

# Character Control Panel Install tutorial

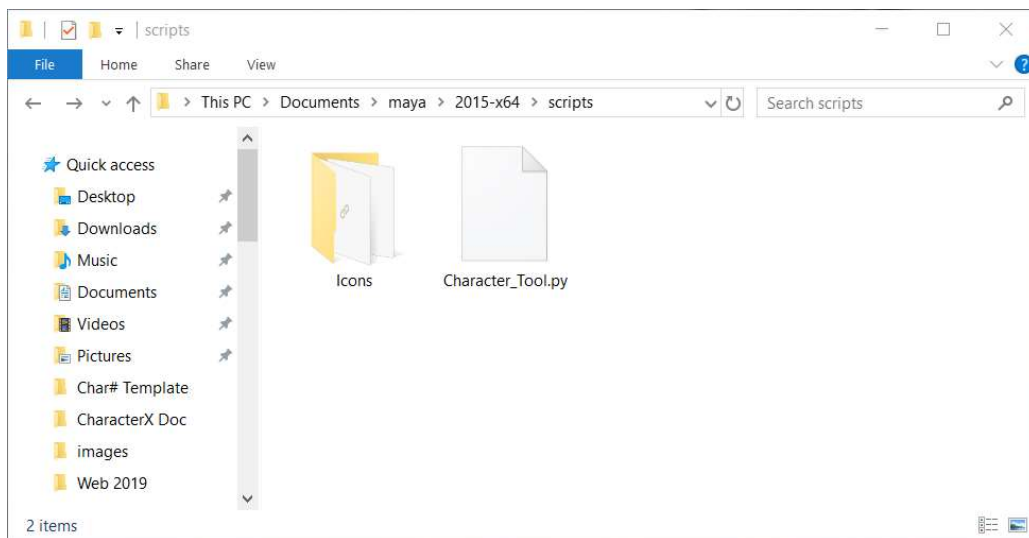
1, Download the file from our website.  
<https://www.characterrigs.com/tool.html>

2, Decompress the zip file, and put the script and icons folder under the following location based on your system.

(Linux)           \$HOME/maya/<version>/scripts

(Mac OS X)   \$HOME/Library/Preferences/Autodesk/maya/<version>/scripts

(Windows)    \Users\<username>\Documents\maya\<version>\scripts



3, open script editor, create a python tab, copy and paste the following code.

#-----

if "ctUI" not in globals():

    import Character\_Tool

    reload(Character\_Tool)

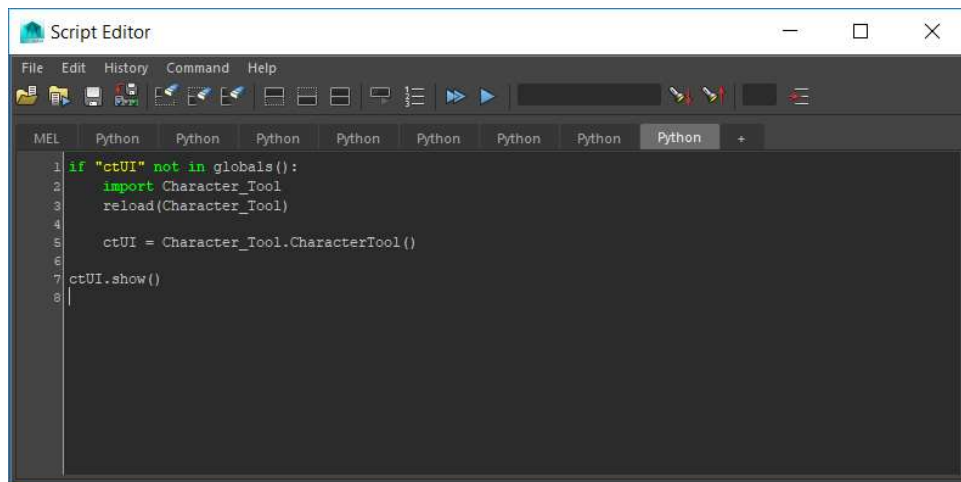
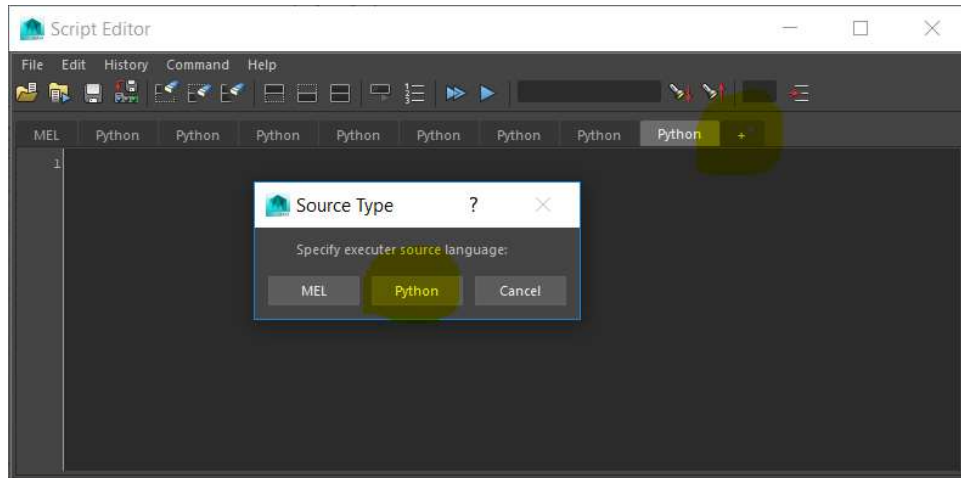
    ctUI = Character\_Tool.CharacterTool()

ctUI.show()

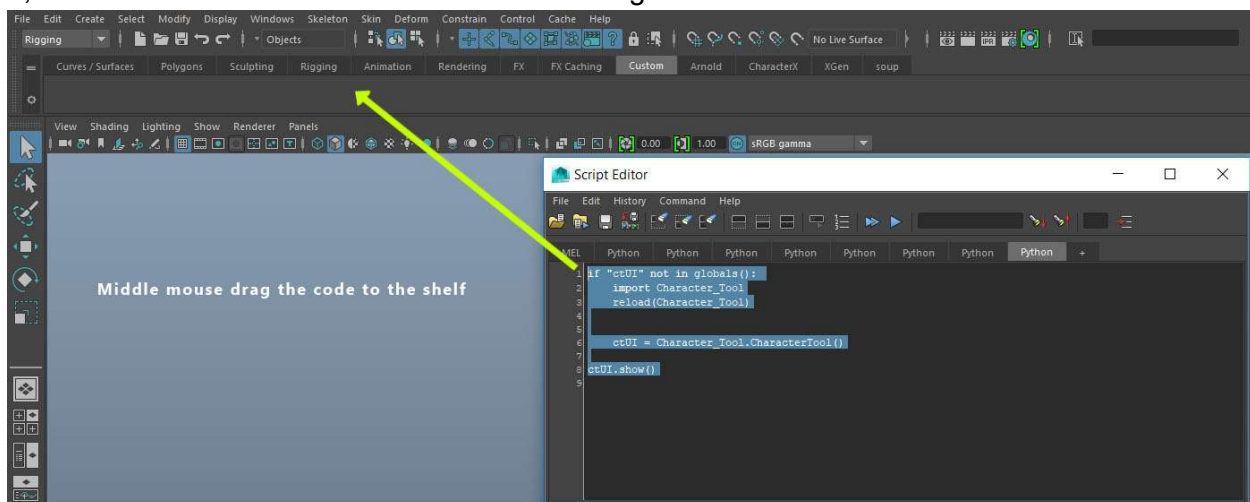
#-----

**Note: Please be careful with the changing line and indentation spacing. The code above uses 4 space keys for indentation.**

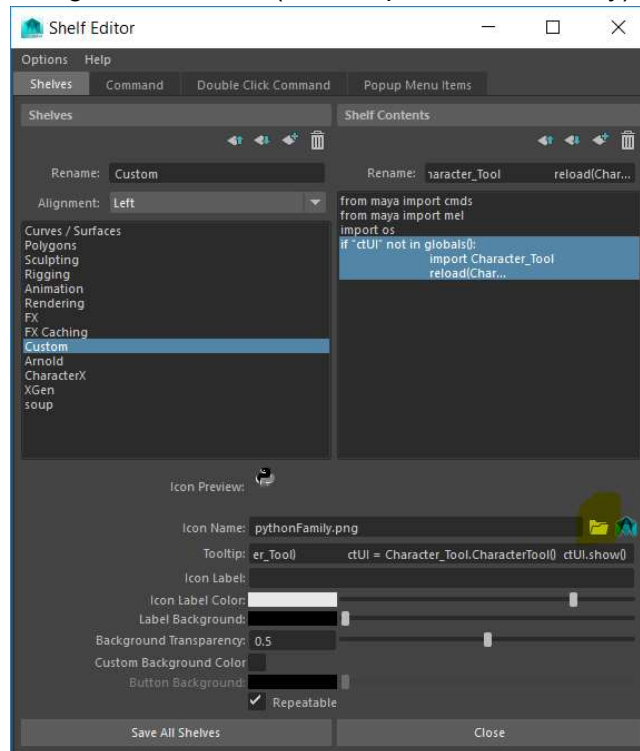
**Please copy from "Load Character Tool.txt"**



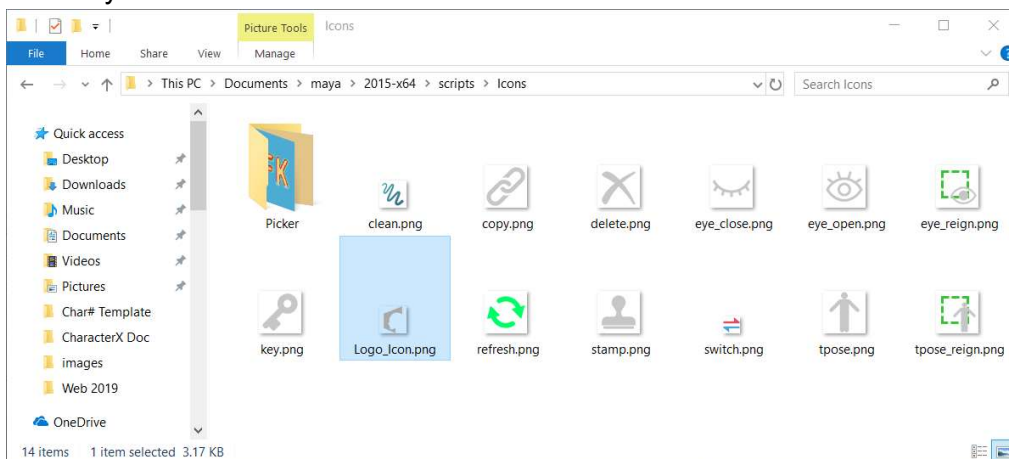
4, Select the code and middle mouse button drag to shelf.



5, Right click the shelf button you just created, and select “edit”. You will open the shelf editor. Click the folder icon to change the icon file. (This step is not necessary)



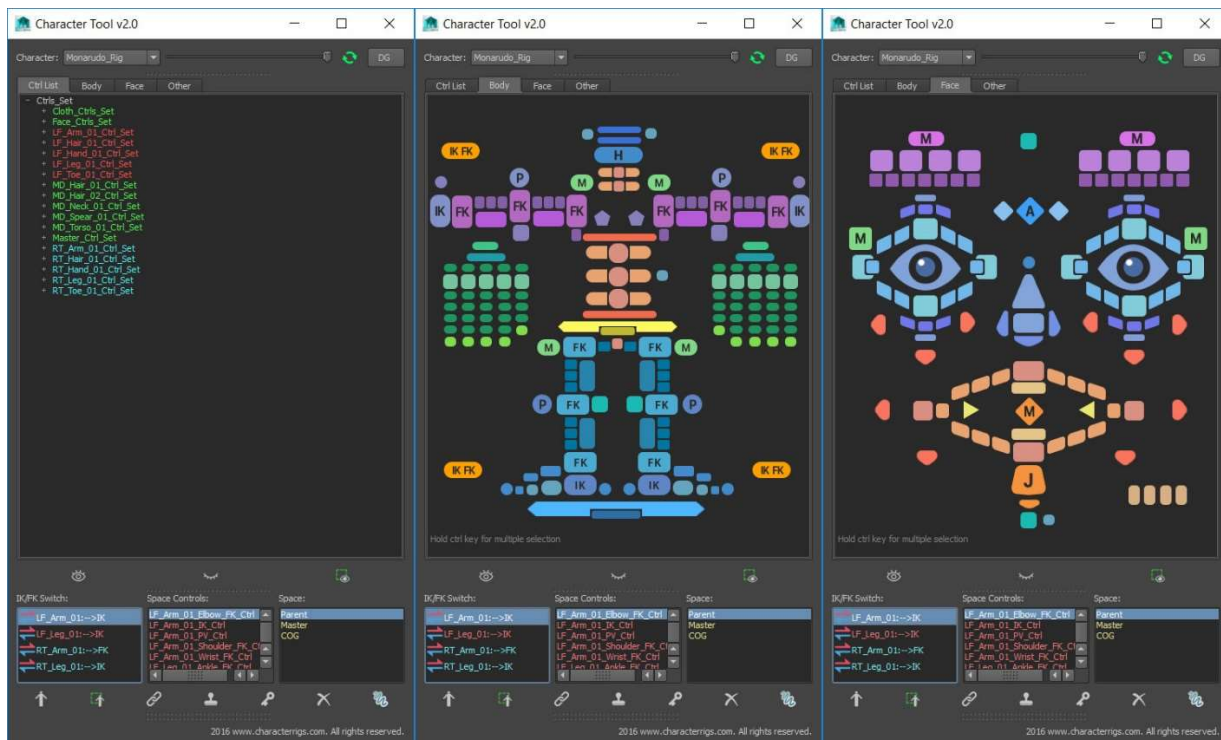
We recommend you select this icon.



# Character Control Panel Feature

- 1, Every control is being classified under set
- 2, Full Body, face and props control pickers
- 3, Seamless IK FK switch
- 4, Seamless Space Switch
- 5, Some useful tools:

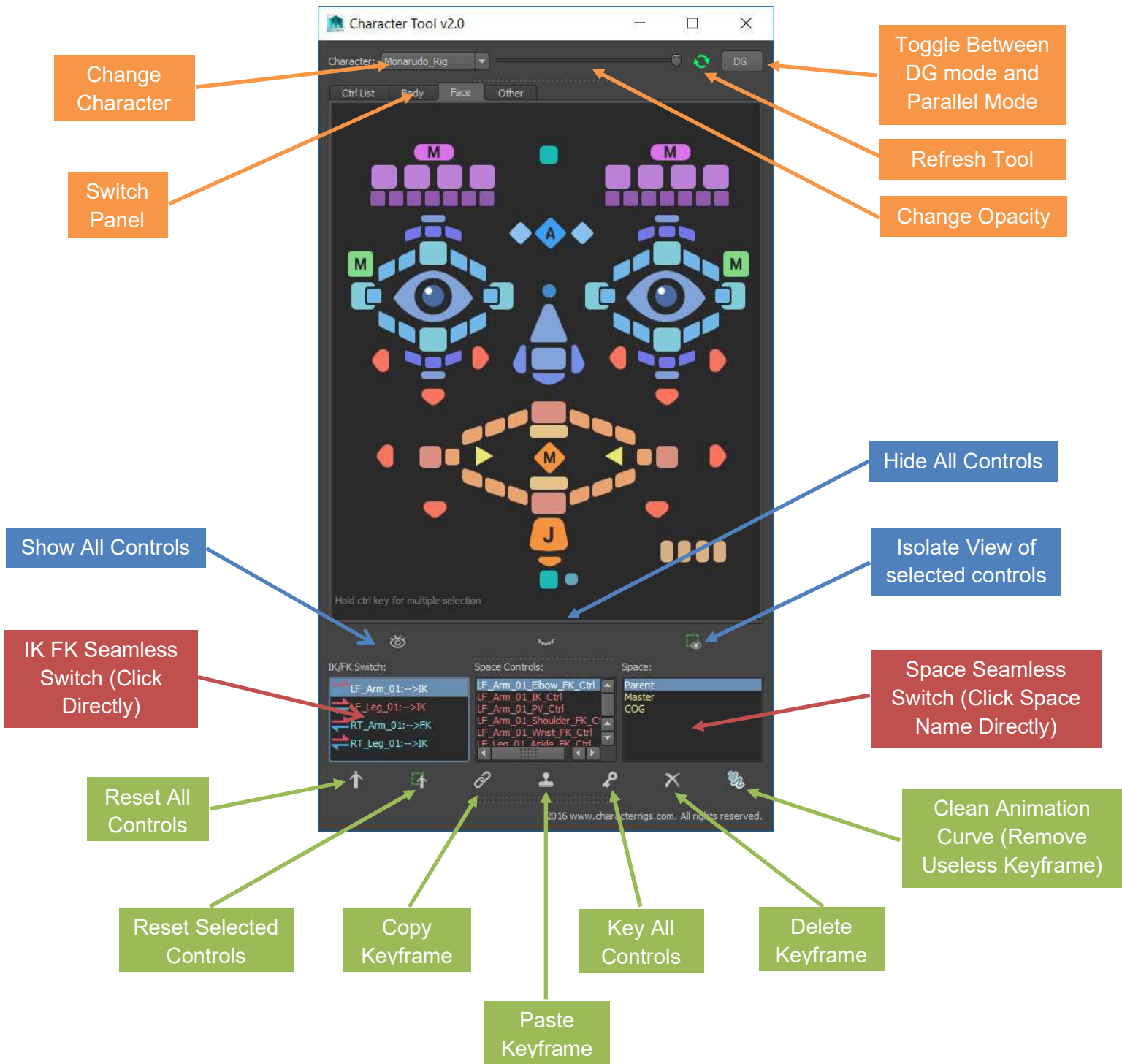
- Control shapes visibility toggle
- Reset all/selected controls
- Set keyframes to all controls
- Copy and paste keyframes
- Clean animation curves



Control Outliner

Body Control Picker

Face Control Picker



# How To Use The Tool

Please simply reference the character rig file instead of open it. Our tool only support character rigs created by [character rigs.com](http://character rigs.com)

Please also keep the reference setting as the default. Especially keep the namespace on.

