Pdplayer and Autodesk Maya

This page provides information on Pdplayer's integration with Autodesk Maya.

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Overview

Pdplayer can very easily be integrated with Autodesk Maya to view single images or sequences.

Integration

Open the Preferences dialog in Maya and in the Applications Category choose Pdplayer to be used as the default software for viewing images and sequences. You should also put "%f --fcheck --range=%s-%e/%b --fps=%r%" in each Optional Flags field in order to specify the file name

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A Preferences		
Edit Help		
Categories	External Applications: Settings	
Interface Interaction Mode UI Elements ViewCube Help Display Kinematics Animation Manipulators NURBS Polygons Subdivs Font Settings Animation Assets Cameras Dynamics Files/Projects File References Modeling Modeling Toolkit Node Editor Rendering Selection Snapping Sound Time Slider Undo GPU Cache Save Actions Modules Applications	 Image Viewing Applications All formats (Default: Fcheck) C:\Program Files\Pdplayer 64\pdplayer64.exe Image Editing Applications Photoshop (PSD) files Other Image files Other Image files Sequence Viewing Applications Image Sequence C:\Program Files\Pdplayer 64\pdplayer64.exe Audio Video Interleave (AVI) files Quicktime (MOV) files External Communication Default command port: Enable Name: commandportDefaul 	Optional Flags %ffcheckrange = %s-% Optional Flags %ffcheckrahge = %s-% Optional Flags Optional Flags Optional Flags
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