

Maya Security Tools

Maya Security Tools installs two Maya plug-ins: MayaScanner.py and MayaScannerCB.py. These plug-ins are used to scan Maya scene files and startup scripts for malicious scripts. If malicious scripts are detected, an option to clean the files is provided.

MayaScanner.py and MayaScannerCB.py are not loaded by default. You will need to load them from the Plug-in Manager.

Running from Within Maya

When MayaScanner is loaded, two new items, Scan File and Scan Current Scene, are added to the File menu. Scan File lets you select a Maya scene file for scanning, while Scan Current Scene will scan the currently loaded scene file.

When MayaScannerCB is loaded, scene files are automatically scanned when they are loaded into Maya.

Note: Scanning is not done recursively. If a scene file contains references, each referenced file needs to be scanned individually. This means that each file needs to be scanned using Scan File, or loaded into Maya and scanned using Scan Current Scene.

If the scene files are clean, the message “Scan completed: no issues found” will be printed in the script editor.

If a malicious script is detected in the file, a warning will be generated, and a pop-up window will prompt you to either clean the file or quit.

If you opt to clean the file, you will further be prompted to save the file and quit, or quit without saving.

If a file is being imported into a new unsaved scene without a name, there will be no option to save. Maya will quit in this instance.

Note: Maya must quit and restart to return to a clean session.

Running in Interactive Mode

To scan and clean a scene file in interactive mode on Windows, use

```
maya -file "<scene_file>" -command "evalDeferred (\loadPlugin MayaScanner; MayaScan;\")"
```

To scan and clean a scene file in interactive mode on Linux or macOS, use

```
maya -file '<scene_file>' -command 'evalDeferred("loadPlugin MayaScanner;MayaScan;")'
```

Running in Batch Mode

To scan and clean a scene file in batch mode on Windows, use

```
maya -batch -file "<scene_file>" -command "evalDeferred (\\"loadPlugin MayaScanner; MayaScan;\")"
```

To scan and clean a scene file in batch mode on Linux or macOS, use

```
maya -batch -file '<scene_file>' -command 'evalDeferred("loadPlugin MayaScanner;MayaScan;")'
```

Files are automatically cleaned and saved when running in batch mode.

Note: UI configurations will not be saved on exit when Maya is operating in batch mode.

Logging

Maya Security Tools writes logs to MayaScannerLog.txt in %TMPDIR% on Windows and \$TMPDIR on Linux and macOS.