

Asset Pack V 0.1

This is a general utility that traverses the network and finds all dependencies of each Maya file (.ma). It collects all data and stores it in the selected folder. Users can drag and drop Maya .ma files to the list and press Start Copy.

The utility first checks the project prefix on the file itself. If there is no prefix, it uses the project prefix box that users have entered in the Project Prefix combo box. You can add more prefix file in projects_prefixes.txt file in installation directory

The utility traverses all nested references and nested standins and collects the found data based on the type in different subfolders inside the copy destination.

The utility has to analyze Maya files with millions of lines of content as text, so the process takes some time. It also needs sufficient disk space in the copy destination folder to copy all the dependency files.

The utility is a valuable tool for managing Maya projects. It can help to ensure that all of the necessary assets are available when a project is being worked on. It can also help to identify and resolve dependencies, which can help to prevent errors and crashes.

How To Use

