Written: Dec 6 2022
Updated: Dec 6 2022

This is instructions for setting up the Motel 23 Studios custom asset exporter. There's a few minutes of set up, but once that is done you should be able to get any updates you need through Perforce automatically without having to touch anything else.

Before you start, make sure you've pulled the latest changes from the Perforce depot.

Setting up settings.json

Step 1: Copy 'settings.json' into your C: drive's "Program Files" folder

Do not delete this file! Everyone needs a copy of it in a standard location. It doesn't matter where you have the project installed as long as settings.json is in Program Files.
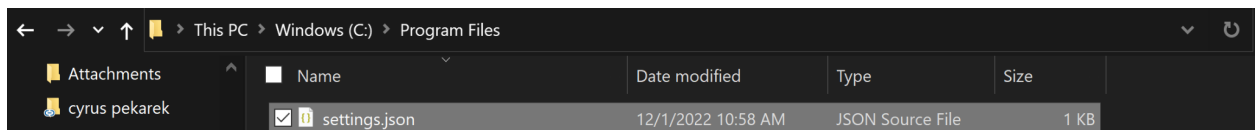

Make sure you check this file out before copying it. That way, it will be writable, not just read-only.
If you encounter errors trying to do this, try making a new text file, naming it settings.json, and copying all of the text. **The name has to be exact.**

Step 2: Open the file in any text editor and replace "Your project path here" with the path of the depot.

I put it in documents, but it could be anywhere on your PC.
This is what you want to copy:
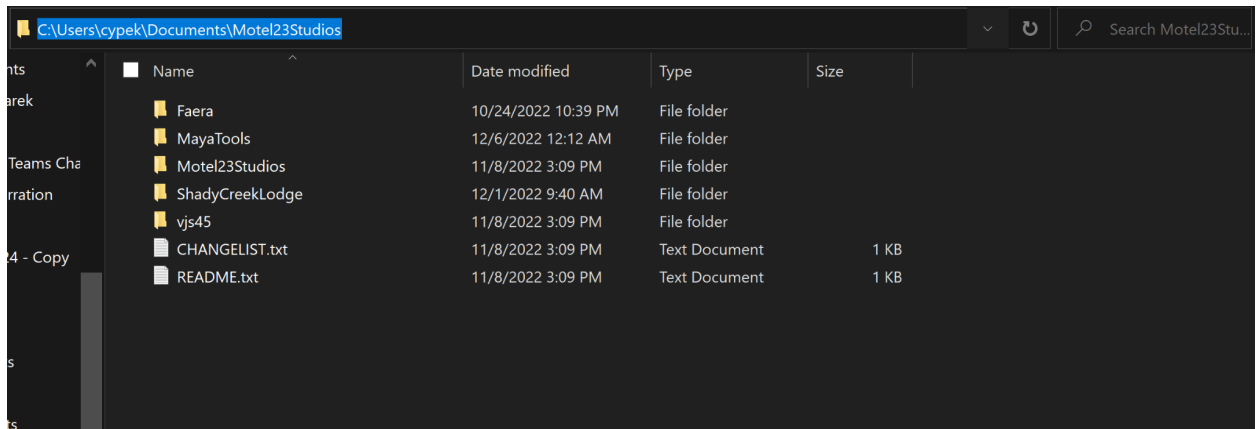
This is what the file should look like:

```
{
    "projectDirectory": "C:/Users/cypek/Documents/Motel23Studios"

}
```

<u>Pay attention to the slashes:</u> If your path contains these slashes: \ replace them with these: / so it looks like the above
If you do not do this, the script will not work!

Make sure you **save** the file and close it. You're all done here!

Setting up maya.env

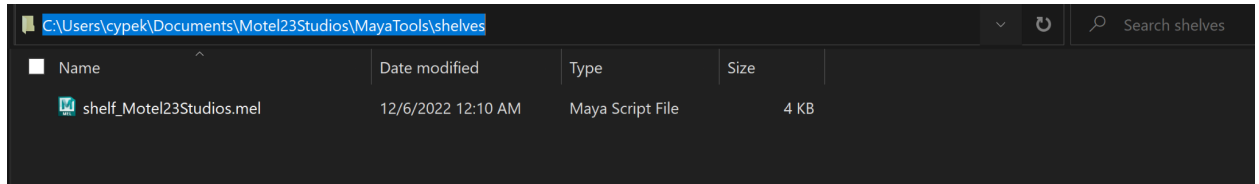Step 3: Locate and open up **maya.env** in any text editor

Make sure you're opening up maya.env for the <u>current version</u> of maya you are using. If you have more than one version of maya installed, they will all have different env files.
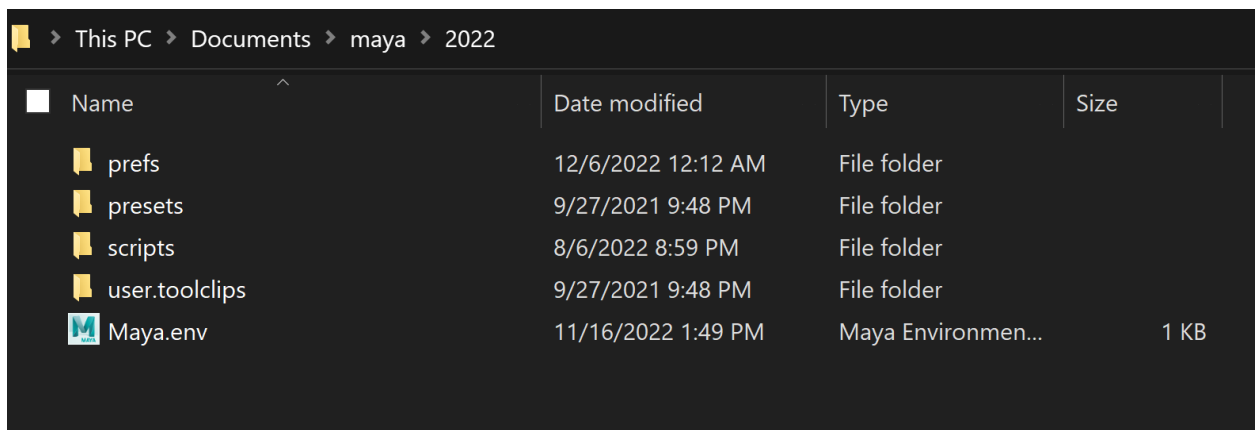
The file should be blank (or mostly blank if you've had to alter it before)

Step 4: Add the shelves variable to the env file

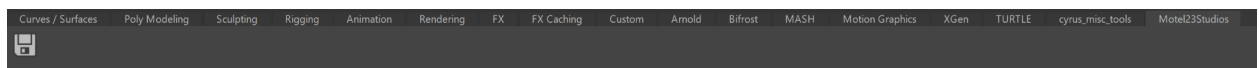Find the "shelves" folder inside the perforce Depot. It should have "shelf_Motel23Studios.mel" inside of it.

C:\Users\cypek\Documents\Motel23Studios\MayaTools\shelves				⌄ ↻	𝒫 Search shelves
☐ Name	Date modified	Type	Size		
☐ 🖼 shelf_Motel23Studios.mel	12/6/2022 12:10 AM	Maya Script File	4 KB		

Paste the path of that folder inside the env file, then add : "MAYA_SHELF_PATH = " before it.

It should look like this:

```
MAYA_SHELF_PATH = C:\Users\cypek\Documents\Motel23Studios
\MayaTools\shelves
|
```

It's okay if you have extra variables in there, but if you already have MAYA_SHELF_PATH, replace it.

Save the file and close it. You're all done! The next time you open Maya, you should see an extra shelf labeled "Motel23Studios".

Curves / Surfaces	Poly Modeling	Sculpting	Rigging	Animation	Rendering	FX	FX Caching	Custom	Arnold	Bifrost	MASH	Motion Graphics	XGen	TURTLE	cyrus_misc_tools	Motel23Studios

If you don't see this, make sure you've set up your maya.env file properly.

If everything works, you'll never have to open this document again unless you move your depot somewhere else.

If you encounter any issues during setup, please message me (Cyrus, syrup#1523) on discord.