

# OutlinerPlus

## Installation Guide

- 1.) Read and accept the license before installing this software ( **License.pdf** )
- 2.) Please copy the files

**OutlinerPlus.pyc**  
**OutlinerPlus.ini**  
**userSetup.py**

to the default maya scripts folder.

In Windows XP the path to the Maya script folder should be something like this:  
<drive>:\Documents and Settings\<username>\My Documents\maya\<version>\scripts\

In Windows Vista / 7 / 8 the path to the Maya script folder should be something like this:  
<drive>:\Users\<username>\Documents\maya\<version>\scripts\

In Mac OSX the path to the Maya script folder should be something like this:  
/Users/<username>/Library/Preferences/Autodesk/maya/<version>/scripts/

A sure way to get the correct path is to ask Maya. Open the script editor, click on the MEL Tab and enter the following command to get the current script path:

```
internalVar -userScriptDir;
```

If there is already a userSetup.py file in the scripts folder, please manually merge both files with a texteditor like notepad.

- 3.) Copy the file **shelf\_OutlinerPlus.mel** to the default maya shelf folder.

A sure way to get the correct shelf path is to ask Maya. Open the script editor, click on the MEL Tab and enter the following command to get the current shelf path:

```
internalVar -userShelfDir;
```

- 4.) That's it! Start / Restart Maya. You should now see the OutlinerPlus window as a docked window on the left side. There is also a new shelf called OutlinerPlus. By clicking the icons in this shelf you can start OutlinerPlus as a floating window or dockable window. Furthermore you can use OutlinerPlus as a panel. Just switch any Maya Panel like the standard Outliner to OutlinerPlus by clicking on *Panels* → *Panel* → *OutlinerPlus*.

## Furthermore you can...

## Start OutlinerPlus with the following Python commands:

Open the script editor and enter the following commands in the python tab to open OutlinerPlus as a standard window:

```
import OutlinerPlus
OutlinerPlus.startAsWindow()
```

or as a dockable window with:

```
import OutlinerPlus
OutlinerPlus.startAsDockableWindow()
```

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## Add more node types or custom functionality to OutlinerPlus without programming knowledge:

To add new or remove predefined node categories or add custom functionality to the popupmenu simply open the OutlinerPlus.ini file with a text editor like notepad.

There you can add lines with the format:

```
NameOfCategory=nodeType,nodeType,nodeType,...
```

The following line adds the „Lights“ category to OutlinerPlus for example:

```
Lights=ambientLight,directionalLight,spotLight,pointLight,areaLight,volumeLight
```

This feature makes it possible to add custom node types that come with plugins like V-Ray or Maxwell renderer for example.

You can add or remove functions to the OutlinerPlus popup menu by adding a line with the format:

```
<MELBUTTON><Title Of Button><MEL Command>
```

or

```
<PYTHONBUTTON><Title Of Button><Python Command>
```

As an example you can add the Maya Function to delete the history of selected nodes with the following line:

```
<MELBUTTON><Delete History><delete -ch;>
```