

Maya Forum


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Install Maya 2023 Update 3 on Rocky Linux 8.7 (Instructions)

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JabbaTheNut

1683 Views, 12 Replies

02-06-2023 09:14 PM

✓ Install Maya 2023 Update 3 on Rocky Linux 8.7 (Instructions)

I am offering these instructions for installing Maya 2023 Update 3 (2023.3) on Rocky Linux 8.7 to anyone that can benefit by them. The Autodesk guide located [here](#), and the further Autodesk guidance provided [here](#), were my starting points. However, they were not sufficient to complete the task. As well, they contained incorrect instructions targeted to earlier versions of Maya. Consequently, I created the below instruction set to be a more complete installation reference. One should be able to follow the steps below and have a working installation of Maya 2023 Update 3 (2023.3) on Rocky Linux 8.7 at the end. Please note that the instructions below are tailored specifically for Rocky Linux 8.7. Modifications may be required for other Linux distros. Further, note that the instructions are only tested on the package versions listed in the instructions. The Maya, Bifrost, Substance3D for Maya, Maya USD and Pymel packages, used below, were contained in the Maya 2023 Update 3 Linux download from the Autodesk subscriptions download page.

The below instructions assume an initial, basic Rocky Linux 8.7 installation using the "Server with GUI" edition. The first section will provide a quick description of how I setup my initial Rocky installation. Following that section, you will find the complete instruction set for the Maya installation.

NOTE: For each instruction, I have provided the associated Linux commands. You should be able to simply copy the commands and paste them into your Linux terminal.

ROCKY LINUX 8.7 BASE INSTALLATION

1. Install Rocky Linux 8.7 "Minimal" edition
2. Execute the following commands to upgrade to the "Server with GUI" edition:

```
1 | sudo dnf update
2 | sudo dnf groupinstall "Server with GUI"
3 | sudo dnf systemctl set-default graphical
4 | reboot
```

MAYA 2023.3 INSTALLATION

1. Update the basic installation

```
1 | sudo dnf update
```

2. Install the EPEL repository

```
1 | sudo dnf install epel-release
```

3. Enable PowerTools repository

```
1 | sudo dnf config-manager --set-enabled powertools
```

4. Install nVidia drivers (if necessary)

```
1 | sudo dnf config-manager --add-repo https://developer.download.nvidia.com/compute/cuda/repos/rhel8/x86_64/cuda-rhel8.repo
2 | sudo dnf install kernel-devel-$(uname -r) kernel-headers-$(uname -r)
3 | sudo dnf install nvidia-driver nvidia-settings
4 | sudo dnf install cuda-driver
5 | reboot
```

NOTE: Please reboot after installing the nVidia drivers.

5. Install Python 3.9

```
1 | sudo dnf install python39
```

6. Install missing dependencies

```
1 | sudo dnf install redhat-lsb-core.x86_64
2 | sudo dnf install libnsl.x86_64
3 | sudo dnf install pcre-utf16.x86_64
4 | sudo dnf install mesa-libGLU.x86_64
5 | sudo dnf install mesa-libGLw.x86_64
6 | sudo dnf install gamin.x86_64
7 | sudo dnf install audiofile.x86_64
8 | sudo dnf install audiofile-devel.x86_64
9 | sudo dnf install libmng.x86_64
10 | sudo dnf install flite.x86_64
11 | sudo dnf install libpng15.x86_64
12 | sudo dnf install libXScrnSaver.x86_64
13 | sudo dnf install xcb-util-wm.x86_64
14 | sudo dnf install xcb-util-image.x86_64
15 | sudo dnf install xcb-util-keysyms.x86_64
16 | sudo dnf install xcb-util-renderutil.x86_64
17 | sudo dnf install xorg-x11-fonts-IS08859-1-75dpi.noarch
18 | sudo dnf install xorg-x11-fonts-IS08859-1-100dpi.noarch
19 | sudo dnf install liberation-sans-fonts.noarch
20 | sudo dnf install liberation-serif-fonts.noarch
```

7. Download and install the latest Autodesk Licensing Service packages (located [here](#))
NOTE: The order of installation is important (e.g., adlmapps depends on adskflexnetclient).

```
1 | sudo dnf install adskflexnetclient-11.18.0-0.x86_64.rpm
2 | sudo dnf install adlmapps28-28.0.11-0.x86_64.rpm
3 | sudo dnf install adsklicensing13.0.0.8122-0-0.x86_64.rpm
```

8. Verify licensing service status is "active (running)". If not, start it.

```
1 | sudo systemctl status adsklicensing
```

9. Install Maya 2023 Update 3 (2023.3)

```
1 | sudo dnf install Maya2023_64-2023.3-2072.x86_64.rpm
```

10. Manually register Maya with the licensing service

```
1 | sudo /opt/Autodesk/AdskLicensing/Current/helper/AdskLicensingInstHelper register -pk 65701 -pv 2023.0.0.F -el EN_US -cf /var/opt/Autodesk/Adlm/Maya2023/MayaConfig.pit
```

11. Verify that Maya was successfully registered. Maya should appear in the list of products returned by:

```
1 | /opt/Autodesk/AdskLicensing/Current/helper/AdskLicensingInstHelper list
```

12. If you require Bifrost, Substance3D for Maya, Maya USD or Pymel, install them using the rpms included with the Maya download.

```
1 | sudo dnf install Bifrost2023-2.5.1.0-2.5.1.0-1.x86_64.rpm
2 | sudo dnf install AdobeSubstance3DforMaya-2.3.1-2023-Linux.rpm
3 | sudo dnf install MayaUSD2023-202211021008-b68700b-0.20.0-1.x86_64.rpm
4 | sudo dnf install Pymel2023_64-2023.0-23.0.0.0.x86_64.rpm
```

13. Download and install Arnold for Maya 2023 (found [here](#))
NOTE: Be sure to make the .run file executable

```
1 | sudo chmod +x MtoA-5.2.2.2-linux-2023.run
2 | sudo ./MtoA-5.2.2.2-linux-2023.run
```

14. Launch Maya 2023 and login!

```
1 | /usr/autodesk/maya2023/bin/maya
```

Good Luck!

- ✔ Solved by JabbaTheNut. [Go to Solution.](#)
- ✔ Solved by JabbaTheNut. [Go to Solution.](#)


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12 REPLIES

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JabbaTheNut

 in reply to: [JabbaTheNut](#)

02-06-2023 09:46 PM

☒ Just marking as solved.




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MESSAGE 3 OF 13



JabbaTheNut

 in reply to: [JabbaTheNut](#)

02-08-2023 08:08 PM

☒ I apologize. I made a small mistake on the Rocky Linux 8.7 installation section. Instead of this command:

1

|

sudo dnf systemctl set-default graphical

It should have been as follows:

1

|

sudo systemctl set-default graphical

Sorry about the error.




0 Likes

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REPLY

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JabbaTheNut

 in reply to: [JabbaTheNut](#)

02-08-2023 08:46 PM

For those who would like to also install Mudbox 2023, the additional instructions are as follows:

These instructions assume you have already followed the instructions to install Maya in the original post.

Mudbox 2023 Additional Instructions

1. Install additional dependencies

1

|

sudo dnf install compat-libtiff3.x86_64

2

|

sudo dnf install libcanberra-gtk2.x86_64

2. Install Mudbox 2023

1

|

sudo dnf install Mudbox2023_64-2023-23.x86_64.rpm

3. Manually register Mudbox with the licensing service

1

|

sudo /opt/Autodesk/AdskLicensing/Current/helper/AdskLicensingInstHelper register -pk 49801 -pv 2023.0.0.F -el EN_US -cf /var/opt/Autodesk/Adlm/Mudbox2023/MudboxConfig.pit

4. Verify that Mudbox was successfully registered.

Mudbox should appear in the list of products returned by:

1

|

/opt/Autodesk/AdskLicensing/Current/helper/AdskLicensingInstHelper list


5. Launch Mudbox 2023

1

|

/usr/autodesk/mudbox2023/mudbox.sh

Good Luck!




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JabbaTheNut


 in reply to: [lukemoore3](#)

02-28-2023 09:32 AM

Hi [@lukemoore3](#),

Sorry for the delayed response. I decided to attempt an installation on Fedora 37, which took longer than I expected. The dependency requirements are somewhat different than they are on Rocky Linux. In the end, I was able to determine the dependency requirements, but was unsuccessful in getting Maya to work. After successfully logging in, Maya would soon complain about Wayland and then crash. I tried using Xorg on the default Gnome version of Fedora 37 ("Gnome on Xorg"). However, I could not get Xorg working with current nVidia drivers (I am using 2 3090Ti GPUs). Logging into Gnome on Xorg with the nVidia drivers only resulted in a black screen. I also tried using Xorg on the Plasma KDE version of Fedora 37. I had the same issue with nVidia drivers, namely the black screen problem. Apparently, the black screen issue is prevalent. I have seen a lot of commentary on the problem. Until the nVidia issue is resolved with Xorg (or Maya supports Wayland), I am afraid a Maya installation on Fedora 37 is not doable (for me).

If anyone knows how to work around the nVidia/Xorg issue of Fedora 37, please provide some guidance. I would be happy to figure out the Maya installation steps once I get past this issue.




1 Like

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REPLY

MESSAGE 7 OF 13




lukemoore3

 in reply to: [JabbaTheNut](#)

03-01-2023 12:07 AM

Ah I see, that just as I thought. Ok I'm going to hold out and keep trying to get rocky 8.7 working on my Mac, as 9 doesn't work due to dependency's.




0 Likes

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REPLY

MESSAGE 8 OF 13




smbell1979

 in reply to: [JabbaTheNut](#)

03-06-2023 07:42 AM

Maya is running perfect on Fedora 37 here under Xorg with the nvidia drivers from the rpmFusion repo.



2 Likes


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https://forums.autodesk.com/t5/maya-forum/install-maya-2023-update-3-on-rocky-linux-8-7-instructions/td-p/11735138

3/4

MESSAGE 12 OF 13

 [ostlerda](#) in reply to: [JabbaTheNut](#)

06-30-2023 04:24 PM

Any ideas why the installer doesn't work? I just get a blank white splash screen instead of the usual maya setup screen when running `sudo ./Setup`

 0 Likes

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