

Overview

Below is a list of supported Exporters and their associated file names. From Maya 2014, 32-bit support has been [discontinued](#).

Plugin Files for Different Versions of Maya

Version		File
Maya 2009	32bit	MayaCryExport22009.mll
	64bit	MayaCryExport22009_64.mll
Maya 2010	32bit	MayaCryExport22010.mll
	64bit	MayaCryExport22010_64.mll
Maya 2011	32bit	MayaCryExport22011.mll
	64bit	MayaCryExport22011_64.mll
Maya 2012	32bit	MayaCryExport22012.mll
	64bit	MayaCryExport22012_64.mll
Maya 2013	32bit	MayaCryExport22013.mll
	64bit	MayaCryExport22013_64.mll
Maya 2014	64bit	MayaCryExport22014_64.mll
Maya 2015	64bit	MayaCryExport22015_64.mll
Maya 2016	64bit	MayaCryExport22016_64.mll
Maya 2017	64bit	MayaCryExport22017_64.mll
Maya 2018	64bit	MayaCryExport22018_64.mll



Before the installation of any plugins via CryToolsInstaller make sure to have setup your build information via the **Settings Manager** tool.

Automatic Installation with CryToolsInstaller

We recommend using the [CryToolsInstaller](#) to install all DCC tool packages, including Maya. If you need to manually install the CryToolsInstaller, then follow the instructions in the Manual Install section below.

Manual Installation

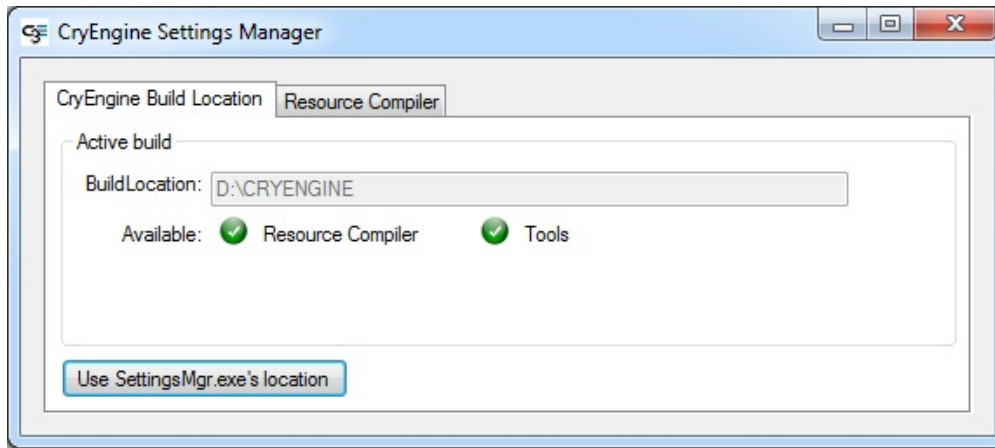
This is the process for the manual installation of CryToolsInstaller and requires the copying of some files.



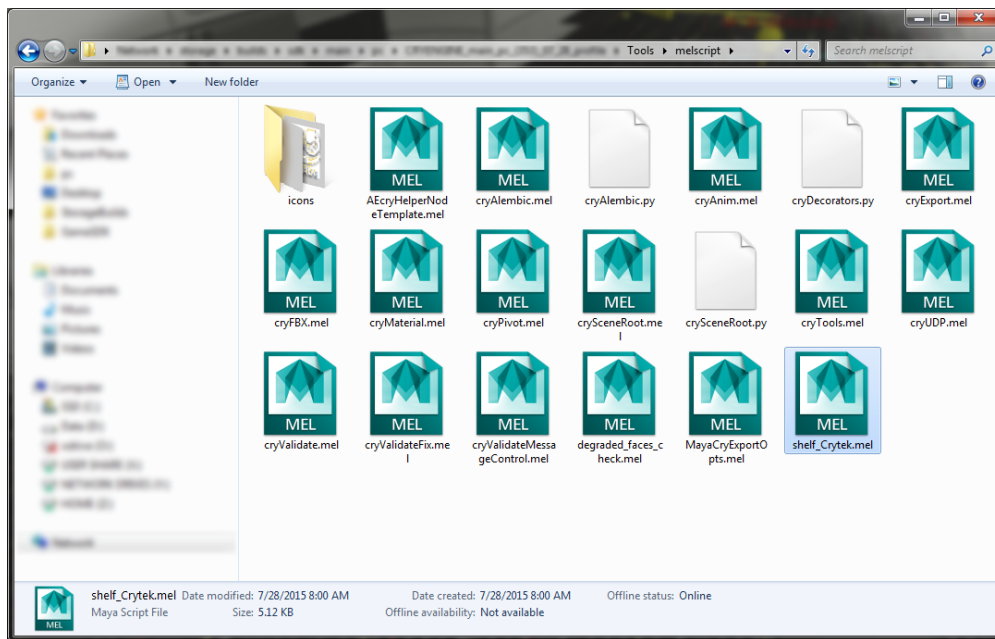
Important Information for These Instructions:

- %MAYAVERSION% should correspond with the version of Maya you are using
- %CRYENGINE% should reflect the path (as setup on your PC) to CRYENGINE

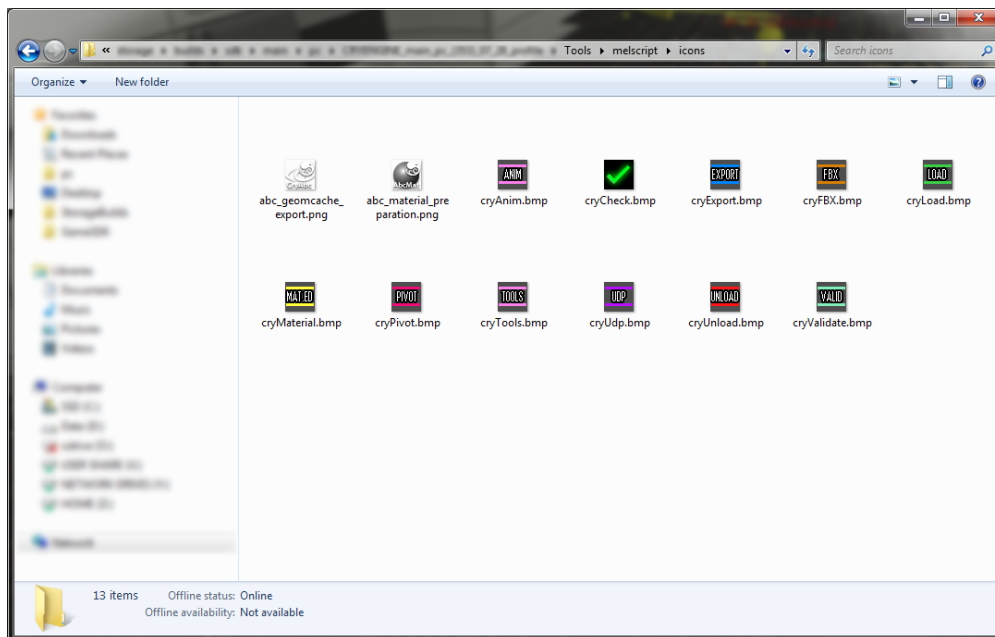
1. Run the <root>\Tools\SettingsMgr.exe and setup the path to your build. See the **Settings Manager** article on how to do this:



2. Copy the file: <root>\Tools\melscript\shelf_Crytek.mel to the folder: \My Documents\maya\%MAYAVERSION%\prefs\shelves\



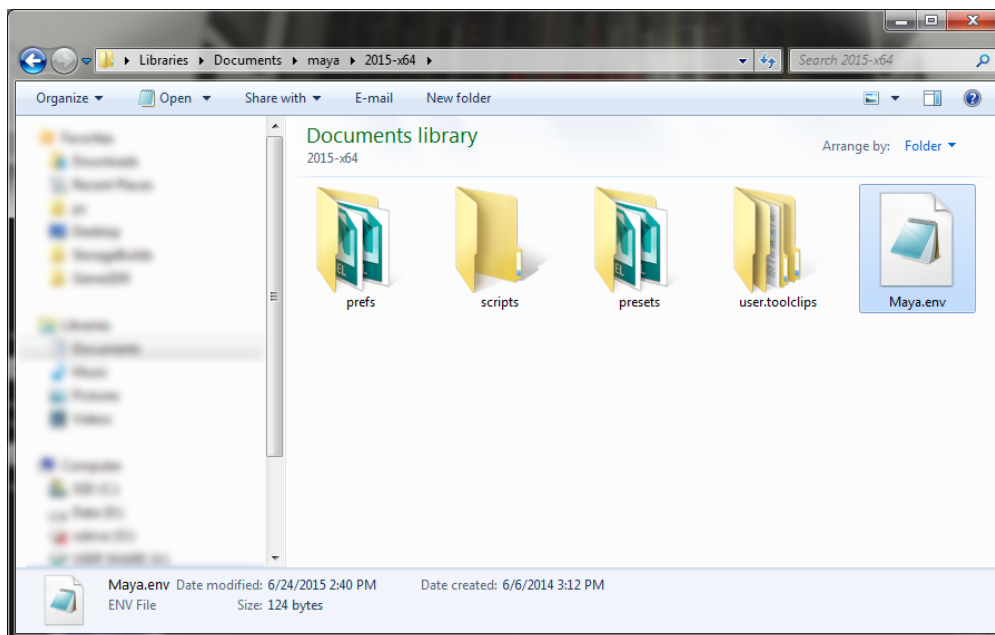
3. Copy the <root>\Tools\melscript\icons\ contents to the folder: \My Documents\maya\%MAYAVERSION%\prefs\icons\



4. Add the following to the 'Maya.env' file into `\My Documents\maya\%MAYAVERSION%\`

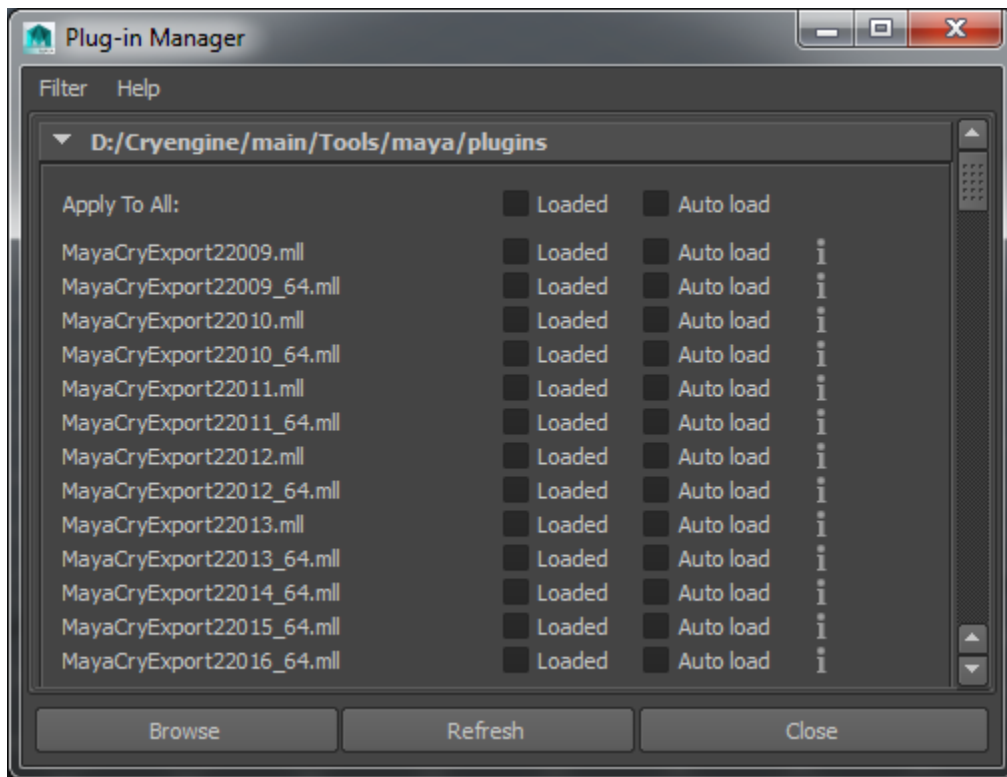
NOTE: See the warning at the beginning of this section

```
MAYA_PLUG_IN_PATH=%CRYENGINE%/Tools/maya/plugins/
MAYA_SCRIPT_PATH=%CRYENGINE%/Tools/melScript
```



5. In Maya make sure that the 'MayaCryExport2%MAYAVERSION%.ml' plugin is loaded in Plugin Manager. Go to **Windows -> Settings/Preferences -> Plug-in Manager**.

Use the **browse** button and load the plugin directly from your `<root>\Tools\maya\plugins\` folder.



6. Once loaded, Maya may have to be restarted for the Exporter to work.



7. Click the **Export** button and the Exporter dialog box will be displayed. This is the main menu from which you will export your assets.

