

## Maya 2013 Api Guide

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The Maya API Guide is now a separate part of the Maya Help. You can find the API Guide and the Maya API reference at <http://www.autodesk.com/maya-sdkdoc-2013-enu> . Please send us your comment about this page

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The .NET SDK is installed with Maya as of Extension 2 for Maya 2013. do not work with any other version of Maya (including Maya 2013). The Maya.NET API uses the .NET 4.5 Framework and is compatible with .NET 4.0 Framework. It is recommended that you use .NET Framework 4.5 and Microsoft Visual Studio 2012

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The Maya Python API 2.0 is a new version of the Maya Python API which provides a more Pythonic workflow and improved performance. Both the new and old APIs can co-exist in the same script but objects from the two different APIs cannot be used interchangeably. The Python API 2.0 has a number of advantages over the original API:

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Maya Developer Center Autodesk Maya provides a rich and powerful API that can be used to automate repetitive tasks, and to extend the core functionality of Maya. This functionality includes customization of 3D modeling, animation, visual effects, rendering, and many other areas. C++, Python, and.NET are supported.

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Arrow, for example, is a fantastic library, but isn't what I wanted in a datetime library. In many ways, it's better than Maya for certain things. In some ways, in my opinion, it's not. I simply desire a sane API for datetimes that made sense to me for all the things I'd ever want to do—especially when dealing with timezone algebra.

~~maya — PyPI~~

1.1 Work with menus. 1.2 Use the Status Line buttons. 1.3 Access the Shelf. 1.4 Explore the Channel Box and Layer Editor. 1.5 Identify the animation controls, the Command Line, and the Help Line. 1.6 Use the Toolbox and Quick Layout buttons. 1.7 Discover the Secret menus.

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