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ile: C:/Program Files/Autodesk/Maya2019/scripts/startup/shelf.mel line 202: The shelf
"RenderMan_23_3" already exists.
//
file -f -new;
// untitled //
commandPort -securityWarning -name commandportDefault;
onSetCurrentLayout "Maya Classic";
// Warning: file:
C:\Users\claudio\Documents\maya\2019\prefs\filePathEditorRegistryPrefs.mel line 4:
filePathEditor: Attribute 'aiImage.filename' is invalid or is not designated
'usedAsFilename'. //
// Warning: file:
C:\Users\claudio\Documents\maya\2019\prefs\filePathEditorRegistryPrefs.mel line 5:
filePathEditor: Attribute 'aiPhotometricLight.aiFilename' is invalid or is not
designated 'usedAsFilename'. //
// Warning: file:
C:\Users\claudio\Documents\maya\2019\prefs\filePathEditorRegistryPrefs.mel line 6:
filePathEditor: Attribute 'aiStandIn.dso' is invalid or is not designated
'usedAsFilename'. //
// Warning: file:
C:\Users\claudio\Documents\maya\2019\prefs\filePathEditorRegistryPrefs.mel line 7:
filePathEditor: Attribute 'aiVolume.filename' is invalid or is not designated
'usedAsFilename'. //
// AbcExport v1.0 using Alembic 1.7.5 (built Feb  6 2018 18:28:08)
# [rfm]      INFO:  <module>: Loading RenderMan for Maya -----
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# [rfm]      INFO:  setup_environment: 23.3 @ 2069290 - windows10_x86-
64_vc14iccl190_external_release built on Sun 17 May 2020 @ 20:32:22
# [rfm]      INFO:  set_rmantree: RMANTREE = 'C:\\Program
Files\\Pixar\\RenderManProServer-23.3'
# [rfm]      INFO:  check_maya_module_file: Using module file: C:\Program Files\Common
Files\Autodesk Shared\Modules\maya\RenderMan_for_Maya_23.3.mod
// [rfm]      INFO:  (MainThread) __init__ get_logger: Disk log will be saved to
"c:\users\claudio\appdata\local\temp\rfm.7264.log" (if enabled)
evalDeferred "shaderBallRenderMenuUpdate";
updateRenderOverride;
updateRenderUI;
evalDeferred "shaderBallRenderMenuUpdate";
// Warning: line 1: filePathEditor: Attribute 'aiStandIn.dso' and label 'Standin' have
been saved already. //
// Warning: line 1: filePathEditor: Attribute 'aiVolume.filename' and label 'VDB' have
been saved already. //
// Warning: line 1: filePathEditor: Attribute 'aiImage.filename' and label 'Image'
have been saved already. //
// Warning: line 1: filePathEditor: Attribute 'aiPhotometricLight.aiFilename' and
label 'IES' have been saved already. //
import arnold
// Successfully imported python module 'arnold'
import mtoa
// Successfully imported python module 'mtoa'
import
mtoa.cmds.registerArnoldRenderer;mtoa.cmds.registerArnoldRenderer.registerArnoldRender
er()
// Successfully registered renderer 'arnold'
updateRenderOverride;
// Warning: file: C:/Program
Files/Autodesk/Maya2019/scripts/startup/autoLoadPlugin.mel line 35: Loading plug-in
"mtoa" has resulted in changes to the scene that may need to be saved. //
// AbcImport v1.0 using Alembic 1.7.5 (built Feb  6 2018 18:28:08)
updateRenderUI;
# [rfm]      INFO:  (MainThread) <maya console> <module>: Initialized RfM Dll
updateRenderUI;

```