Getting started

Installation

Windows installer

Download .msi by selecting "Windows Installer" download option in release page. Installation will place files in `C:\ProgramData\Autodesk\ApplicationPlugins\ngskintools2` (unless your `%ProgramData%` environment variable is different).

> ❶ Note
>
> Using autoloader system, nothing needs to be configured additionally from Maya's point of view. Maya scans autoloader locations for plugins at startup, and configures each discovered plugin automatically. Autoloader will create a "ngSkinTools2" shelf with a button to open UI.

Linux installer

Download "Installer for Linux" in release page. The zip contains single shell file that will extract plugin contents in:

- `~/Autodesk/ApplicationPlugins/ngskintools` (single user) or
  * `/usr/autodesk/ApplicationPlugins/ngskintools` (all users / root)

> ❶ Note
>
> Using autoloader system, nothing needs to be configured additionally from Maya's point of view. Maya scans autoloader locations for plugins at startup, and configures each discovered plugin automatically. Autoloader will create a "ngSkinTools2" shelf with a button to open UI.

Manual setup - all platforms

If you really need to manually configure installation, you need three things (assuming you've got some experience setting up a Maya plugin):

- Add `ngskintools2\Contents\plug-ins\windows-maya2020-64bit` to `MAYA_PLUG_IN_PATH` (use particular plugin path for your OS/Maya version);

- Add `ngskintools2\Contents\scripts` to `PYTHONPATH` ;
- Add ngSkinTools shelf button with python code:

```
import ngSkinTools2; ngSkinTools2.open_ui()
```