

MAYA PlugIn Notes

Create a Visual C++ Project:

Invoke: Microsoft Visual Studio
Select New Project
 Select Project Type: Visual C++ Project;
 select Template: Win32Project
 Type in a Name (at appropriate location, e.g. Z:\MayaPlugIns);
 hit OK
Select Application Settings,
 select Additional type: DLL;
 select Additional option: Empty Project;
 hit FINISH

Open the Project Properties and modify them for a MAYA plug-in:

Select Project->Properties
In settings below, use whatever Maya version you're using (e.g. 8.0)
Apply the settings to both the debug and release versions (all configs should work).
C/C++ -> General -> Additional Include Directories:
 C:\Program Files\Alias\Maya8.0\include
C/C++ -> Preprocessor -> Preprocessor Definitions: add the following
 WIN32;NDEBUG;_WINDOWS;NT_PLUGIN;
Linker -> General -> Output File:
 change the .dll to .mll
Linker-> General -> Additional Library Directories:
 C:\Program Files\Alias\Maya8.0\lib
Linker -> Input -> Additional Dependencies:
 opengl32.lib Foundation.lib OpenMaya.lib OpenMayaUI.lib
 OpenMayaAnim.lib OpenMayaFX.lib OpenMayaRender.lib
Linker -> CommandLine -> Additional Options:
 /export:initializePlugin /export:uninitializePlugin
hit OK

Create plug-in code:

For example, open existing file: makeSphere.cpp and 'save as' to the current directory you're using for this plug-in
Project -> Add Existing Item; select .cpp file
Build->Build solution - should not have any errors

Move plugin to maya directory:

check for .mll file under Debug folder where project is (e.g.,
 Z:\MayaPlugIns\MakeSphere\Debug/
copy .mll file to folder z:/maya/plugins/

in Maya:

Window->Settings/Preferences->PlugIn Manager
Scroll down to Z:/maya/plug-ins and check 'loaded'; click on 'i'
 (if you don't see your plug-in, hit 'refresh'; then it should appear; if not, exit Maya, then get back in and try again)
Your command(s) should appear in window under 'Plug-in Features'
On command line at bottom of Maya main window, type in your command