

Installation

First of all: there is generally more than one possible way to install Maya add-ons like plug-ins, scripts etc. In case of wobble, so called *modules* are used, which means all files belonging to a certain tool (in this case plug-ins, scripts and icons) are kept together in one location. Maya is then just told the path pointing to that module using a simple text file. So this last file is the only thing that has to be in a certain location where it is recognized by Maya (the so called MAYA MODULE PATH). Please refer the section *Environment Variables* in the Maya documentation.

I highly recommend installing wobble like that (using one of the methods described below).

Global vs. Local Installation

Until now, (except for Mac OSX) the manual installation instructions were to install wobble in the users domain within \$HOME/maya/<version> (e.g. c:\users\felix\documents\maya\2016-x64, or /home/felix/maya/2016-x64). This way the tool is only available to that certain user on the computer. I decided to also offer a system-wide installation, so wobble is installed somehow like an application and thus available to every user.

Using modules, it is also possible to install wobble in a completely different location, e.g. on a shared network location/network drive. Please refer to the Maya Documentation for further information on modules.

Installer

Windows

Due to a restriction in the installer builder ([Inno Setup](#)), there are two separate installers now – one for global (for all users) installation and one to install for the current user only (differences see paragraph above).

If you want a custom installation different from the options offered here (e.g. on the network) you can just grab the files from an existing installation – I assume if you want to do something like that you are an advanced user and know how to deal with those files (see also Chapter *Installation*). If installing first is not an option, you can try extracting the files directly from the installer executable using one of these third-party-tools: [Inno Setup Unpacker](#) or [innoextract](#). This is something I did not try and will not give any support for.

After installation

- 1) Go to the Plug-in-Manager and load "wobble", also select "auto load" if you want.

- 2) Appropriate items are added to the bottom of in the *Deform* menus in the *Modeling* as well as the *Rigging* menu set.

Linux

There is a script for automatic installation now. Open a terminal, run

```
sh install_wobble-0.9.6-<version>_LINUX.sh
```

and follow the instructions. Existing Maya versions are detected automatically. You can only install for one Maya version at a time, so you might run the installation script multiple times. If you choose global installation you need to be able to sudo. As an alternative you can directly run the installer as root. In case of global installation wobble is installed to `/usr/local/feTools/wobble`.

This installer script requires python version 2.4 or later.

Technically this installer is simply a bash script with an attached tgz archive. If you want manual installation, do the following to extract the tarball from the installer:

```
dd if=install_wobble-0.9.6-<version>_LINUX.sh  
of=wobble-0.9.6-<version>_LINUX.tar.gz bs=1 skip=292
```

After installation

- 1) Go to the Plug-in-Manager and load "wobble", also select "auto load" if you want.
- 2) Appropriate items are added to the bottom of in the *Deform* menus in the *Modeling* as well as the *Rigging* menu set.

Important: If you use this installer to install wobble for an older Maya version for which you have already installed it manually before, please get sure to first remove the old installation.

Mac OSX

Please note: For Maya 2015 and upwards there is no OSX version available at the moment. This is due to some serious difficulties trying to keep up with OSX versions. You basically need a different version of the compiler (the tool to create the plugins) for each new Maya version. This is hardly to maintain, especially if you are not a native Mac user and just have occasional access to a Mac. Sorry about that.

Unfortunately there is no installer for Mac OSX yet. But I am working on that. So for now please follow the old instructions for manual installation.

Manual Installation:

Mac OS X

- 1) Quit Maya
- 2) Depending on for what versions of maya you want to install the wobble copy one or more of the subfolders with the according version number to
`/Users/Shared/Autodesk/maya.`
You may need administrator privileges to do that. If necessary contact your system administrator.
- 3) Start Maya
- 4) Go to the Plug-in-Manager and load "wobble", also select "auto load" if you want.
- 5) Appropriate items are added to the bottom of in the *Deform* menus in the *Modeling* as well as the *Rigging* menu set.