

## Setting up PyQt for use with Maya

1. Download Python 2.6
  - a. <http://www.python.org/download/releases/2.6/>
2. Download the appropriate PyQt into your python2.6 directory (I assume C:\Python26)
  - a. Assuming Windows
    - i. <http://nathanhorne.com/?p=451>
  - b. If installing under OSX here's a link for a build
    - i. <http://www.justinfx.com/2011/11/09/installing-pyqt4-for-maya-2012-osx/>
3. In your Maya Python site packages directory make a pyqt.pth file that links to your standalone python2.6 directory. I've supplied one as an example
  - a. Your Maya Python Directory will be something like:
    - i. C:\Program Files\Autodesk\Maya2012\Python\lib\site-packages
  - b. The .pth I've supplied links to C:\Python26\Lib\site-packages
4. Everything should be working so that if you relaunch Maya you can run the test code.

#####

# PyQt Test Code

# If this shows a button then everything is installed and running properly

from PyQt4 import QtGui

btn = QtGui.QPushButton("this is a button")

btn.show()

#####