

UAF Plugin installation

Choose one of the following ways to install a plugin in a modeling tool:

- Download and install a plugin directly via the **Resource/Plugin Manager** dialog in the modeling tool.
- Download an archived plugin file (.zip) and then install the plugin via the **Resource/Plugin Manager** dialog.
- Install a plugin manually, if direct downloading and installation via the **Resource/Plugin Manager** dialog is not available.

To download and install a plugin via the **Resource/Plugin Manager** dialog

1. Start your modeling tool.
2. From the modeling tool main menu, select **Help > Resource/Plugin Manager**. The **Resource/Plugin Manager** dialog opens and prompts you to check for the latest product updates and resources.
3. Click **Check for Updates > Check**.
4. Select the check box next to the desired plugin and click **Download/Install**.
5. Restart your modeling tool.

To install a plugin from the downloaded archive file (.zip) via the **Resource/Plugin Manager** dialog

1. Start your modeling tool.
2. From the main menu of a modeling tool, select **Help > Resource/Plugin Manager**.
3. Click the **Import** button and specify the downloaded plugin file location. The plugin is extracted and installed automatically.
4. Restart your modeling tool.

To install a plugin manually

1. Download an archived plugin file (.zip).
2. Extract the downloaded file to the same directory where your modeling tool is installed.
3. Start the modeling tool. The plugin is applied to your modeling tool.



If you have an All-In-One-Pack (.rdzip file) with all plugins bundled, for the information on how to install it please see [Resource Manager](#).



Getting help

If you run into any installation related problems, try the following:

- checking the [FAQ section](#) for known problems
- checking the [No Magic Community forum](#)
- contacting customer support at support@nomagic.com

Related procedures

- [UAF Plugin licensing](#)
- [Uninstalling plugins and deactivating licenses](#)