

RFX Maya Viewer

Reimagine Fx · Installation Guide

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REQUIREMENTS

Maya 2025 or later · **iOS device** with the *Maya Viewer* app · Same Wi-Fi network as the Maya workstation

INSTALLATION

- 1 **Copy the folder** — place the entire `RFX_MayaViewer` folder inside your Maya scripts directory:

```
C:\Users\<you>\Documents\maya\2026\scripts\RFX_MayaViewer\
```

On macOS:

```
/Users/<you>/Library/Preferences/Autodesk/maya/2026/scripts/RFX_MayaViewer/
```

- 2 **Open Maya's Script Editor** — go to *Windows* → *General Editors* → *Script Editor*, then select the **Python** tab.
- 3 **Paste and run the installer** — replace the path below with your actual scripts path:

```
import sys
sys.path.insert(0, r"C:\Users\<you>\Documents\maya\2026\scripts")
sys.path.insert(0, r"C:\Users\<you>\Documents\maya\2026\scripts\RFX_MayaViewer")
from RFX_MayaViewer.ui import installer
installer.install()
```

A confirmation dialog will appear once the shelf button is added.

- 4 **Done.** A *MayaViewer* button now appears on the **ReimagineFx_Tools** shelf. Click it to open the control panel.

USING THE PLUGIN

- 1 Click **MayaViewer** on the *ReimagineFx_Tools* shelf to open the control panel.
- 2 Set the **Port** (default `9001`) if needed, then click **Start Server**. The panel shows the local IP address(es) of your machine.
- 3 On your iPhone, open **Maya Viewer**, tap *Connect*, and enter the IP address and port shown in the panel.
- 4 When done, click **Stop Server** in the panel.

App Store

Download **Maya Viewer** by Reimagine Fx from the iOS App Store.
Search: "Maya Viewer Reimagine Fx"

UNINSTALL

To remove the shelf button, run this in Maya's Script Editor (Python tab):

```
from RFX_MayaViewer.ui import installer
installer.uninstall()
```

This removes only the shelf button. The *ReimagineFx_Tools* shelf itself is not deleted (other RFX plugins may be installed on it).

MANUAL FALLBACK

If the shelf button or control panel is not working, you can control the server directly from Maya's Script Editor (Python tab) as a backup.

Start the server:

```
import sys
sys.path.insert(0, r"C:\Users\<you>\Documents\maya\2026\scripts\RFX_MayaViewer")
import rfx_mayaviewer
rfx_mayaviewer.start_server()
```

Maya will print the computer IP address and port in the Script Editor output. Enter that IP in the Maya Viewer app on your iPhone. The default port is `9001`.

Note: If the IP shown in the app panel does not work, check the Script Editor output — Maya may print multiple IP addresses. Try each one until the iPhone connects.

Stop the server:

```
rfx_mayaviewer.stop_server()
```

Other useful commands:

```
rfx_mayaviewer.send_snapshot()      # push the current scene manually
rfx_mayaviewer.set_live_sync(True)  # enable live sync on scene changes
rfx_mayaviewer.set_live_sync(False) # disable live sync
```

TROUBLESHOOTING

- **"Module not found" error** — Confirm both `sys.path.insert` lines in the installer command use your correct scripts folder path.
- **Cannot connect from iPhone** — Ensure your Mac/PC and iPhone are on the same Wi-Fi network. If Windows Firewall or macOS prompts for network permission, allow Maya to accept local connections.

- **Port 9001 already in use** — Start the server on a different port and enter the same port in the app:

```
rfx_mayaviewer.start_server(port=9002)
```

- **Button already installed dialog** — This is expected if you run the installer twice. The button is already on the shelf and working.
- **Window stays behind Maya** — The panel is parented to Maya's main window. If it disappears, click the shelf button again to bring it to front.

Privacy: No login is required. Maya Viewer connects only to the server running on your own local network. Camera permission on the iPhone is used only for AR placement.