





Miarmy Installation Guide

Windows

Basefount Software

What is Miarmy Express?

Miarmy Express is forever FREE and includes all features only with some limits. It was designed for your learning or testing, not for commercial projects. For the professional version, please visit our official website www.basefount.com.

Know the limits:

- Can only render 100 agents
- Can only get 100 agents joints and geometry data for exporting

System Requirement

(Note: 64 bit system only)

OS (64bit only)

- Windows 7, XP SP3
- Red hat Linux 5.5
- Apple Snow Leopard

Running Platform (64bit only)

- Autodesk Maya 2011
- Autodesk Maya 2012

Renderer configuration (3Delight. 64bit only)

Recommend install 3delight Studio Pro before install Miarmy. (Also you can install it later)

- If don't install 3delight, you can render image by any other renderer with Mesh Drive.
- 3delight should be Studio Pro 64bit version 10, download:

3Delight
Studio Pro

http://www.3delight.com/en/index.php?page=3DSP_download

Install Miarmy on Windows (Only 64bit)

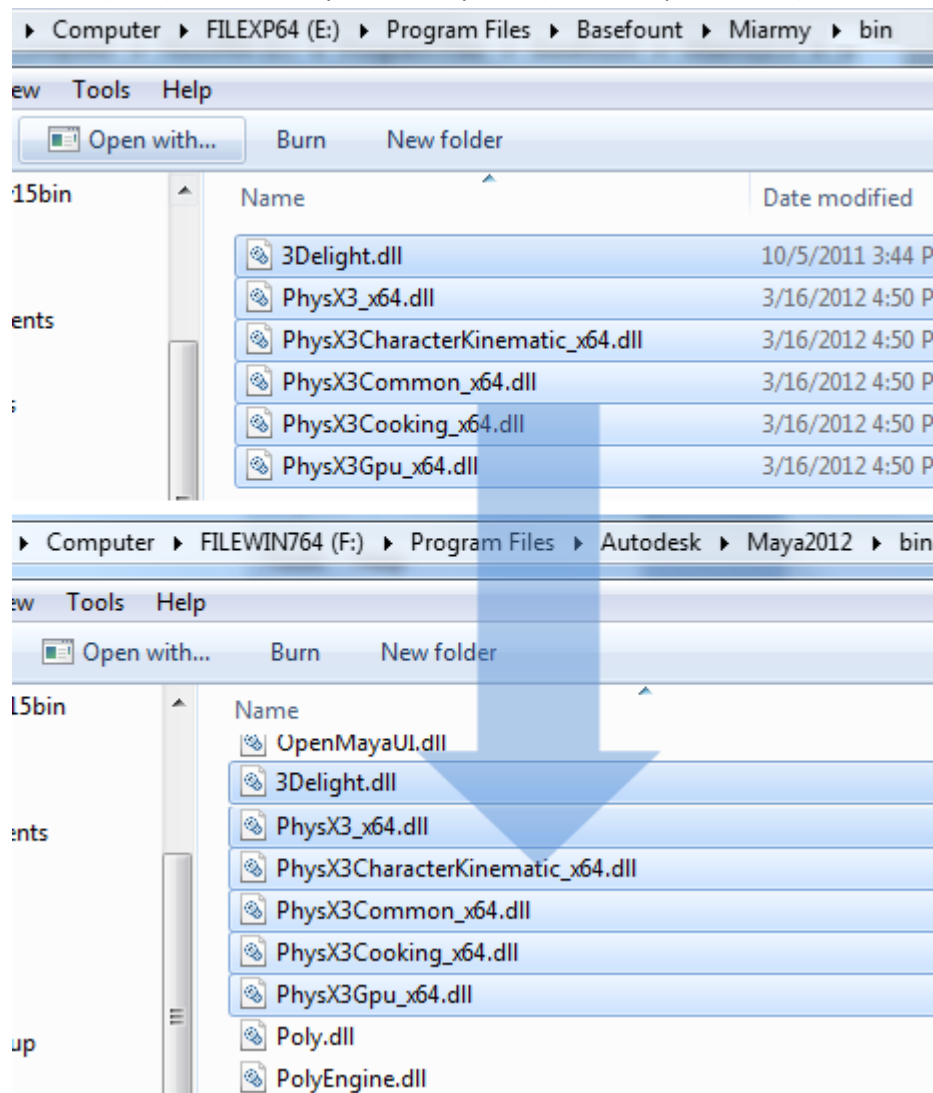
Note: From current version, we only provide manually installation configurations without auto-installation package. You can easily change anything for fitting your own server and pipeline.

General Steps

- Install Miarmy to Anywhere
- Hook Miarmy to Maya

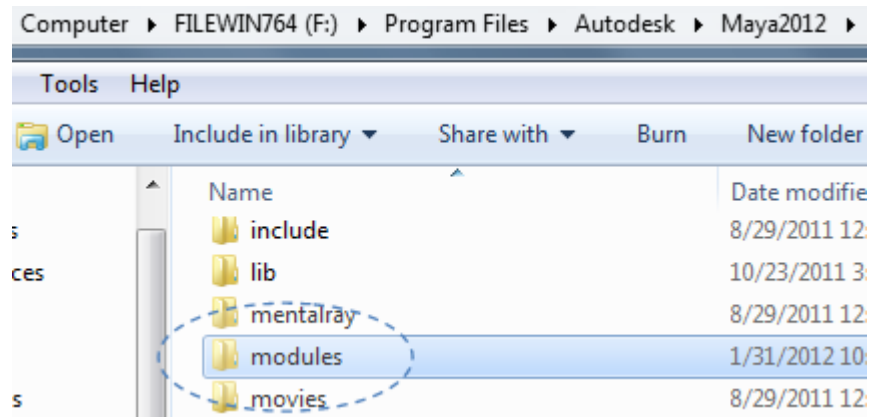
Detail Steps

1. Run MiarmyForWin.exe and install it to anywhere you want. (But please do not install it to the directory contain Unicode characters)
2. Close Maya
3. Copy all files (DLLs) from Miarmy Bin to Maya Bin (if exist, replace them)

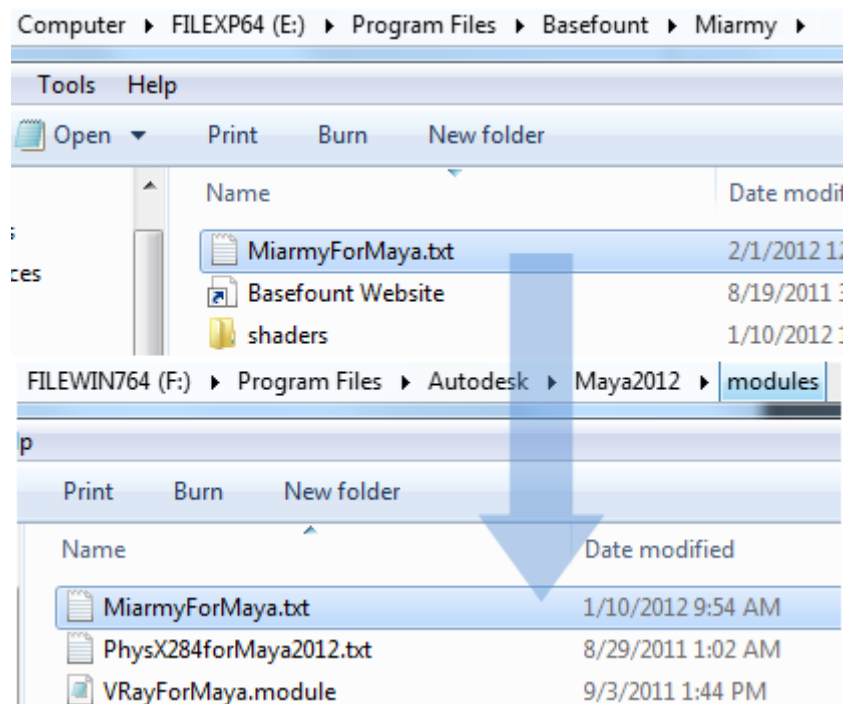


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4. Create a “**modules**” folder in your specific Maya installation place (skip if exist)

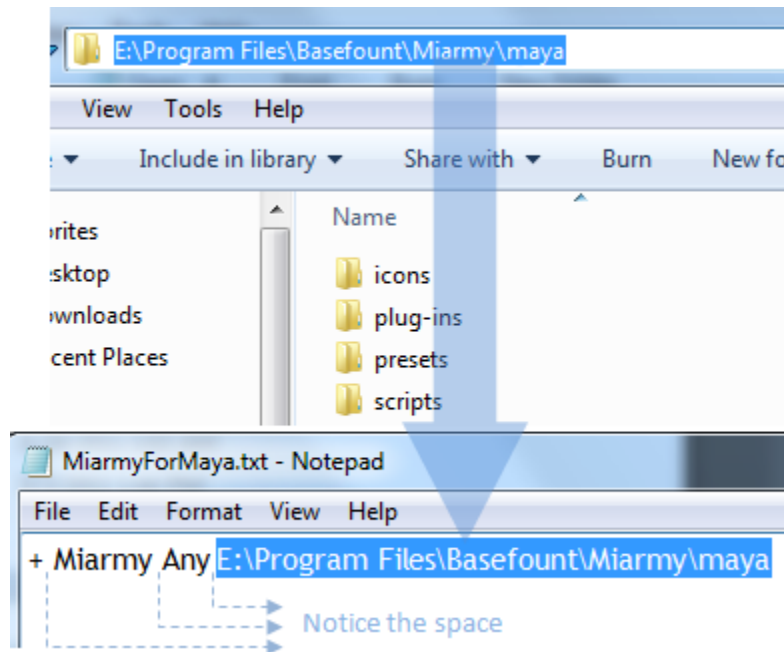


5. Copy the text file “MiarmyForMaya.txt” from Miarmy installation place to the “**modules**” folder (note: if there is a “MiarmyForMaya.module” please delete it)

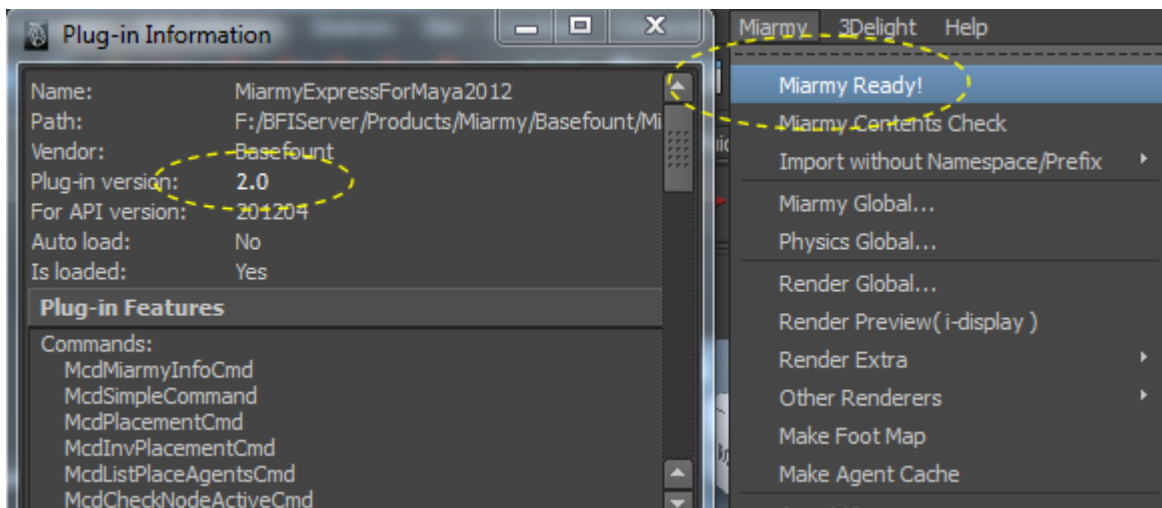


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- Open that text file, change the directory to the Miarmy installation place /Maya for hooking Miarmy to Maya (Note: the path must contain the **.\Maya** sub-directory, please notice the following picture)



- Finished, Restart Maya. Check out the version of plugin and the Miarmy Menu.



For any question, please contact: info@basefount.com or basefount@live.com