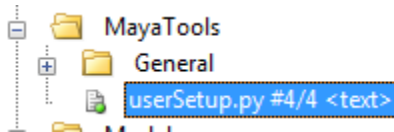


# Animation and Rigging Tools Installation

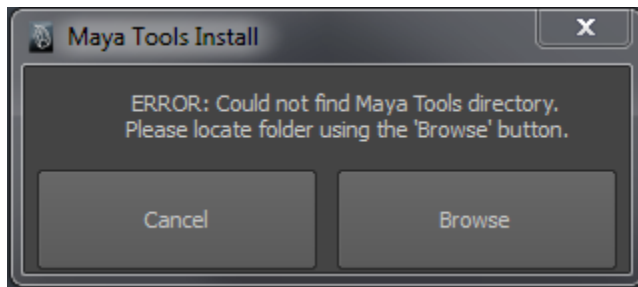
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**1.** Installing the toolset is made as simple as possible. If grabbing the toolset from source control, like Perforce, simply copy the userSetup.py file and place in your maya scripts directory (C:\Users\user.name\Documents\maya\scripts). You will most likely be asked to overwrite the existing file. Unless you've modified something yourself\*, then overwriting is fine. If you have any other instances of userSetup.py in any of your other scripts folders, please delete them.



If not installing from source control, simply copy the entire MayaTools folder anywhere on your hard drive and follow the same steps for the userSetup.py file as listed above.

**2.** Open Maya. You will be presented with a dialog asking you to locate your MayaTools directory. Choose Browse and browse to the location where the root folder named MayaTools is and hit save.



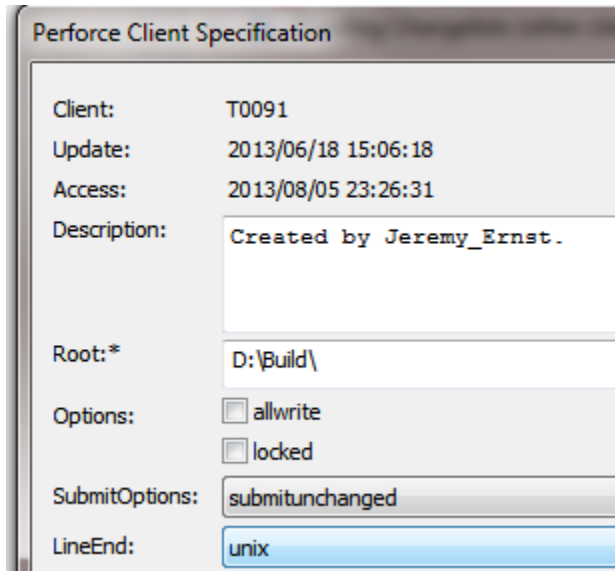
**3.** You will now see an Epic Games menu at the top of your maya menu bar. Enjoy!

\*If you are already using a custom userSetup.py file, have your TD merge the contents of the one supplied with this toolset with your own.

**4.** If you are using source control, and there is an option to change the line end type, change it to unix to avoid your source control application from reformatting files. (more info next page)

### Caution!

If you are using source control, like Perforce, you will need to edit your client spec line endings setting to be unix instead of local. For some reason, having it set to local will break the text file formatting which will result in an error. You can force sync afterwards to apply those changes.



(in p4V, connection → edit current workspace)