Process for installing 3D Arsenal Creation Theater if you already own LightWave

Step One: copy the plugins
1. The plugins are found on the DVD labeled Disc 2. If you bought the version of 3DACT for people who already own LightWave, this is the only disc you have.
2. Insert the disc into a DVD rom drive
3. Open windows explorer
4. Right click on the disc and choose "Explore"
5. Look for the directory labeled "Toasterdudes"
6. Right click on it and select "Copy"
7. Navigate to your LightWave directory
    a. This could be in several places
        i. the root of one of your drives, ei. C:/, D:/..
        ii. Could be in your program files dir
        iii. If using a VT, it is in your VT3 or VT4 directory
8. Open the LightWave folder
9. Open the Plugins folder
10. Right click inside the folder and select paste
11. This will paste the Toasterdudes folder into your LightWave Plugins folder

Step Two: Copy the configs
1. The configs are also found on disc 2
2. There are folder for LightWave 7.5 configs and LightWave 8 configs
3. Open the folder for the version of LightWave you are installing for
4. There are 3 files in this folder
5. select all 3 files and right click and select copy
6. Navigate to your c:/documents and settings folder
7. go into the folder called what you use as a log in name
    a. this could be administrator
    b. your computer name
    c. your name
8. Inside this folder you will see your current LightWave config files
    a. If you are using LightWave 7.5 they are labeled
        i. LW3.cfg
        ii. LW3EXT.cfg
        iii. LWM3.cfg
        iv. You will also see a LWHUB.cfg
    b. Select all of these files and delete them
    c. Now right click and paste the files from the disc in here
    d. If you are using LightWave 8.x they are labeled
        i. LW8.cfg
        ii. LW8EXT.cfg
        iii. LWM8.cfg
        iv. You will also see a LW8HUB.cfg

Step Three: Scan your Plugins in LightWave
1. Launch LightWave – Layout not modeler

2. If you are using LightWave 7.5
    a. Go to the popup menu in the upper left corner of the interface labeled Layout
    b. Select Plugins/edit plugins
    c. This will bring up a requestor
    d. Click the button labeled Scan Directory
    e. Navigate back to your LightWave directory and select the plugins directory so it is highlighted
    f. Click OK
    g. It will report on finding x number of plugins and files
    h. Click ok
    i. Close the edit plugins requestor and close LightWave
    j. Re-open LightWave
    k. Hit the o key
    l. Click the button for content directory
    m. Navigate to your 3D Arsenal Master Content Directory and select it
    n. Click OK
    o. Close LightWave to save the configs
    p. Re-open LightWave and you are ready to go
3. If you are using LightWave 8.x
    a. Go to the Utilities tab along the top of the interface
    b. Select edit plugins from the buttons down the left side
    c. This will bring up a requestor
    d. Click the button labeled Scan Directory
    e. Navigate back to your LightWave directory and select the plugins directory so it is highlighted
    f. Click OK
    g. It will report on finding x number of plugins and files
    h. Click ok
    i. Close the edit plugins requestor and close LightWave
    j. Re-open LightWave
    k. Hit the o key
    l. Click the button for content directory
    m. Navigate to your 3D Arsenal Master Content Directory and select it
    n. Click OK
    o. Close LightWave to save the configs
    p. Re-open LightWave and you are ready to go
4. You should now be ready to use 3D Arsenal Creation Theater