

# Environment Variables

This page lists the environment variables used by 3Delight for Maya. Typically the installer for Windows and macOS and the Linux install script take 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.

Typically the environment variables in green are the ones required for a setup which does not use custom or 3rd party tools like shaders and plugins.

Environment Variable	Description	Example (macOS)	Notes
MAYA_PLUGIN_PATH	The location of the 3Delight for Maya plug-ins	/Applications /3Delight/maya /2017/plugin-ins	
MAYA_SCRIPTS_PATH	The location of the 3Delight for Maya scripts	/Applications /3Delight/maya /2017/scripts	
XBMLANGPATH	The location of the 3Delight for Maya icons	/Applications /3Delight/maya /2017/icons	
DI_SHADERS_PATH	The location of the 3Delight shaders in SDL format (compiled RSL).	/Applications /3Delight/shaders:/path/to/custom/sdl	Legacy: to disappear with 3Delight for Maya 9.0
_3DFM_USER_OSL_PATH	The optional location for 3Delight custom shaders in .oso format (OSL).	/path/to/custom/osl	New: as of 3Delight for Maya 9.0  By default this environment variable is not necessary except if custom shaders needs to be loaded from an additional custom location.
_3DFM_SL_INC_LUDE_PATH	The optional location for 3Delight shaders and custom shaders in .h format (RSL) that are subject to on-the fly compilation.	/Applications /3Delight/Maya/rsl: /path/to/custom/rsl	Legacy: to disappear with 3Delight for Maya 9.0  By default this environment variable is implicit and not necessary to be specified except if custom shaders (e.g. Maneki) needs to be loaded from an additional custom location.
PATH	The location of the 3Delight for Maya binaries	/Applications /3Delight/bin	
DL_PROCEDURALS_PATH	The location of the 3Delight for Maya custom procedurals (e.g. Multiverse).	/path/to/3delight /procedurals	
DL_DISPLAYS_PATH	The location of the 3Delight for Maya display drivers.	/Applications /3Delight/displays	