

# Installing AnimationWorks

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## Windows

1. Double click the downloaded *AnimationWorks126Win.zip* self expanding Zip file and save the contents to a convenient location like the Desktop.
2. Exit *Vectorworks* if necessary, open Windows Explorer, click the D drive icon or navigate to the recently created *AnimationWorks* folder and click it, so that the contents of the folder appear in the right hand pane.
3. Navigate to the *Vectorworks 2009* folder in the left hand pane, by clicking on the small '+' icons. Open the *Vectorworks 2008* folder so that you can see the folders within it. To proceed, you need to be able to see the *Vectorworks* folder and its contents in the left pane, and the *AnimationWorks* folder and its contents in the right pane.
4. In the right pane, double click the *AnimationWorks* folder called *Put CONTENTS in Plug-ins Folder*, select all (Ctrl + A), then drag/copy the contents to the *Vectorworks > Plug-ins* folder. The installation assumes that you **do not** have a *Data* folder in *Plug-ins*. If this folder already exists, don't copy the *Data* folder. Instead, copy or move its contents only (the *AW\_Constants.vss* file).
5. In the right pane, double click the *AnimationWorks* folder called *Put CONTENTS in Workspaces Fdr* and copy the workspace file to the *Vectorworks > Workspaces* folder.
6. Launch *Vectorworks* then go to the *Tools/Workspaces* sub-menu and choose *Standard + AnimationWorks*. The tools will appear on the *AnimationWorks* tools set in the Tool Sets palette and the menu item will appear in the *Model* menu. Alternatively, use the *Workspace Editor* to add the nine tools and one menu command to your favourite workspace.
7. You are now ready use the *AnimationWorks*. Please take the time to read the *AnimationWorks User Guide*.

## Macintosh

1. Double click the downloaded *AnimationWorks126Mac.zip* self expanding file and save the contents to a convenient location like the Desktop. Depending on your browser, it may already be unzipped.
2. Quit *Vectorworks* if necessary, then navigate through your hard disk to find the *Vectorworks 2009* folder (normally in *Applications*). Open this folder and position it so that you can see both it and the open *AnimationWorks* folder.
3. Open the *AnimationWorks* folder called *Put CONTENTS in Plug-ins Folder*, select all (Apple + A), then drag/copy the contents to the *Vectorworks > Plug-ins* folder. The installation assumes that you **do not** have a *Data* folder in *Plug-ins*. If this folder already exists, don't copy the *Data* folder. Instead, copy or move its contents only (the *AW\_Constants.vss* file).
4. Open the *AnimationWorks* folder called *Put CONTENTS in Workspaces Fdr* and copy the workspace file to the *Vectorworks > Workspaces* folder.
5. Launch *Vectorworks* then go to the *Tools/Workspaces* sub-menu and choose *Standard + AnimationWorks*. The tools will appear on the *AnimationWorks* palette and the menu item will appear in the *Model* menu. Alternatively, use the *Workspace Editor* to add the nine tools and one menu command to your favourite workspace.
6. You are now ready use the *AnimationWorks*. Please take the time to read the *AnimationWorks User Guide*.

# Registering AnimationWorks

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After installing *AnimationWorks*, launching *Vectorworks* and switching to the *Standard + AnimationWorks* workspace, take the following steps to register the software.

1. Use the *Camera Path* tool to draw a short path. The name doesn't matter. Skip this step if your drawing already contains a camera path.
2. Choose *AnimationWorks* from the *Model* menu.
3. Click the *Save QuickTime Movie* radio button, enter your registration code into the dialogue that appears then click OK.
4. Click the *Exit* button to clear the *AnimationWorks* dialogue. The software is now registered

## Demo Version Limit

The demo version of *AnimationWorks* will not allow movies to be exported, only previewed. All other features are fully functional.