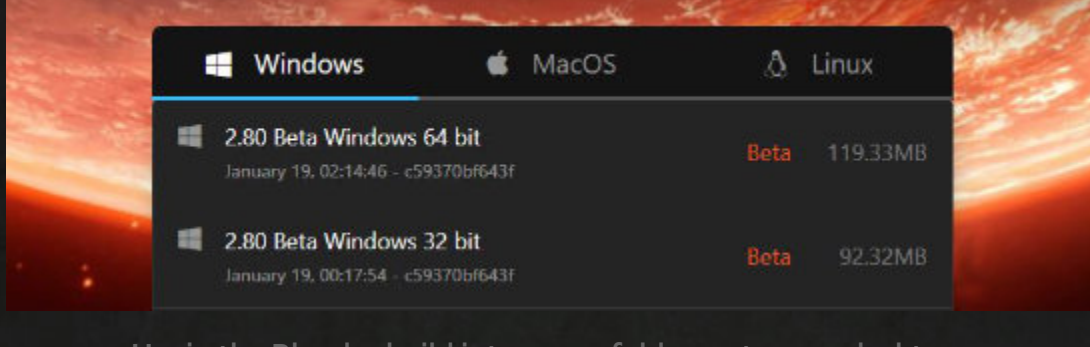


Install Instructions

(Windows 10/Linux)

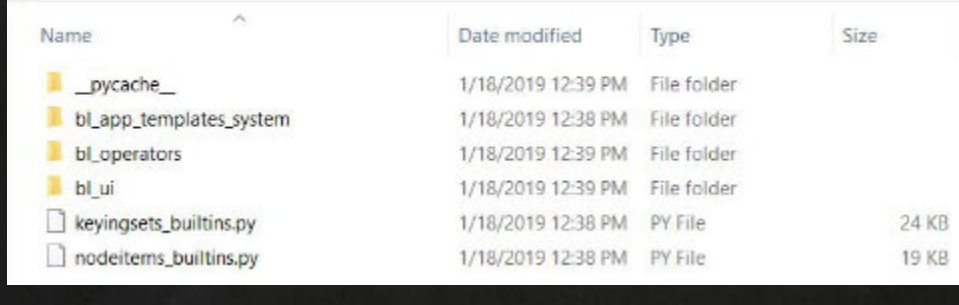
Download 2.80 Beta (not 2.79), making sure to get 32 or 64 bit and the appropriate Operating System
Obtained at: <https://builder.blender.org/download/> or google search "blender builds"



Unzip the Blender build into a new folder on to your desktop
(name it however you like, we named it "2.8Maya"). It's important that the folder
doesn't go into Program Files, rather, it must be saved to the Desktop.

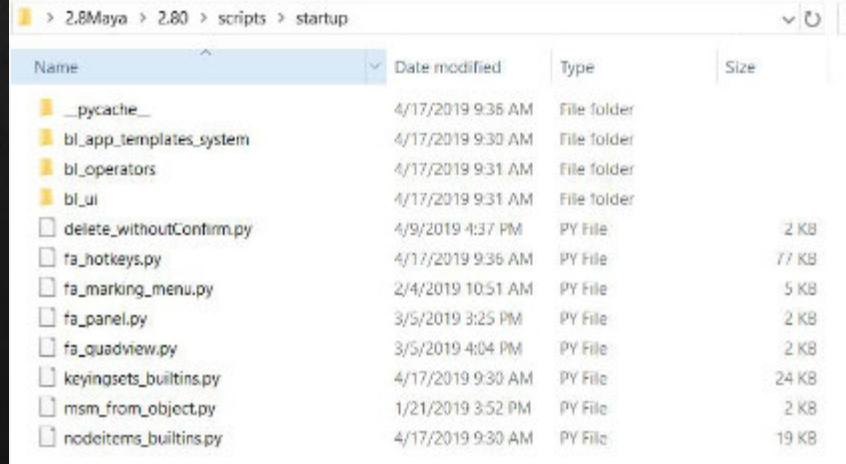
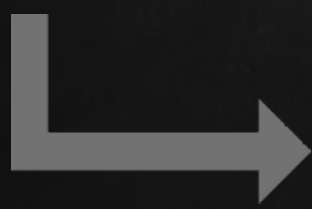
Open the folder and you'll see a Folder titled 2.80. Go into folders:

2.80> scripts > startup



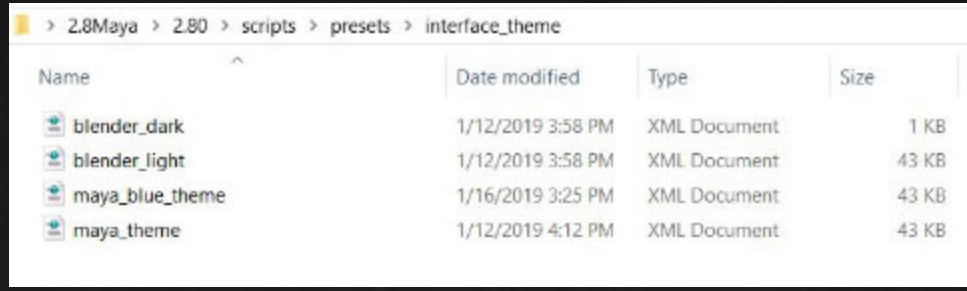
Once in the startup folder, take all the .py files (listed next) from MayaConfig4Blender and drop them into the
startup folder:

delete_withoutConfirm.py
fa_hotkeys.py
fa_markingmenu.py
fa_quadview.py
fapanel.py
msm_from_object_2-8.py



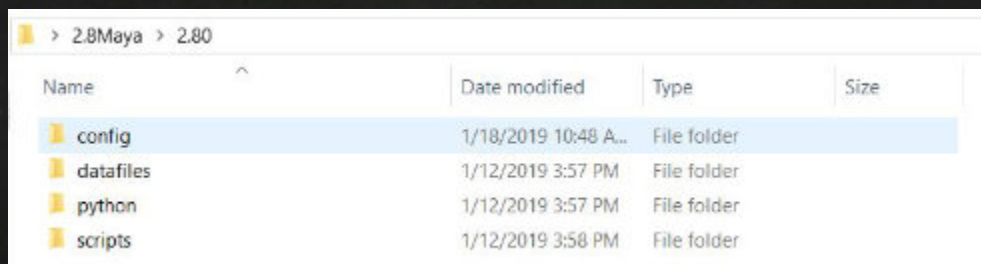
Next, go into the Theme folder of the Config, and drop the files "maya_blue_theme" and "maya_theme"
into the "interface_theme" folder within the 2.8Maya folder:

2.80> scripts > presets > interface_theme



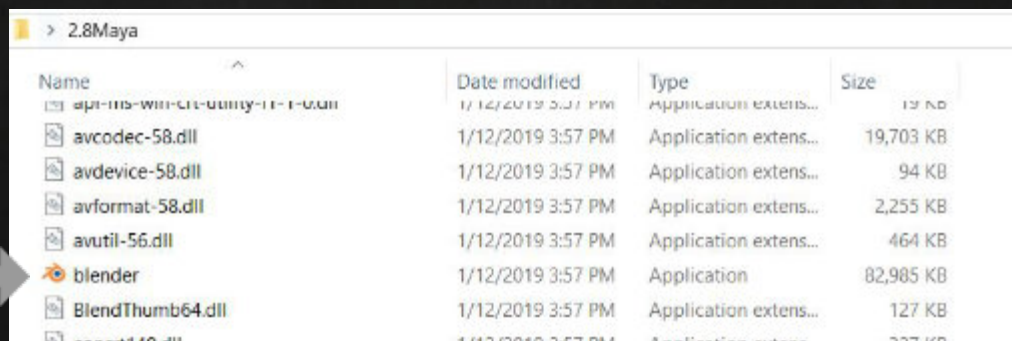
Lastly, go back to the 2.80 folder. Drag and drop the "config" folder from the config files into the
2.80 folder. There will end up being 4 folders in there, so it will look like this:

config
datafiles
python
scripts



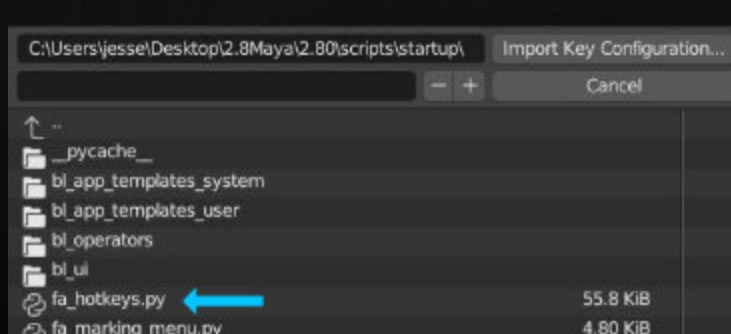
The config folder will have the startup.blend and userpref.blend in it.

You're now ready to go into Blender, go back up to the main folder area (2.8Maya),
scroll down the list of files and start the main blender .exe application file.

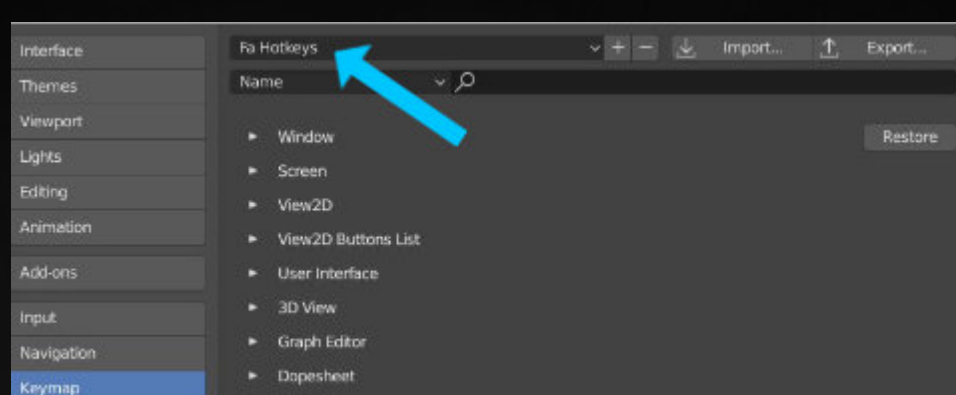


Navigate to the Preferences (Edit > Preferences)

In Preferences, under the Keymap Tab, import the fa_hotkeys.py



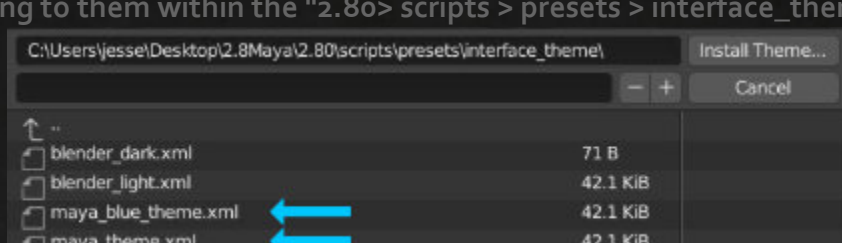
After importing, make sure it shows and is the active Keymap under the drop down section.



(OPTIONAL)

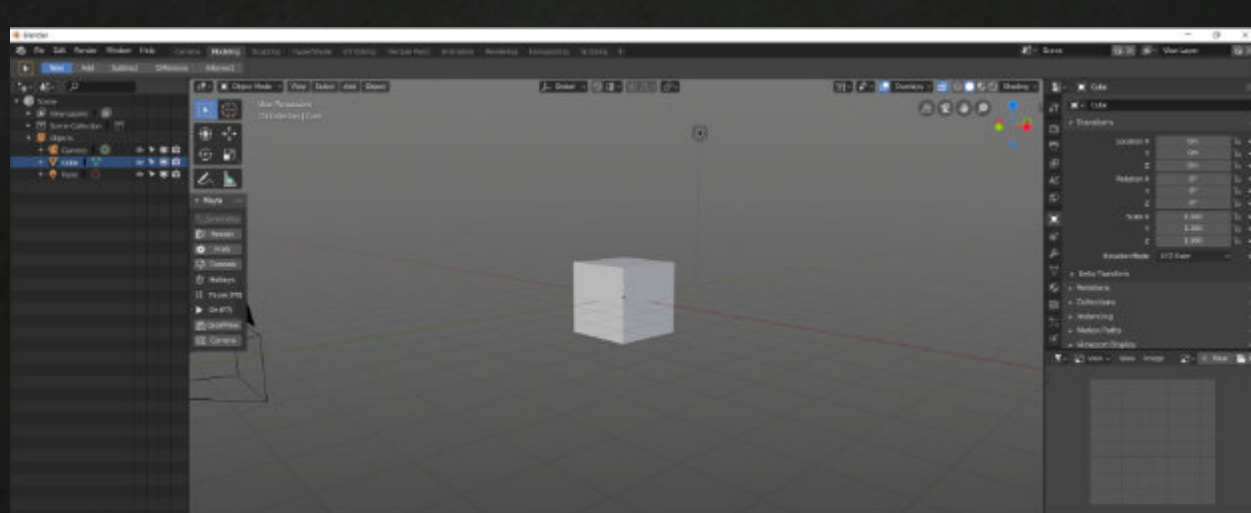
Go to the Themes tab, and install the 2 themes "maya_blue_theme" & "maya_theme" if they don't
automatically show in the Themes tab Preset dropdown,

by navigating to them within the "2.80> scripts > presets > interface_theme" folder.



1. In the 3D Viewport, check that the left side "Maya" panel buttons are working properly.
2. In the 3D Viewport, check that "right mouse click" activates the Marking Menu.
3. In the 3D Viewport, check that "space bar" activates the Quad View Menu.

Your layout should look like this.



Welcome to Maya Config for Blender!

