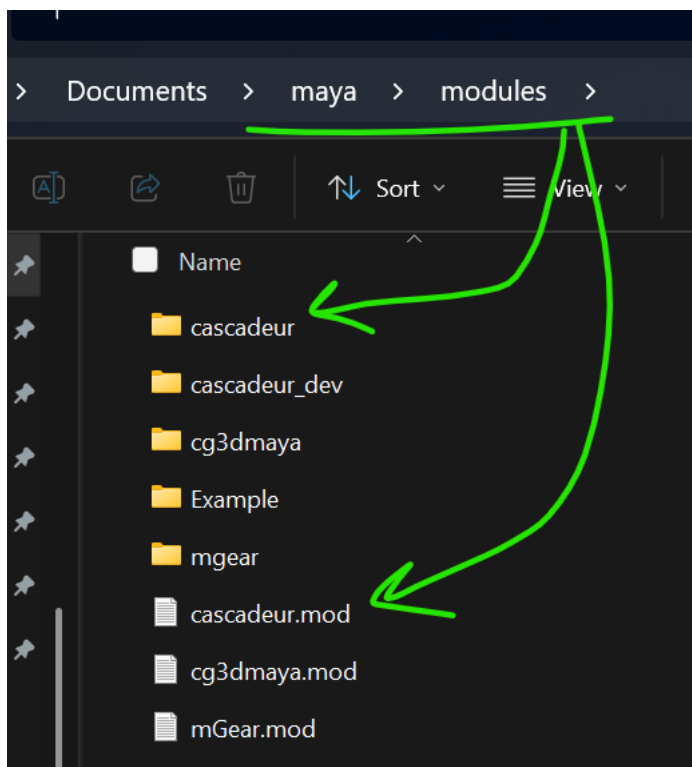


Manually Installing Maya Cascadeur Bridge

Summary

1. Uninstall any previous installations.
2. Install pymel if it's not installed.
3. Unzip the included folder and file and place them under your documents/maya/modules folder.
4. Backup the Cascadeur settings.json file then modify the original file to point to */modules/Cascadeur/scripts/cg3dcasc/casc-sites*

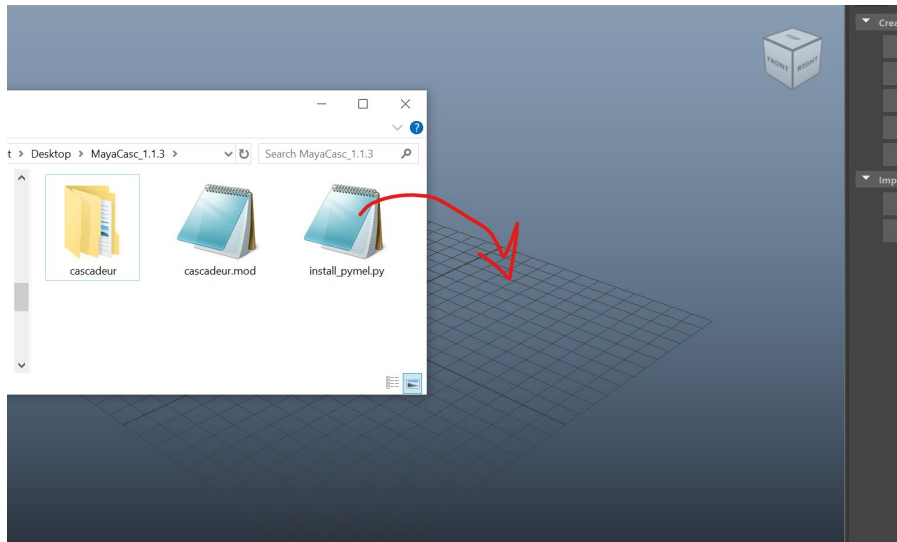
Uninstall any previous installation



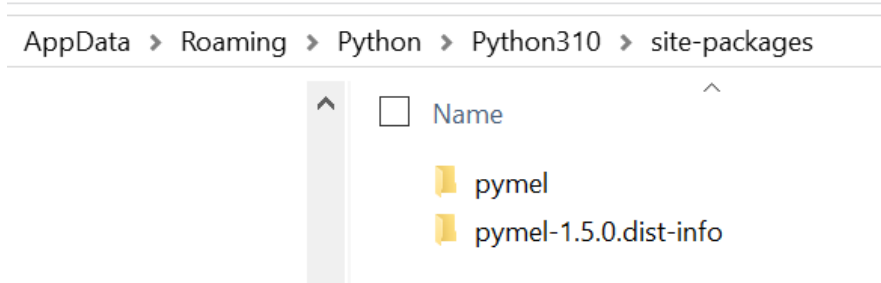
Under your Documents/maya/modules folder delete anything labeled cascadeur

Make Sure Pymel is Installed

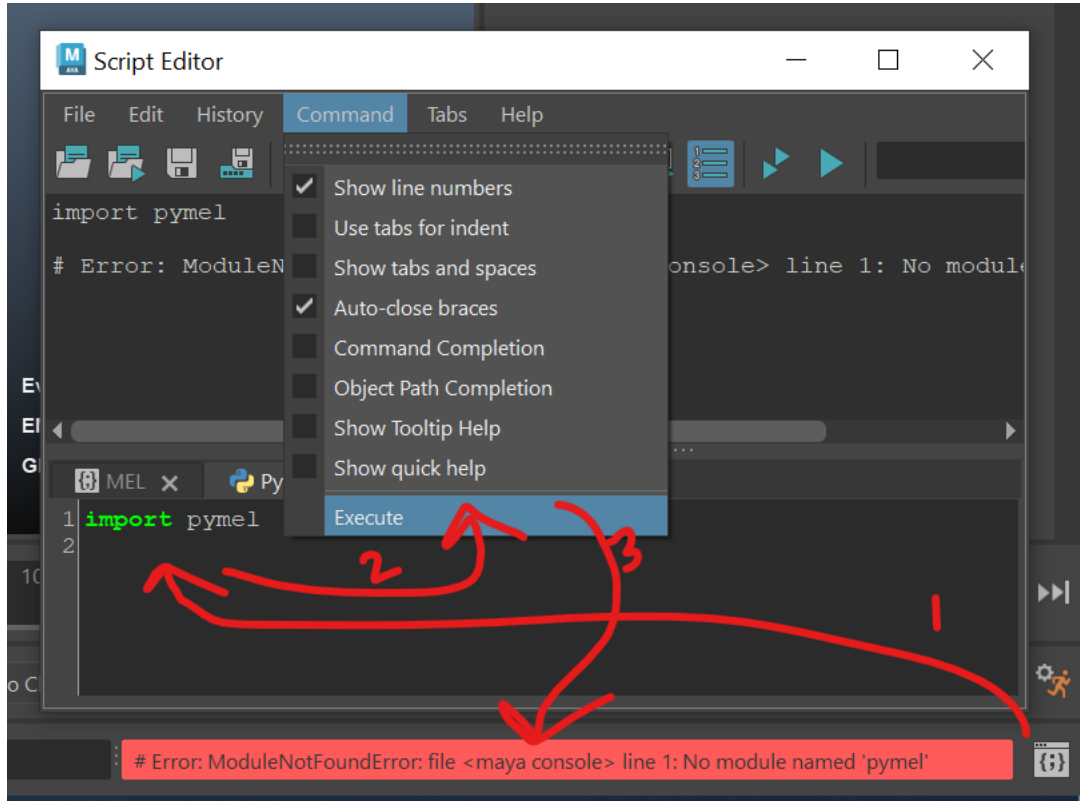
1. Unzip the included mayaCasc.zip file
2. Start Maya
3. Drop the install module in the viewport.



4. If Maya tells you that pymel is already installed, go to the listed location and make sure it's version 1.5 or higher. If not, delete both pymel folders. Close Maya and repeat steps 2 & 3.



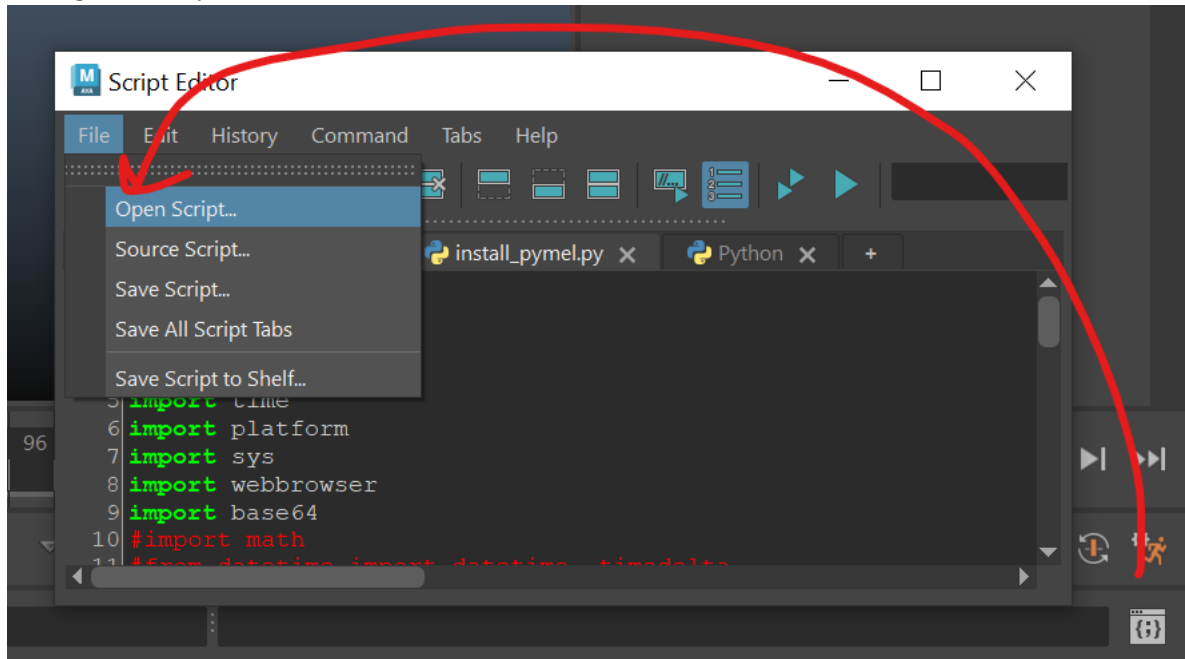
5. Let's confirm pymel was installed successfully. Restart maya and try to import pymel via the script editor. If you don't see an error like below, you can move onto setting up the Cascadeur module. If you get an error let's, try to install pymel with admin privileges.



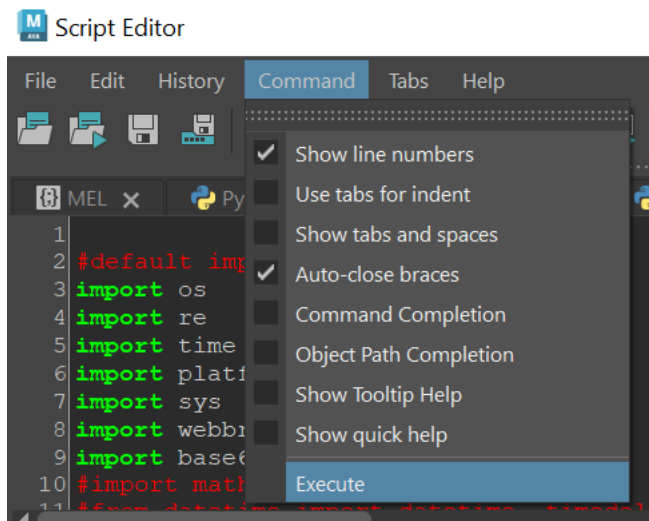
Continue to next page

(Optional) Installing pymel with admin privileges

6. Close Maya, then right-click on the Maya icon and choose "Run as Admin"
7. When running as admin the drag-n-drop file won't work, so we'll have to load it. Open the script through the script editor



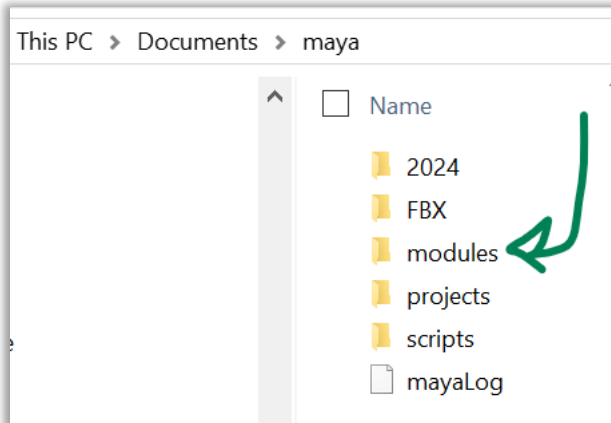
8. Then execute the script



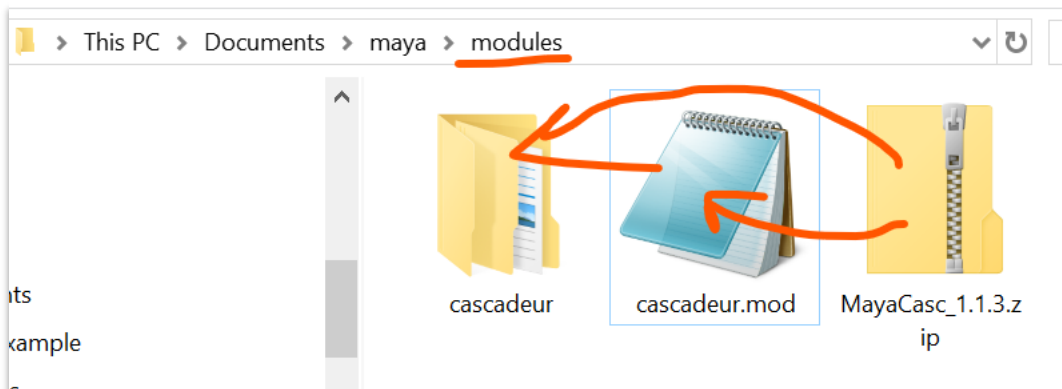
9. Repeat step 5 to confirm pymel was installed.

Setup the Cascadeur module

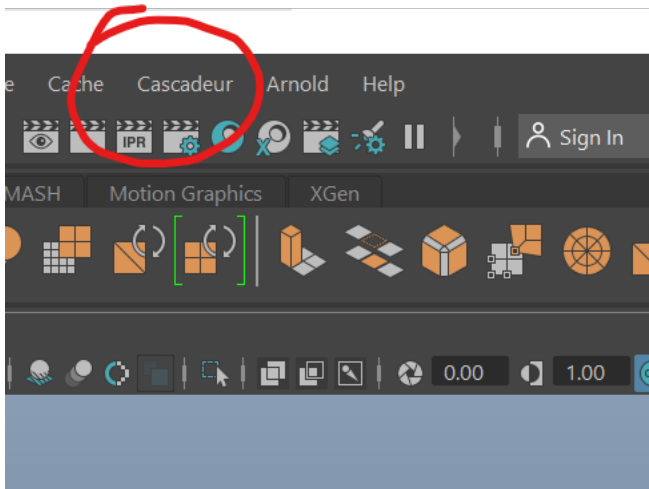
1. If you don't currently have a modules folder under your documents/maya folder you'll need to create one.



2. Add the provided Cascadeur folder and mod file to the modules folder.

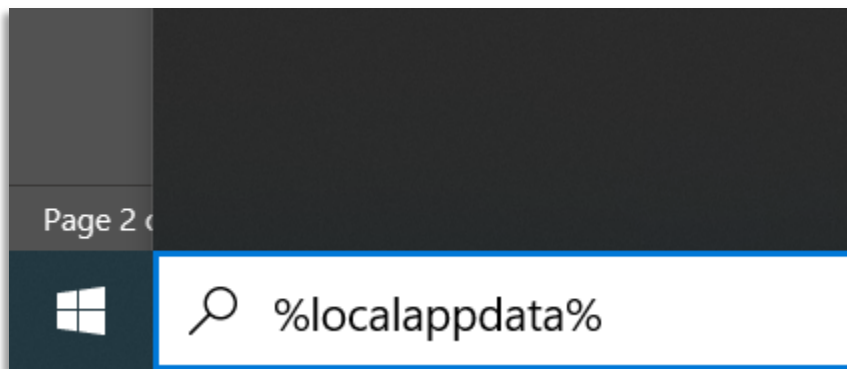


3. Restart Maya. You should now see a Cascadeur menu.

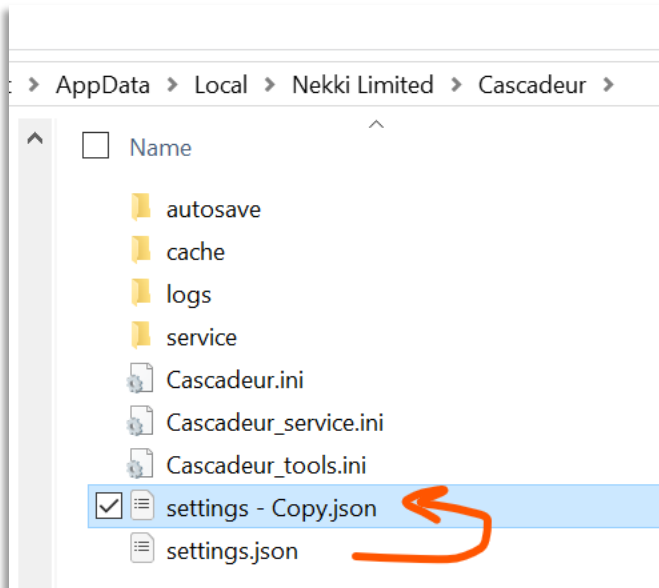


Tell Cascadeur Where to find its scripts

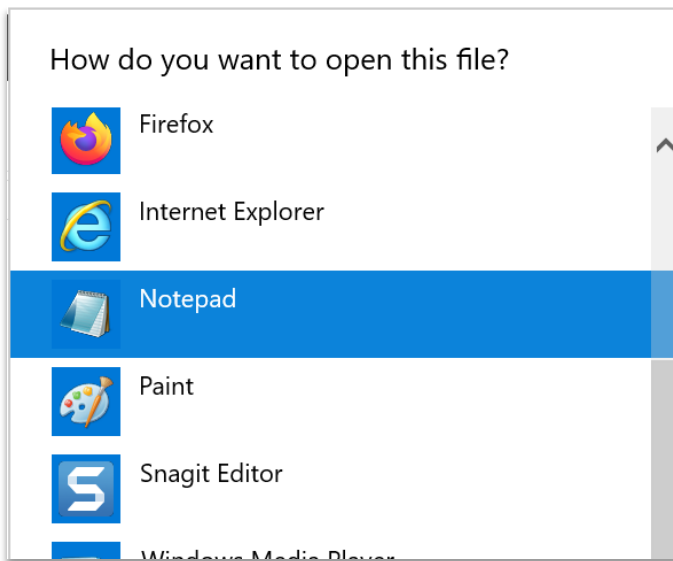
1. Go to your localappdata folder by typing %localappdata% into windows search bar



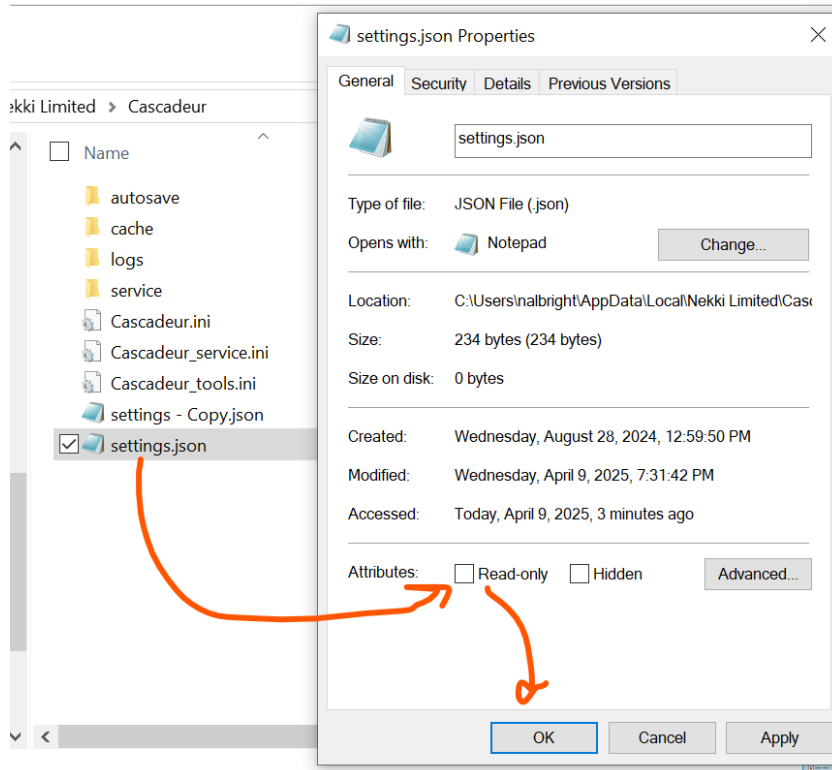
2. Go to \AppData\Local\Nekki Limited\Cascadeur
3. Make a backup of the settings.json. (ctrl+c, ctrl+v) to copy and paste.



4. Open the settings.json. (Open with notepad)



5. Make sure the file can be written to, by right-clicking on the file and under properties unchecking the read only option.



6. Use windows explorer to navigate to the Cascadeur module you setup in the previous set.
7. Navigate to scripts\cg3dcasc\casc-site
8. Copy the entire path of this folder and paste it with quotes into the settings.json file.
9. Replace all backslashes with forward slashes.
10. Under the commands section add "cg3dcmds"
11. It's important to make sure there's no comma at the end of the lines you added IF they're the last line within the path or command group. E.g. If you add "cg3dcmds" BEFORE "commands" then it need a comma and commands doesn't.
12. SAVE

```
settings.json - Notepad
File Edit Format View Help
{
  "ScriptsDir": "",
  "Python": {
    "Path": [
      "C:/Users/Your Username/Documents/maya/modules/cascadeur/scripts/cg3dcasc/casc-site"
    ],
    "Commands": [
      "commands",
      "cg3dcmds"
    ]
  }
}
```

13. Start Cascadeur to confirm you see the Maya menu. If the maya menu is missing OR all of the commands menu items are missing then you messed up the format of the settings.json. You can always replace the settings.json file with you original copy if all else fails.

