

HOMEWORLD2

Maya 3.0 Tools – Installation for Homeworld 2

This document is intended to guide you through setting up Homeworld 2 RDN tools to work with Maya. You must have Maya version 3.0 or above installed.

Note: At the time of this release, Personal Learning Editions of Maya do not support plug-ins and are not compatible with this RDN package

1. Download and install the RDN package.
2. Make sure that the following environment variables are set:
 - a. HW2_ROOT -> "C:\Program Files\Sierra\Homeworld2" or whatever your Homeworld 2 project directory might be.
 - b. MAYA_APP_DIR -> "%HW2_ROOT%\Maya"
 - c. MAYA_INSTALL_DIR -> "C:\AW\Maya3.0" or wherever Maya is installed on your computer.
3. Copy IMFPSD.dll from %HW2_ROOT%\Maya\3.0\plugins to %MAYA_INSTALL_DIR%\bin\plug-ins\image. This enables the reading of Photoshop .PSD files.
4. Copy msvci70.dll from %HW2_ROOT%\Maya\3.0\plugins to %MAYA_INSTALL_DIR%\bin. This enables Maya to use release build plug-ins.
5. If you are using Maya version 4.0, 4.5 or 5.0, do the following:
 - a. Rename the folder %HW2_ROOT%\Maya\3.0 to %HW2_ROOT%\Maya\#.#, where "#.#" is your Maya version (4.0, 4.5 or 5.0).
6. When you load Maya for the first time you should be able to see the Relic Tool Shelf. If you do not make sure that all the environment variables are set correctly, and are working.
7. Go into Windows->Settings/Preferences->Plug-in Manager and make sure that the following items are set to 'auto load' (these are the Homeworld 2 plug-ins and should appear if the installation was done properly):
 - a. AnimExport.mll
 - b. Annotation.mll
 - c. FlightManeuversExport.mll
 - d. FreezeShipScale.mll
 - e. Homeworld2Export.mll
 - f. HW2GetBB.mll
 - g. LeverExport.mll
 - h. Shizoom.mll
8. Close and restart Maya.