

ZOO 2: DRAG AND DROP INSTALL

This document is the *Easy Install/Upgrade* instructions for Zoo Tools Pro 2. See the *Manual Install* instructions for the manual install type.

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

Zoo2 is not compatible with Zoo1. Be sure you do not have *Zoo Tools Pro 1* enabled. You can find the Zoo1 disable instructions at the bottom of this document.

To install, just drag and drop the file, "dragdropinstall.py" into Maya's main window.

Check 1: You must unzip all files into a folder before dragging the file in Maya. Don't drag from inside your zip program.

Check 2: Avoid unzipping the files to locations where they may be automatically blocked or protected like cloud locations such as *Dropbox* or *One Drive*.

1. Unzip all contents of the zip file into any folder. Do not drag from the zip.
2. Find the file "*dragdropinstall.py*" & drag/drop it into Maya's main window.
3. A UI will appear. Use the default folder settings.
4. Press Install/Upgrade Zoo Tools Pro. Check the success message.
5. Restart *Maya*, the *ZooToolsPro* shelf will appear.

You have installed *Zoo Tools Pro 2*.

ZOO 2: HOW THE INSTALLER WORKS

This installer installs or upgrades Zoo Tools Pro 2 in two steps.

1. Copies/replaces the folder *maya/scripts/zootoolspro* into *yourPreferences/maya/scripts/zootoolspro*
2. Creates/replaces the *zootoolspro.mod* file in *yourPreferences/maya/modules/zootoolspro.mod*

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