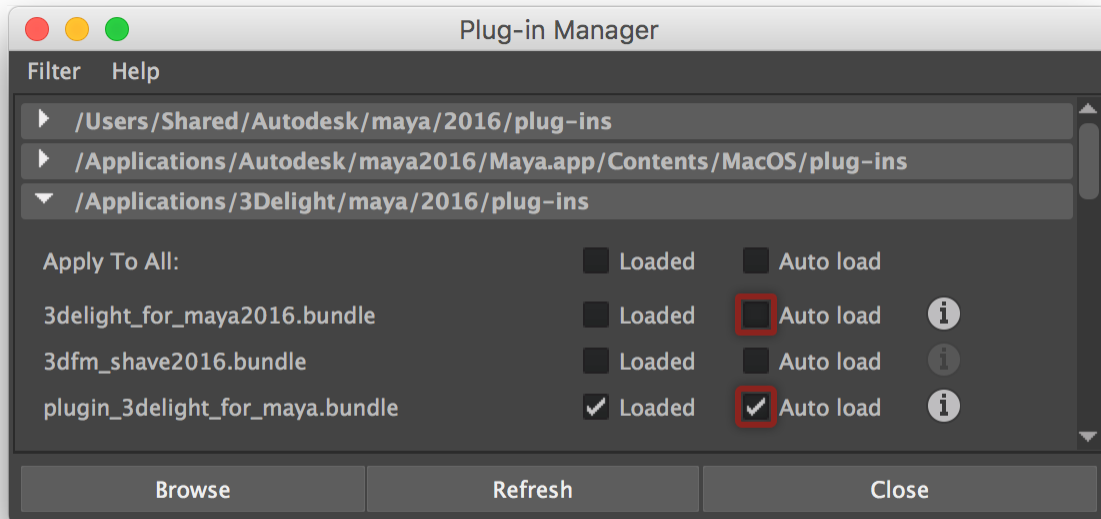# Loading the 3Delight for Maya Plug-in

If *3Delight for Maya* is properly installed, the only thing to do in *Maya* is to load the plug-in. This is done through the *Plug-in Manager*. To display the *Plug-in Manager*, select the *Maya Window Settings /Preferences Plug-in Manager* menu item.

The 3Delight *plug-ins in the* Plug-in Manager*; recommended settings are highlighted in red.*

The plug-in extension varies (`.bundle, .so` *and* `.mll` *on OS X, Linux and Windows, respectively).*

Turn on the *Loaded* check box next to `plugin_3delight_for_maya`. After this step, The *3Delight Menu* and *Shelf* will appear in *Maya*.

Recommended *Plug-in Manager* Settings

- It is recommended to turn off the `3delight_for_maya201X` *Auto load* check box.
- If you wish to have *3Delight for Maya* automatically load upon launching *Maya*, turn on the `plugin_3delight_for_maya` *Auto load* check box.

Description of the Provided Plug-ins

3Delight for Maya comes with the following *Maya* plug-ins:

`plugin_3delight_for_maya`

> This is the main plug-in that allows rendering *Maya* scenes with *3Delight*.

`3delight_for_maya201X`

> This plugin will simply load the `plugin_3delight_for_maya` *Maya* plug-in. It is provided as a compatibility feature, as older Maya scenes will specifically require this plug-in to be loaded for the scene to open without errors.

> ⓘ If you manually click the *Loaded* check box of the 3delight_for_maya201X, you will need to click the *Refresh* button in order to update the *Plug-in Manager* and display the `plugin_3delight_for_maya` as now being loaded too.

`3dfm_shave_201X`

> This plug-in provides an alternate method of rendering Joe Alter's Shave and a Haircut nodes with 3Delight. It is optional. Please refer to Shave and a Haircut Tips for more information about the benefits of using this additional plugin.