

# Quadruped Rigger *Install Guide*



1. Copy all Quadruped Rigger scripts from the downloaded **script** folder to the following directory:

(Win) **C:\Users\USERNAME\Documents\maya\2015-x64\scripts**

(Mac) **/Users/USERNAME/Library/Preferences/Autodesk/Maya/2015-x64/scripts**

Alternatively you can also use any other scripts folder that Maya usually goes through when looking for scripts.

*Make sure you don't move the scripts from the quadrupedRigger folder to a different location. The scripts need to stay in this folder for the rigger to work.*

2. Copy all icons from the downloaded **icons** folder to the following directory:

(Win) **C:\Users\USERNAME\Documents\maya\2015-x64\prefs\icons**

(Mac) **/Users/USERNAME/Library/Preferences/Autodesk/Maya/2015-x64/prefs/icons**

3. Edit your **userSetup.mel**.

- If there is no such file in your script folders (like the folders mentioned above), just use the one provided and place it like the other scripts in your scripts directory.
- If you already have a **userSetup.mel**, just add the following line:

```
icQuadRigStartUp;
```

This makes sure that the rigging scripts will be available when running maya.

4. Start Maya

5. In Maya type in the following command in the command line:

**icQRsetup;** (enter with Ctrl + Return)

6. In the appearing dialogue type in the name of the shelf-tab, where the icons should appear.

7. Start the Quadruped Rigger with the new icon in the shelf.

## NOTE - NEW HOTKEY:

Running the **icQRsetup.mel** not only installs the icons in the shelf but also establishes a shortcut for the provided marking menu. This will be set to **SHIFT + Y** by default. If you have a shortcut already setup for this configuration this will be overwritten. To change the hotkey you have to edit the **icQRsetup.mel**.

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