

ZOO 2: MANUAL INSTALL INSTRUCTIONS

This document is the *Manual Install* instructions for Zoo Tools Pro 2. For an easier install type see the *Easy Install PDF*.

The manual install type is usually for Technical Directors or *IT* for installing in customized locations such as a shared network location.

Zoo Tools Pro 2 is a *Maya Module* and can be installed manually. At this time Zoo2 only contains python scripts and has no compiled C++ plugins.

Note: Zoo 2 does not run with Zoo 1 also installed. Disable Zoo 1 before installing Zoo 2. (Scroll down for instructions)

ZOO 2: OVERVIEW

For the full video, instructions see

<https://create3dcharacters.com/maya-zoo-tools-pro-installer/>

This manual installer is compatible with Windows, Linux (Centos), and OSX.

FINDING YOUR MAYA PREFERENCES FOLDER

See this link for finding your Maya preferences folder on your OS

<https://knowledge.autodesk.com/support/maya/learn-explore/caas/CloudHelp/cloudhelp/2019/ENU/Maya-Customizing/files/GUID-045ADC80-E38A-4F2C-A428-8CE19D51D3A8-htm.html>

Or in Maya's Script Editor (python tab) you can also use this code. Copy into Maya's Script Editor (Python Tab), highlight and press the *Play Icon*.

```
import os
import maya.mel as mel
print os.path.abspath(os.path.join(mel.eval("internalVar -upd") , "../..")),
```

ZOO 2: MANUAL INSTALL

<https://create3dcharacters.com/maya-zoo-tools-pro-installer/#2.1>

1. Copy the zip folder "*maya/scripts/zootoolspro*" into your *maya/scripts/* preferences directory. So your resulting path will be like

Windows 10

C:/Users/<user>/Documents/maya/scripts/zootoolspro

Linux (Centos)

/home/<user>/maya/scripts/zootoolspro

OSX

/Users/<user>/Library/Preferences/Autodesk/maya/zootoolspro (OSX)

**OSX Note: To open the Preferences directory:*

Select Finder > Go, press Alt and the Library folder will appear in the menu.

2. Copy the contents of the zip folder called "*modules*" to *documents/maya/modules*, create the folder "*modules*" if it does not exist.
3. Open the copied "*zootoolspro.mod*" in a text editor; you should see the code below.

```
+ zootoolspro 2.0 C:/path to zoo/zootoolspro/install/core/extensions/maya
ZOOTOLS_PRO_ROOT := ../../
scripts: ./Scripts
```

4. Change "*C:\path to zoo*" to your path to the *zootoolspro* folder. Hit save.

Replace Example Windows

C:\Users\<user>\Documents\maya

Replace Example OSX

/Users/<user>/Library/Preferences/Autodesk/maya/

**OSX Note: To open the Preferences directory:*

Select Finder > Go, press Alt and the Library folder will appear in the menu.

Replace Example Linux

/home/<user>/maya/

5. Open Maya, the shelves will load.
6. To install the hotkeys, open the Zoo Hotkey Editor and click yes in the popup window.

ZOO 2: MANUAL UPGRADE

<https://create3dcharacters.com/maya-zoo-tools-pro-installer/#2.2>

To manually upgrade Zoo 2 you just need to replace the files in
/yourPath/maya/zootoolspro/

You do not need to add or modify your *.mod* file

1. Close Maya
2. Open the zip
3. Delete the contents of *yourPath/maya/scripts/zootoolspro*
4. Copy the files from the zip folder "zootoolspro" into
yourPath/maya/scripts/zootoolspro
5. Open Maya, Zoo2 has been updated
6. To update the zoo hotkeys open
Zoo Preferences Window > Zoo Hotkey Editor > Update Zoo Hotkeys
Then hit save in the Zoo Preferences Window.

ZOO 2: INSTALLING THE ASSETS/PRESETS

Zoo Tools Pro 2 comes with over 1GB of presets and assets.

You must download and install the pack separately. You can find the download link on the installer page, see the button "*ASSETS & PRESETS – DOWNLOAD.*"

<https://create3dcharacters.com/maya-zoo-tools-pro-installer/>

ZOO 2: UNINSTALL ZOO TOOLS PRO 2

<https://create3dcharacters.com/maya-zoo-tools-pro-installer/#7.1>

To uninstall Zoo Tools Pro 2, delete the files in 3 locations.

1. Delete Folder *mayaPrefsPath\maya\scripts\zootoolspro*
2. Delete File *mayaPrefsPath\maya\modules\zootoolspro.mod*
3. Delete Folder *zooPreferencesPath\zoo_preferences*

Maya Preferences Path

To find the path to your *Maya Preferences*,

Example Windows

C:\Users\yourUserName\Documents\maya\

Example OSX

/Users/<user>/Library/Preferences/Autodesk/maya/

*OSX Note: To open the Preferences directory:

Select Finder > Go, press Alt and the Library folder will appear in the menu.

Example Linux

/home/<user>/maya/

You can also print the path in Maya's Script Editor, which is useful for companies/universities.

Copy into Maya's Script Editor (Python Tab), highlight and press the *Play Icon*.

```
import os
import maya.mel as mel
print os.path.abspath(os.path.join(mel.eval("internalVar -upd") , "../..")),
```

Zoo Preferences Path

To find the path to the *zoo_preferences* folder, open the *Zoo Preferences Window*.

Zoo Preferences (Cog Icon) > General > Zoo Preferences Folder (World Icon)

ZOO 2: INSTALLING THE HOTKEYS

After completing the installer, you can install the Zoo Hotkeys within Maya.

The Zoo Hotkeys are optional, and you can use the ";" hotkey to toggle between Maya's Default Hotkeys and the Zoo set.

You can also customize your own hotkeys.

To install.

1. Open the *Zoo Hotkey Editor* (Zoo shelf > keyboard icon).
2. Click "Ok" when the Hotkey Popup window appears.

You have installed the hotkeys. Close the Hotkey window.

ZOO 2: UPDATE OR UNINSTALL HOTKEYS

To uninstall or update the hotkeys after upgrading to a new version.

1. Open the *Zoo Preferences Window* (Zoo shelf > Cog icon).
2. Click "Zoo Hotkey Editor" in the left menu bar.
3. Click "Update Zoo Hotkeys" or "Delete Zoo Hotkeys"

ZOO 2: DISABLE ZOO 1 INSTRUCTIONS

If you have Zoo Tools Pro 1 installed, you must disable it to use Zoo Tools Pro 2. You can switch versions by following this video.

<https://create3dcharacters.com/maya-zoo-tools-pro-installer/#4.1>

1. Close Maya
2. Rename the create3dcharacters folder, you can find it in your maya\version prefs folder. Please use the appropriate version of Maya, here we are changing 2020.

`\maya\2020\scripts\create3dcharacters`

Rename *create3dcharacters* to *create3dcharacters_bak*

Example Windows

C:\Users\yourUserName\Documents\maya\2020\scripts\create3dcharacters
to create3dcharacters_bak

Example OSX

/Users/<user>/Library/Preferences/Autodesk/maya/2020/scripts/create3dcharacters to create3dcharacters_bak

*OSX Note: To open the Preferences directory:

Select Finder > Go, press Alt and the Library folder appears in the menu.

Example Linux

/home/<user>/maya/2020/scripts/create3dcharacters to
create3dcharacters_bak

3. Start Maya