



# BlastCode

## Shelf and Toolbox Package

**NOTE:** This is an Independent Product built by GT3D Animation Studio to use alongside the Blastcode Plugin for Maya. We would like to acknowledge those who have assisted with the creation of this package. This includes... Ed Caspersen and Kevin Mannens.

**NOTE:** Most of the scripts have been added to the Blastcode Shelf the standard way by holding down the keys CTRL+SHIFT (plus ALT on OSX) and then selecting the Blastcode Menu Item you want to add to the Shelf. Also due to the fact that software gets updated, certain shelf icons may no longer work. In this situation it is a simple process of opening the Script Editor window and turning on Echo Commands under the History menu. Then you just select the Blastcode menu item (or Blastcode Toolbox item) you want and then watch the History window in the Script Editor as it will display the command for the selected menu item. This command can then be highlighted and Middle-Mouse-Button dragged to the Shelf as a Mel command and then assigned the appropriate icon.

## Installation Instructions

Quit Maya if it is running. Unzip the package that you downloaded. You will see two folders being **BlastcodeShelf** and **BlastcodeToolbox**.

### HOW TO INSTALL THE BLASTCODE SHELF:

01. Copy the appropriate 'shelf\_Blastcode.mel' file to the 'shelves' folder for your user account and operating system.

<b>OSX:</b>	Maya 2011 - 2013	/Users/ <b>Username</b> /Library/Preferences/Autodesk/maya/2013-x64/prefs/shelves/
<b>LINUX:</b>	Maya 2011 - 2013	/home/ <b>Username</b> /maya/2013-x64/prefs/shelves/
<b>WIN:</b>	Maya 2011 - 2013	C:\Documents and Settings\ <b>Username</b> \My Documents\Maya\2013\prefs\shelves\

02. Navigate to the 'icons' folder for your operating system and copy the whole 'BlastcodeShelf' folder to your Maya user prefs icons location.

<b>OSX:</b>	Maya 2011 - 2013	/Users/ <b>Username</b> /Library/Preferences/Autodesk/maya/2013-x64/prefs/icons/
<b>LINUX:</b>	Maya 2011 - 2013	/home/ <b>Username</b> /maya/2013-x64/prefs/icons/
<b>WIN:</b>	Maya 2011 - 2013	C:\Documents and Settings\ <b>Username</b> \My Documents\Maya\2013\prefs\icons\

### HOW TO INSTALL THE BLASTCODE TOOLBOX:

01. Copy the appropriate 'BlastcodeToolbox.mel' file to the 'scripts' folder for your user account and operating system.

<b>OSX:</b>	Maya 2011 - 2013	/Users/ <b>Username</b> /Library/Preferences/Autodesk/maya/2013/scripts/
<b>LINUX:</b>	Maya 2011 - 2013	/home/ <b>Username</b> /maya/2013-x64/scripts/
<b>WIN:</b>	Maya 2011 - 2013	C:\Documents and Settings\ <b>Username</b> \My Documents\Maya\2013\scripts\

02. Navigate to the 'icons' folder for your operating system and copy the whole 'BlastcodeToolbox' folder to your Maya user prefs icons location.

<b>OSX:</b>	Maya 2011 - 2013	/Users/ <b>Username</b> /Library/Preferences/Autodesk/maya/2013-x64/prefs/icons/
<b>LINUX:</b>	Maya 2011 - 2013	/home/ <b>Username</b> /maya/2013-x64/prefs/icons/
<b>WIN:</b>	Maya 2011 - 2013	C:\Documents and Settings\ <b>Username</b> \My Documents\Maya\2013\prefs\icons\

**RESTART MAYA** (Please Refer to Maya Documentation for further information about Customising and Installing scripts etc.) Using the Script Editor or Command Line type in 'source "BlastcodeToolbox.mel"'.  
If you have any questions or comments about either the Blastcode Shelf and Toolbox please contact: [gt3d@yahoo.com](mailto:gt3d@yahoo.com)

