Environment Variables

The following environment variables are used by *3Delight for Maya*. Typically the installer takes care of setting a fully working environment. However, in cases where network installation or custom setups are needed, this will give an overview of the environment and search paths for *3Delight for Maya*.

Environment Variable	Description
MAYA_PLUGIN_PATH	The location of the 3Delight for Maya plug-ins. Example (macOS): /Applications/3Delight/maya/2017/plug-ins
MAYA_SCRIPTS_PATH	The location of the 3Delight for Maya scripts. Example (macOS): /Applications/3Delight/maya/2017/scripts
XBMLANGPATH	The location of the 3Delight for Maya icons. Example (macOS): /Applications/3Delight/maya/2017/icons
PATH	The location of the 3Delight binaries. Example (macOS): /Applications/3Delight/bin
Optional	
_3DFM_USER_OSL_PATH	The optional location for 3Delight custom shaders in .oso format (OSL). Example: /path/to/custom/osl