

Browser Setup Assistant

This setup assistant installs and configures a plug-in that allows Web browser-to-Maya communication.

This setup assistant configures your default Web browser (the one that appears when you choose Help > Maya Help).

If this is not the Web browser you want to configure, you can follow the instructions in the Maya Help to set up that Web browser, or change the default Web browser for your system.

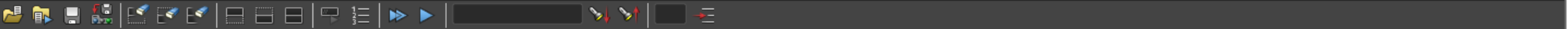
You may need administrative permissions to install the plug-in for your Web browser. If you do not have permissions, please contact your system administrator.

Display Render Anim

Layers Options Help

Navigation and control panels including a timeline with play, stop, and other icons, and a status bar at the bottom.

// Error: file: C:/Program Files/Autodesk/Maya2013/scripts/others/BrowserSetupAssistant.mel line 262: Unable to display 'http://download.a



```
file -f -new;
// Warning: file: C:/Program Files/Autodesk/Maya2013/scripts/startup/rememberViewportSettings.mel line 43: Active stereo does not work with Aero enabled. Active stereo has been disabled. //
// untitled //
commandPort -securityWarning -name commandportDefault;
// AbcImport v1.0 using Alembic 1.0.4 (built Jan 16 2012 14:31:58)
// mental ray for Maya 2013
// Mental ray for Maya: using startup file C:/Program Files/Autodesk/Maya2013/mentalray//maya.rayrc.
// mental ray for Maya: setup
// mental ray for Maya: initialize
// mental ray for Maya: register extensions
// mental ray Node Factory: loaded
// mental ray for Maya: successfully registered
// mental ray for Maya: loading startup file: C:/Program Files/Autodesk/Maya2013/mentalray//maya.rayrc
// parsing C:/Program Files/Autodesk/Maya2013/mentalray/shaders/include/abcimport.mi
// loading C:/Program Files/Autodesk/Maya2013/mentalray/shaders/abcimport.dll
// generating Maya nodes...
// parsing C:/Program Files/Autodesk/Maya2013/mentalray/shaders/include/AdskShaderSDKWrappers.mi
// generating Maya nodes...
// parsing C:/Program Files/Autodesk/Maya2013/mentalray/shaders/include/architectural.mi
// loading C:/Program Files/Autodesk/Maya2013/mentalray/shaders/architectural.dll
// generating Maya nodes...
// parsing C:/Program Files/Autodesk/Maya2013/mentalray/shaders/include/base.mi
// loading C:/Program Files/Autodesk/Maya2013/mentalray/shaders/base.dll
// generating Maya nodes...
// parsing C:/Program Files/Autodesk/Maya2013/mentalray/shaders/include/builtin_bsdf.mi
// generating Maya nodes...
// parsing C:/Program Files/Autodesk/Maya2013/mentalray/shaders/include/contour.mi
// loading C:/Program Files/Autodesk/Maya2013/mentalray/shaders/contour.dll
// generating Maya nodes...
// parsing C:/Program Files/Autodesk/Maya2013/mentalray/shaders/include/paint.mi
// loading C:/Program Files/Autodesk/Maya2013/mentalray/shaders/paint.dll
// generating Maya nodes...
// parsing C:/Program Files/Autodesk/Maya2013/mentalray/shaders/include/physics.mi
// loading C:/Program Files/Autodesk/Maya2013/mentalray/shaders/physics.dll
// generating Maya nodes...
// parsing C:/Program Files/Autodesk/Maya2013/mentalray/shaders/include/production.mi
// loading C:/Program Files/Autodesk/Maya2013/mentalray/shaders/production.dll
// generating Maya nodes...
// parsing C:/Program Files/Autodesk/Maya2013/mentalray/shaders/include/ptex.mi
// loading C:/Program Files/Autodesk/Maya2013/mentalray/shaders/ptex.dll
// generating Maya nodes...
// parsing C:/Program Files/Autodesk/Maya2013/mentalray/shaders/include/subsurface.mi
// loading C:/Program Files/Autodesk/Maya2013/mentalray/shaders/subsurface.dll
// generating Maya nodes...
// parsing C:/Program Files/Autodesk/Maya2013/mentalray/shaders/include/surfaceSampler.mi
// loading C:/Program Files/Autodesk/Maya2013/mentalray/shaders/surfaceSampler.dll
// generating Maya nodes...
// parsing C:/Program Files/Autodesk/Maya2013/mentalray/shaders/include/userdata.mi
// loading C:/Program Files/Autodesk/Maya2013/mentalray/shaders/userdata.dll
// generating Maya nodes...
// parsing C:/Program Files/Autodesk/Maya2013/mentalray/shaders/include/useribl.mi
```

```
// loading C:/Program Files/Autodesk/Maya2013/mentalray/shaders/useribl.dll
// generating Maya nodes...
// AbcExport v1.0 using Alembic 1.0.4 (built Jan 16 2012 14:31:58)
updateRenderUI;
updateRenderUI;
// Error: line 1: Unable to display 'http://www.autodesk.com/maya-learningpath' in a browser. //
```