MAY 9

USER GUIDE

NEXT

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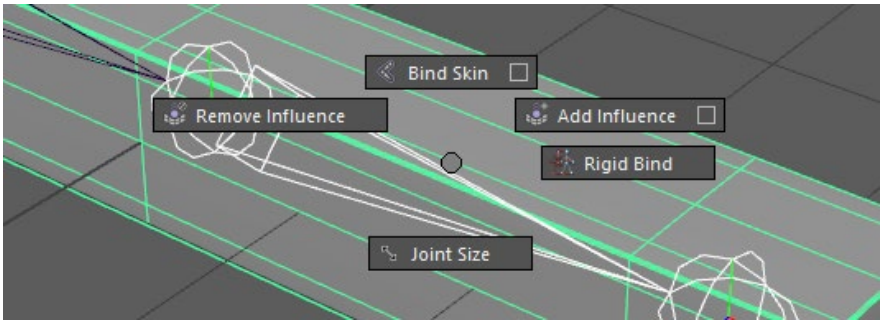
What is May9 Next

May9 Next is a plug-in aim to offer an alternative user experience for *Autodesk Maya* designed to improve the speed of daily workflow and maximize new tools learning.

May9 Next streamline the most common commands into a single keyboard button (*Z*), by predicting them from the context. For example, if you have in selection a mesh and a joint by pressing *Z + Left Mouse Button* (*MMB* from now) it's appear the follow *Marking Menu* (*MM* form now):

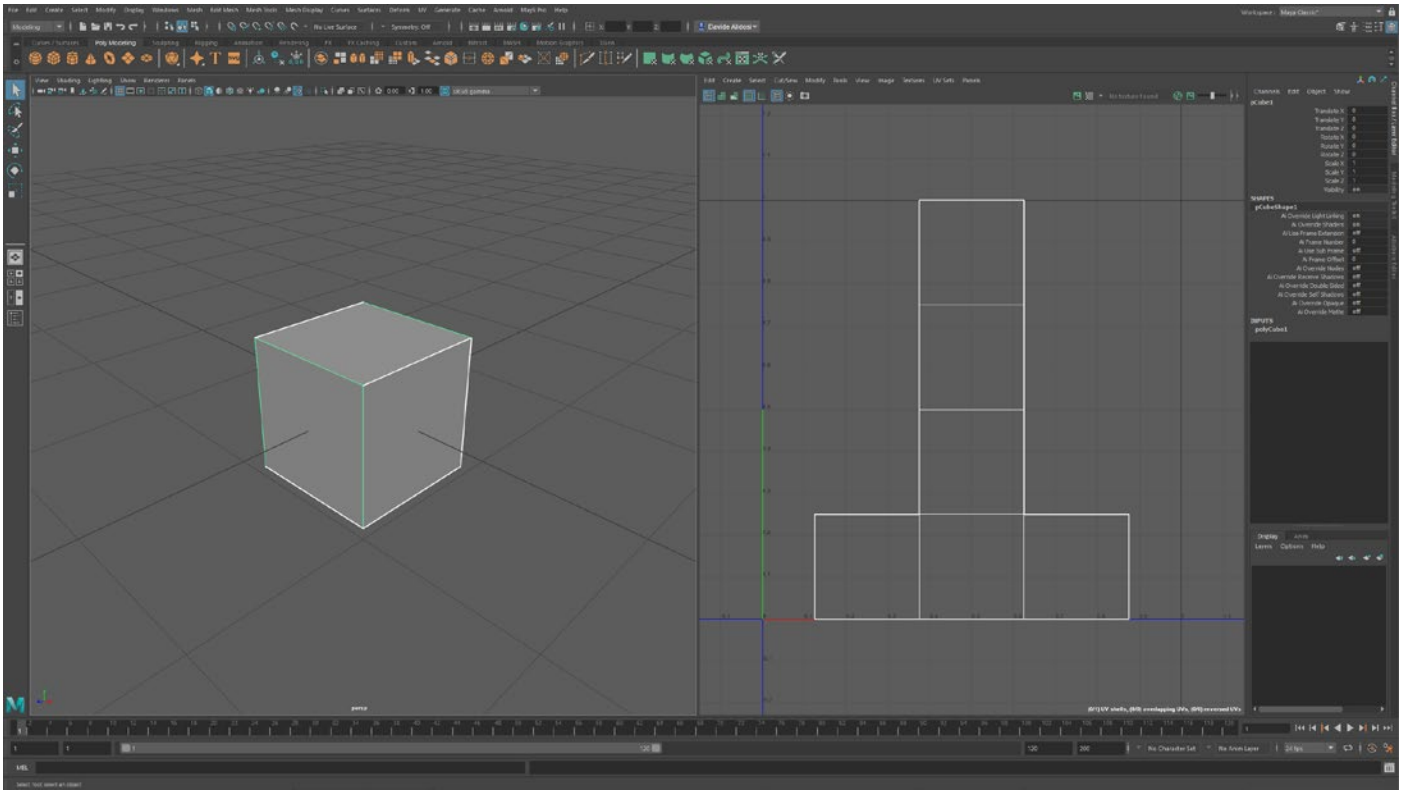


In addition to the contextual workflow describe above, *May9 Next* include: contextual hotkeys, layouts, scripts, presets, and optional hotkeys.

Basic usage

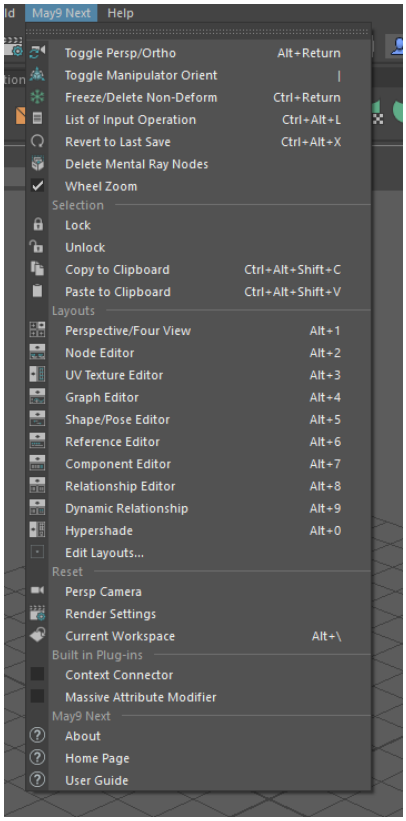
May9 Next Layouts

The *May9 Next* Layouts are designed to be integrated in the *Maya Classic* Workspace, for open one of the ten Layout available just use a Hotkey from *ALT + 1* to *ALT + 0* or use *May9 Next* drop-down menu:



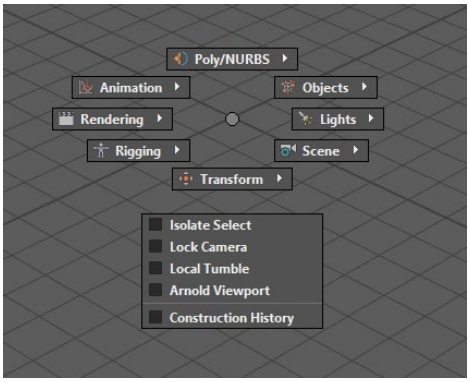
May9 Next drop-down menu

A conventional drop-down is provided to provide a quick access to layouts and *May9 Next* not contextual commands:



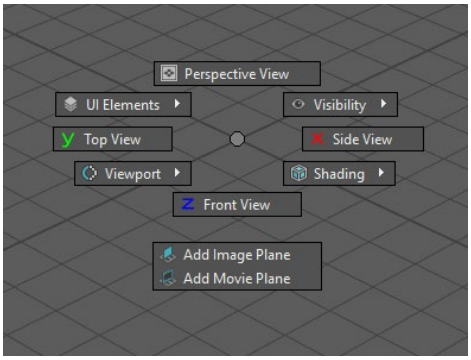
All MM

All MM (*menu_All_MM.mel*) is the foundation of *May9 Next*, is available by pressing *Z + Middle Mouse Button* (from now *MMB*) and use **bold** font style:



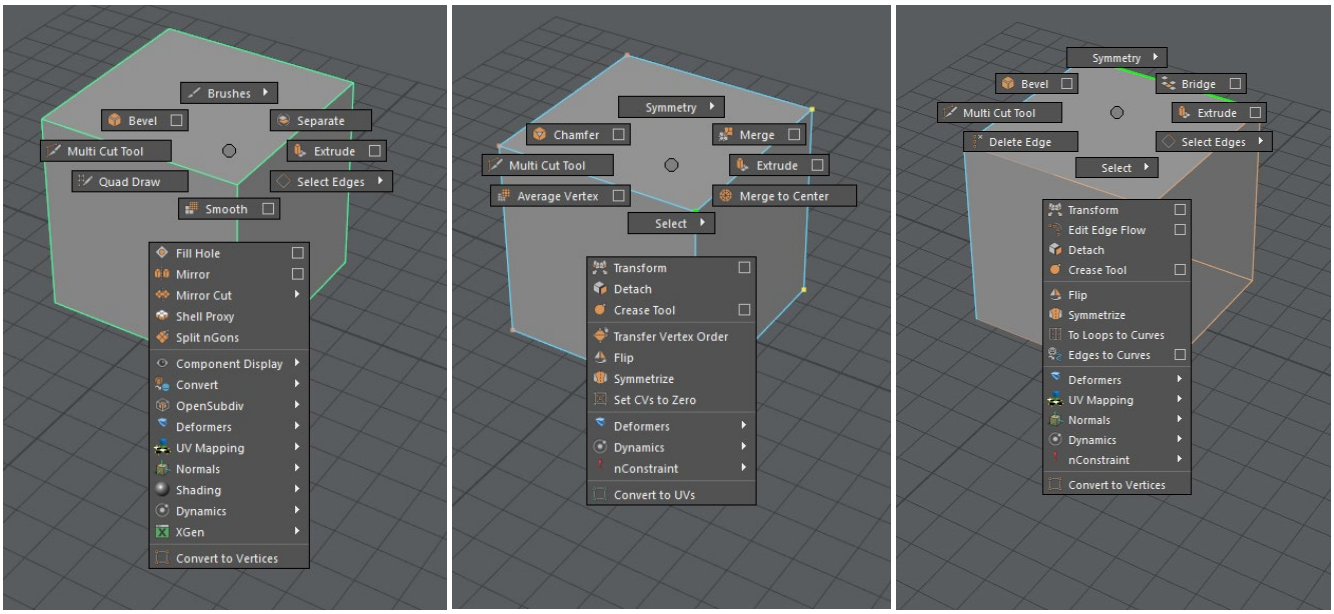
Maya Window MM

Maya Window MM (*menu_MayaWindow_MM.mel*) is available over the Viewport and there isn't selection, is available by pressing *Z + LMB*:



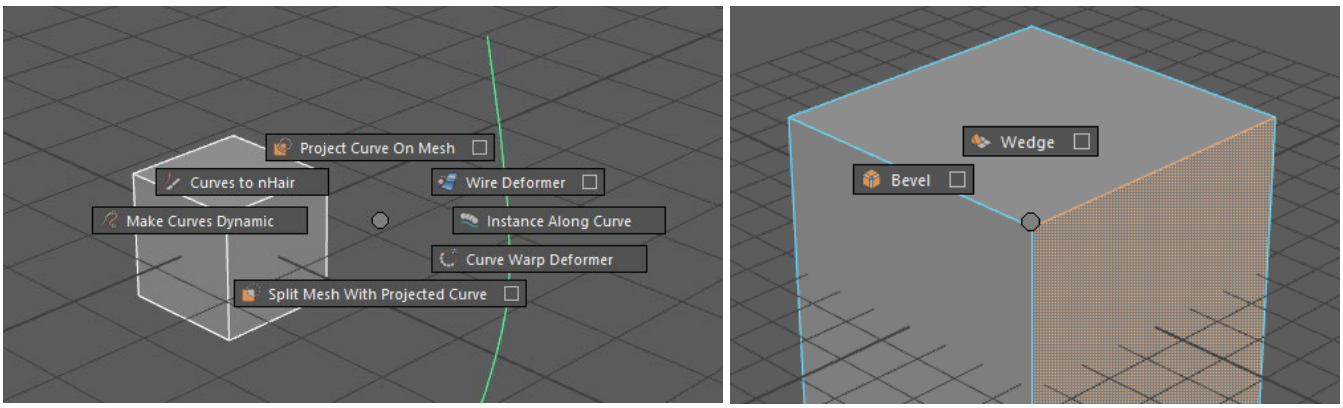
Contextual single selection MM

When a single object or component type is selected is possible enable the relative contextual MM by pressing *Z + LMB*:



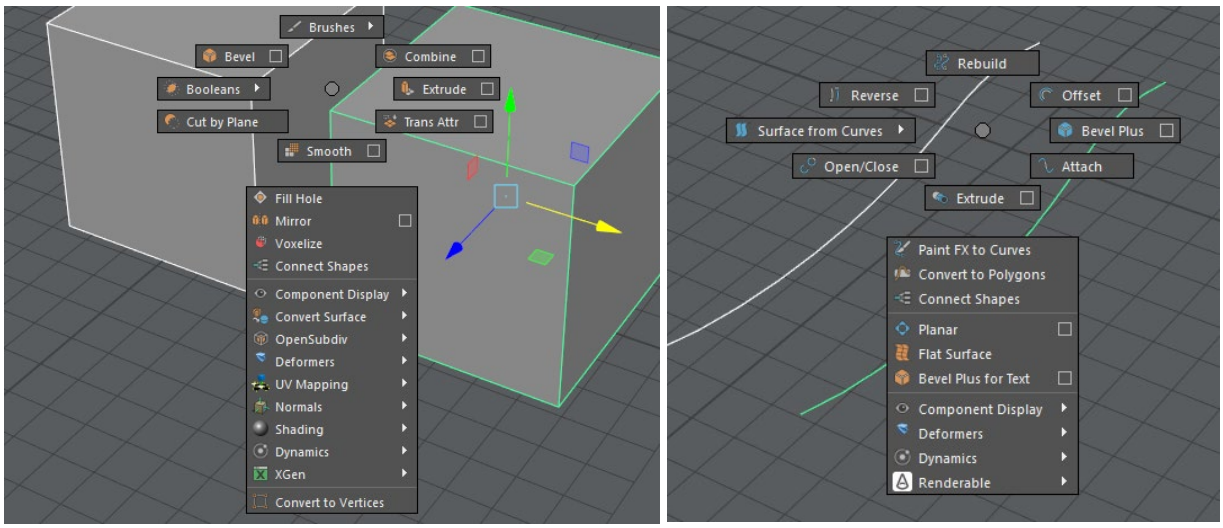
Contextual multi selection MM

When a multiple object type or component type is selected is possible enable the relative contextual MM by pressing *Z + LMB*:



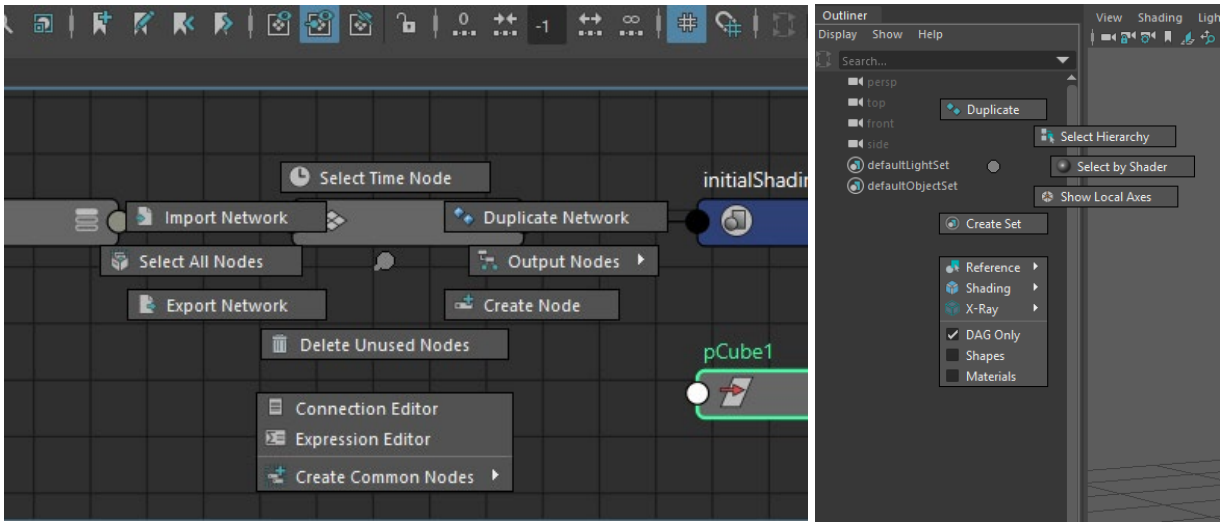
Contextual multi selection of the same object type MM

When a multiple object of the same type is selected is possible enable the relative contextual MM by pressing *Z + LMB*:



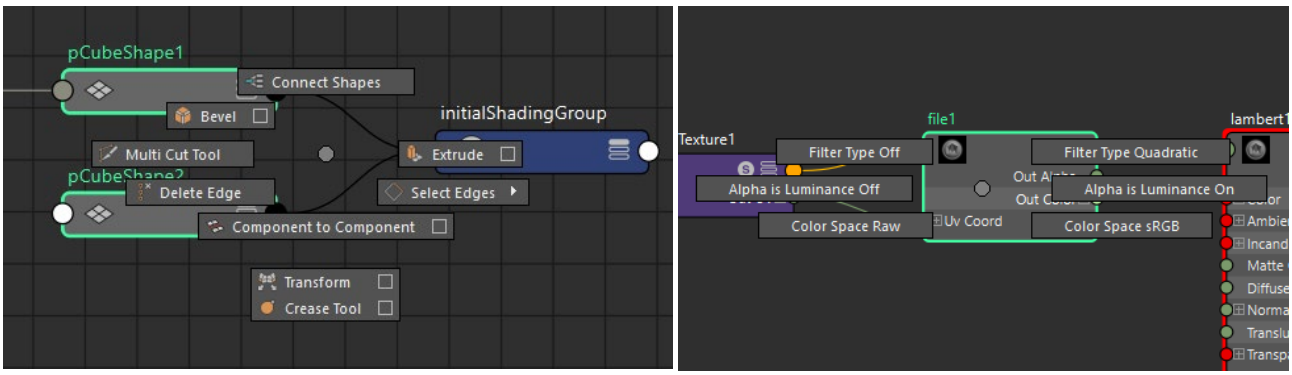
Contextual panel MM

When the mouse is over a panel is possible enable the relative contextual MM by pressing *Z + LMB*:



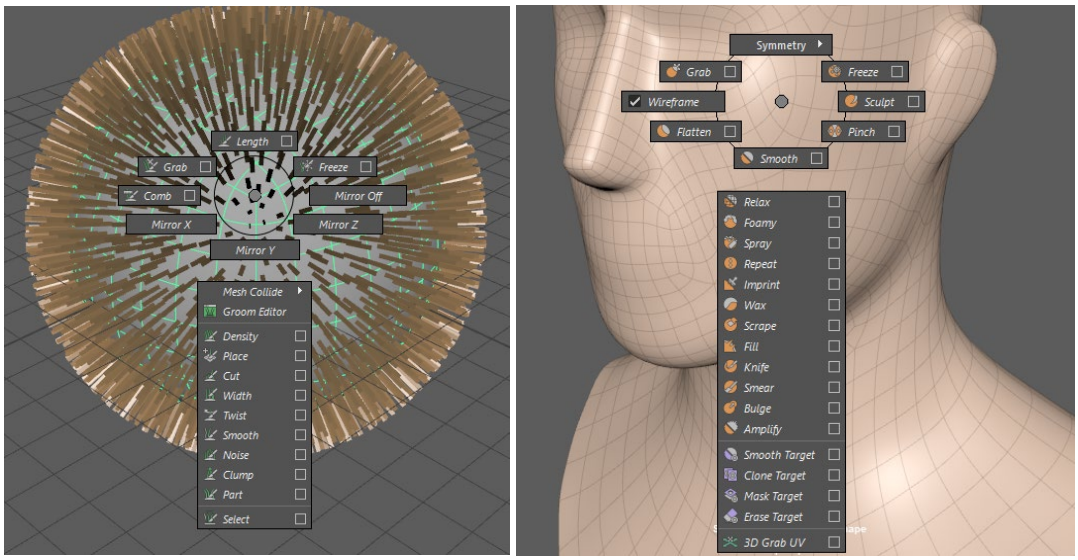
Contextual node selection in editor panels

When a single node, a combination of the same type nodes or a combination of different type nodes are selected in some editor panel is possible enable the relative contextual MM by pressing *Z + LMB*:



Contextual Tool MM

When a supported Tool is selected, is possible enable the relative contextual MM by pressing *Z + MMB*, this kind of MMs use *italic* font style:



These are the tool supported by Contextual Tool MM: *3D Paint tool*, *Paint Attribute*, *Paint Skin Tool*, *Legacy Artisan Sculpt tool*, *Create Particle tool*, *Paint FX tool*, *Grease Pencil tool*, *Multi Cut tool*, *Quad Draw tool*, *Poly Crease tool*, *Sculpt tools*, *XGen Groom Paint tools*, *Create Particle tool and UV Brushes*.

Contextual single selection Hotkey

If a single object or component type is selected is possible enable the relative contextual Hotkey by pressing and release *Z*. For example: almost every object types toggle to component mode by using *contextual hotkey*.

Contextual multi selection of the same object type Hotkey

If a multiple object of the same type is selected is possible enable the relative contextual Hotkey by pressing and release *Z*.

Contextual multi selection of different object type Hotkey

If a multiple object type or component type is selected is enable the relative contextual Hotkey by pressing and release *Z*.

Contextual panel Hotkey

If the mouse is over a panel is possible enable the relative contextual Hotkey by pressing and release *Z*.

Hotkeys added to standard ones

F1 = Type to find (Maya 2019 only)

SHIFT + ALT + Z = Zero Transformations (move objects to world center)
SHIFT + ALT + Space = Playback toggle

CTRL + ALT + R = Start IPR or Arnold Render View
CTRL + ALT + 8 = Paint Effects Panel
CTRL + ALT + X = Reverse to save
CTRL + ALT + M = Toggle Shelf Tabs
CTRL + ALT + T = Toggle Title Bar
CTRL + ALT + L = List of Input Operation
CTRL + ALT + . = move a keyframe to the next frame
CTRL + ALT + , = move a keyframe to the previous frame
CTRL + ALT + Space = Interactive playback

CTRL + SHIFT + ALT + C = Copy selection to clipboard
CTRL + SHIFT + ALT + V = Paste selection to clipboard
CTRL + SHIFT + ALT + G = Save selection in to a Set
CTRL + SHIFT + ALT + M = Toggle Shelf
CTRL + SHIFT + ALT + R = Toggle Resolution Gate
CTRL + SHIFT + ALT + Z = MMtoKey Manager
CTRL + SHIFT + ALT + Q = Reset Context MM
CTRL + SHIFT + ALT + S = Key only the already keyed channels

CTRL + SHIFT + ALT + P = Controller Parent
CTRL + SHIFT + ALT + T = Controller Point
CTRL + SHIFT + ALT + O = Controller Orient
CTRL + SHIFT + ALT + A = Controller Aim
CTRL + SHIFT + ALT + I = Controller Pole Vector

CTRL + ALT + SHIFT + D = Match Pivot
CTRL + ALT + D = Reset Pivot
CTRL + ALT + O = Tag as Controller
CTRL + ALT + P = Parent Controller
CTRL + Return = Delete Non-Deformer History and Freeze Transform

CTRL + F = Ignore the child and frame only the selected object
CTRL + P = Parent and position
CTRL + J = Context Connector or Connection Editor
CTRL + K = Massive Attribute Editor

ALT + 1 = Set Layout Single Perspective/Four View
ALT + 2 = Set Layout Node Editor
ALT + 3 = Set Layout UV Texture Editor
ALT + 4 = Set Layout Graph Editor
ALT + 5 = Set Layout Shape/Pose Editor
ALT + 6 = Set Layout Reference Editor
ALT + 7 = Set Layout Component Editor
ALT + 8 = Set Layout Relationship Editor
ALT + 9 = Set Layout Dynamic Relationship Editor
ALT + 0 = Set Layout Hypershade

ALT + C = Open Channel Box or toggle it if docked
ALT + A = Open Attribute Editor or toggle it if docked
ALT + M = Open Modelling Toolkit or toggle it if docked
ALT + U = Open UV Toolkit or toggle it if docked (*CMD + U* on OS X)
ALT + O = Open Outliner or toggle it if docked
ALT + T = Open Tools Preference Settings or toggle it if docked
*ALT + * = Reset Current Workspace
ALT + L = Open Color Picker
ALT + Enter = Toggle perspective to orthographic camera

SHIFT + UP = Side View
SHIFT + RIGHT = Front View
SHIFT + DOWN = Top View
SHIFT + LEFT = Persp View
SHIFT + T = Assign shader if an object is selected or open create node window if not

~ = Orient Manipulators Toggle
Home = Reset Transformations
End = Select Hierarchy
K + Drag = Smooth playback mode
CMD + Space = Toggle Full Screen (Mac OS only)

Changed Hotkeys
CTRL + ALT + 3 = Toggle Displacement
CTRL + ALT + ~ = Smoothing Display Show Both
CTRL + ALT + Return = Toggle Pan Zoom

ALT + - = Toggle Color Feedback
ALT + I = Toggle Wireframe in Artisan

SHIFT + N = Full Hotbox Display

SHIFT + F1 = Maya Help (Maya 2019 only)

Hidden tools exposed

The flowing is the *Autodesk Maya* hidden tools exposed in *May9 Next*:

- Membrane deformer
- Mirror Cut tool
- Legacy curves-based text
- Remesh command

Changed Preferences

The flowing is the *Autodesk Maya* preferences changed in *May9 Next*:

- Double variable warning is disable
- Input Field is exposed in Status Line
- Connection Editor display hidden attributes
- Hotbox have no transparency
- Custom Hypershade layout

Important note: after uninstallation previous preferences are restored.

Custom Scripts

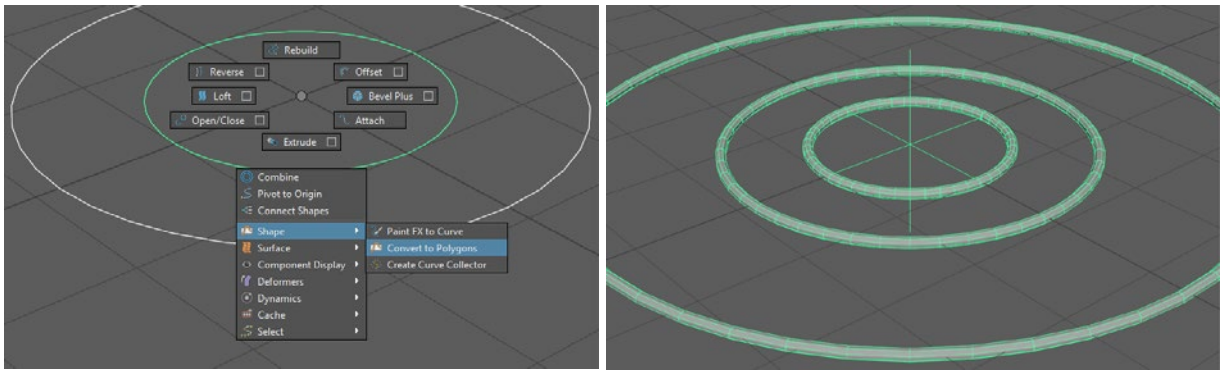
Under the hood of *May9 Next* there are hundreds of MEL scripts that's support the contextual workflow, but there's also some ones that add new features to *Autodesk Maya*.

Important note: All the custom scripts are customizable by user under *Windows > Settings\Preferences > Hotkey Editor*.

da_curveToPoly (video)

This script makes possible the conversion of curves in polygons:

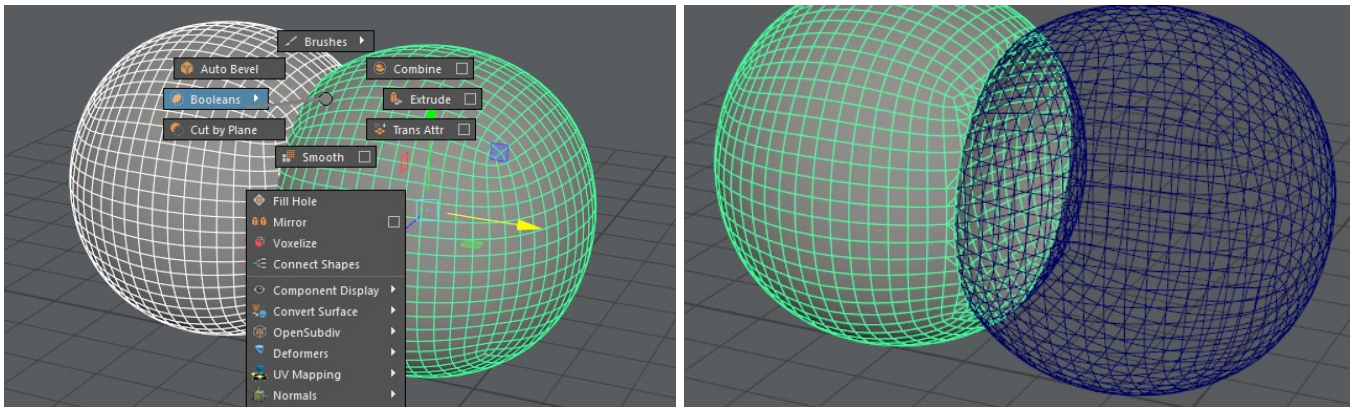
1) Select a curve or multiple curves
2) *Z + LMB > Shape > Convert to Polygons*



da_interactiveBooleans (video)

This script makes the Polygonal Boolean process more interactive:

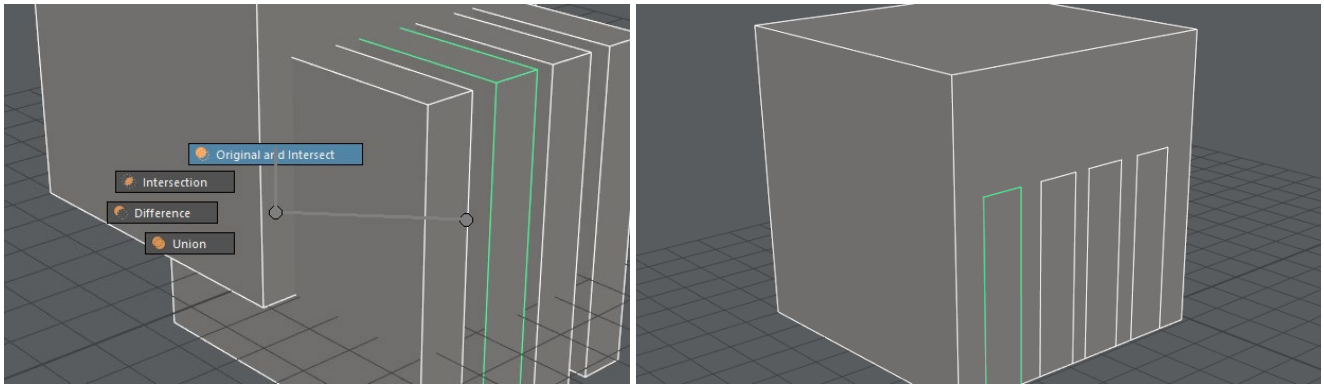
1) Select two or more polygons objects
2) *Z + LMB > Booleans*



da_BooleanFullIntersect (video)

This script makes a full intersect, so this execute a mesh subtraction but maintain subtracted part as separate object:

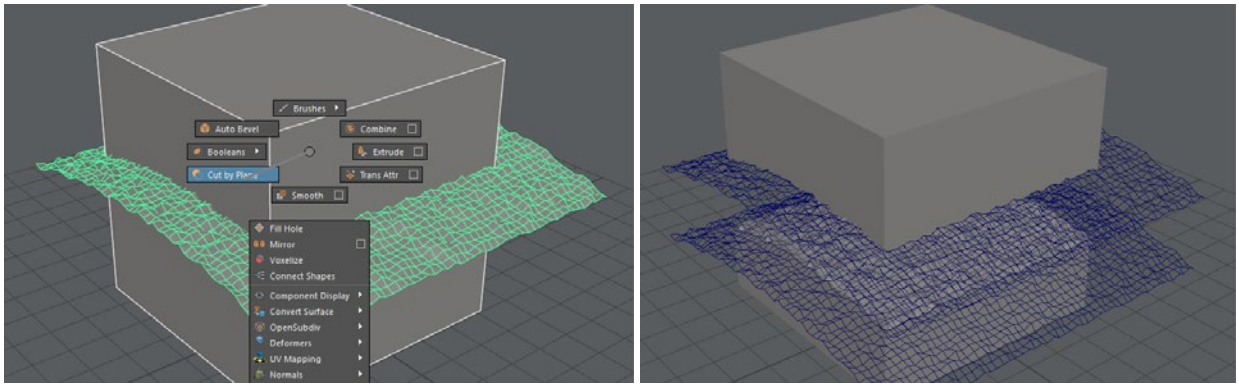
1) Select first the main object and after the cutters ones
2) *Z + LMB > Booleans > Original and Intersect*



da_PlaneCutter (video)

This script cut a mesh by using a flat mesh, this can be useful for simulate surface cracks:

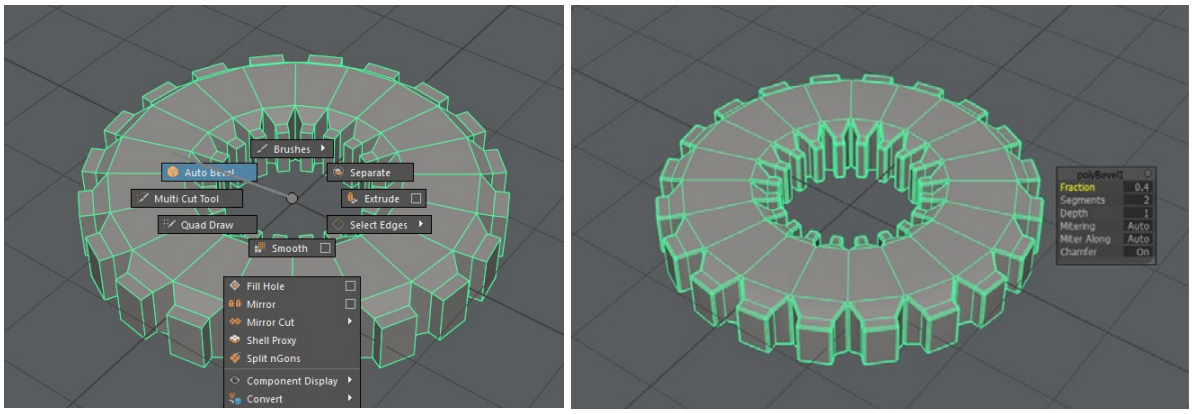
1) Select first the main object and after the cutter ones
2) *Z + LMB > Cut by Plane*
3) Select the single or double operator
4) Move the cutter or the cutters plane



da_AutoBevel (video)

This script analyses the angle between faces and try to add a Bevel node only on needed edges:

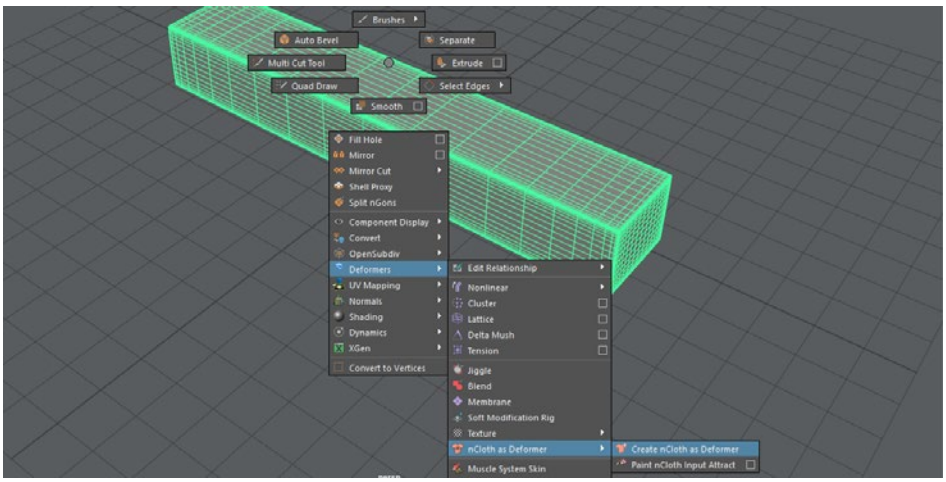
1) Select a Polygon
2) *Z + LMB > Auto Bevel*



da_ClothAsDeformer (video)

This script set up the current mesh to be deformed by nCloth solver, this can be useful for simulate character self-collision skin or muscle dynamics:

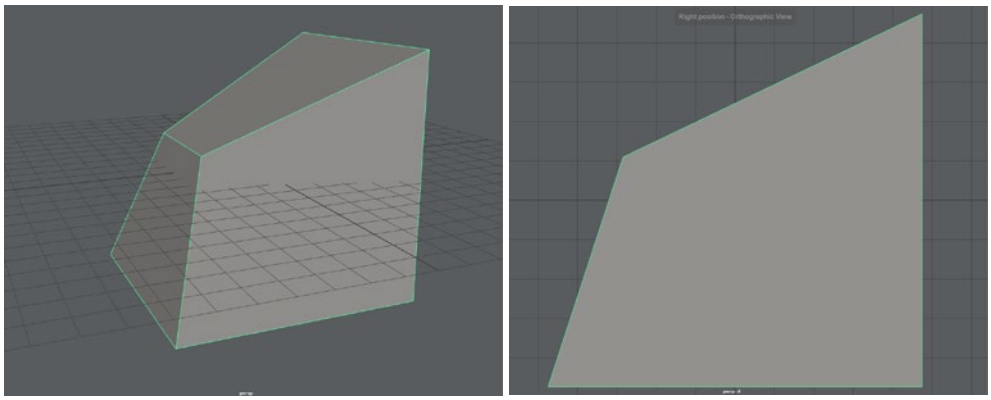
1) Select the polygons to deform, it can be the character skin
2) *Z +LMB > Deformers >nCloth as Deformer > Create nCloth as Deformer*



da_perspToggle (video)

This script converts the current persp view to the closest ortho, and vice versa:

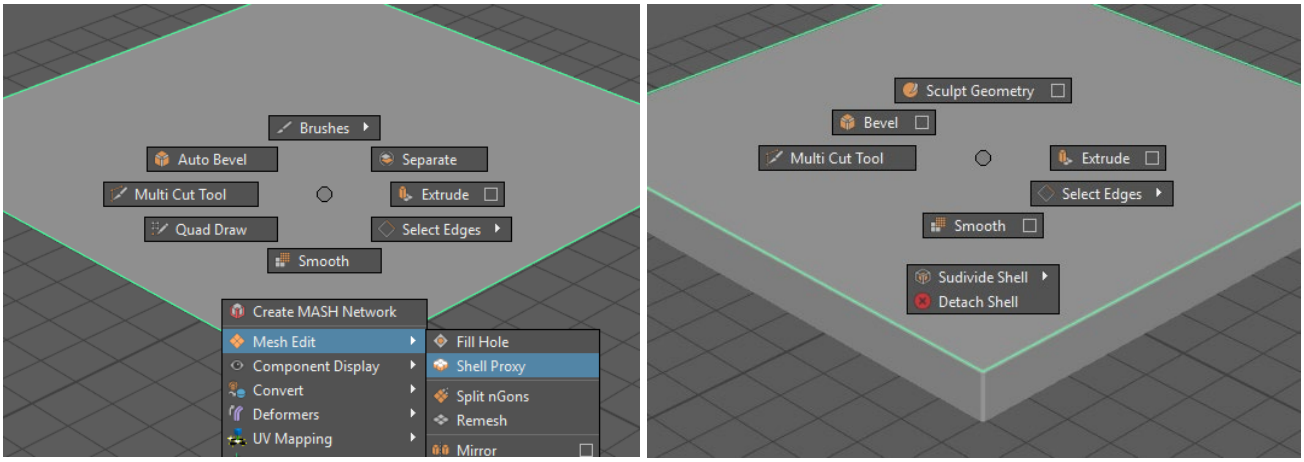
1) Move camera
2) *Press ALT + Enter*



da_shell (video)

This script emulates Shell deformer of *Autodesk 3D Studio Max*, by adding a thickness to flat polygons:

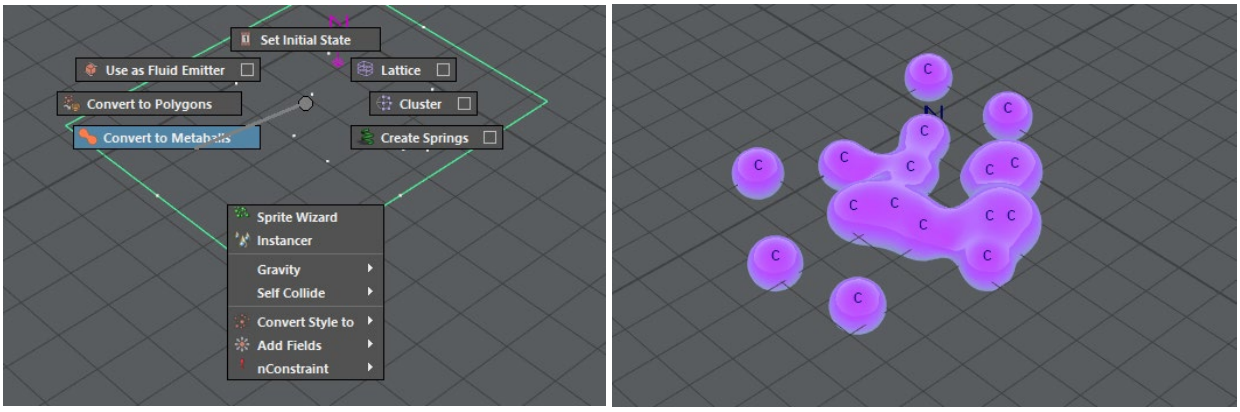
1) Select a flat polygon
2) *Z + LMB > Mesh Edit > Shell Proxy*
3) Continue to model or open tool option by using *Z + LMB*



da_MetaBalls (video)

This script converts particles to polygonal Metaballs:

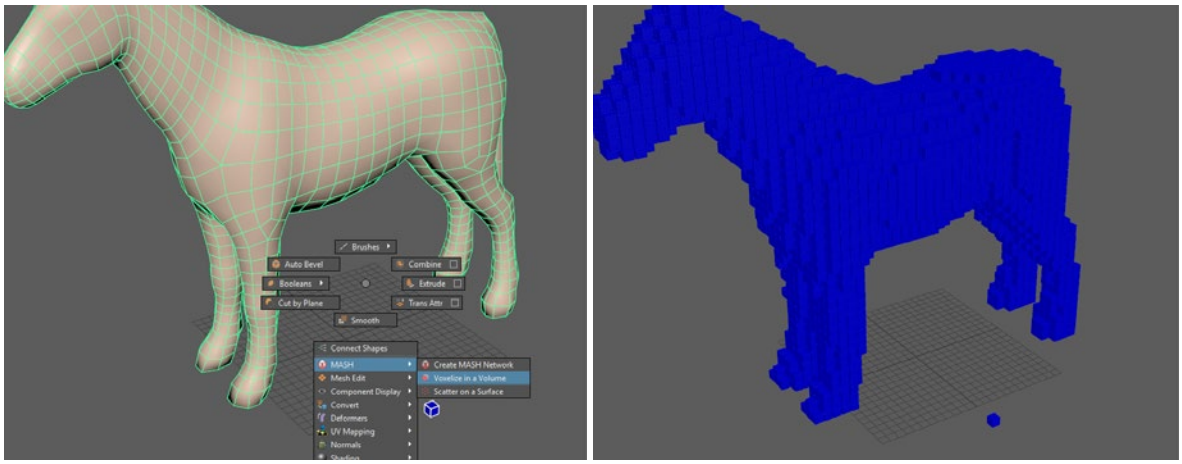
1) Select some particles
2) *Z + LMB > Convert to Metaballs*
3) Move single metaballs by selecting relative cluster



da_MashVoxelizer (video)

This script use MASH to voxelize an arbitrary mesh in the volume of another mesh:

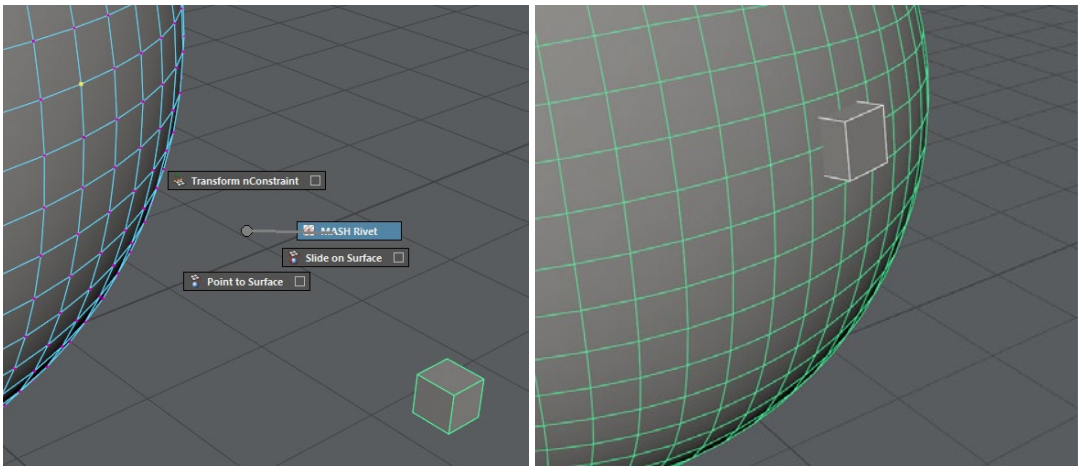
1) Select first the filler mesh then the volume mesh
2) *Z + LMB > MASH >Voxelize in a Volume*



da_RivetMash (video)

This script constraint the pivot of a polygon to a component of another polygon:

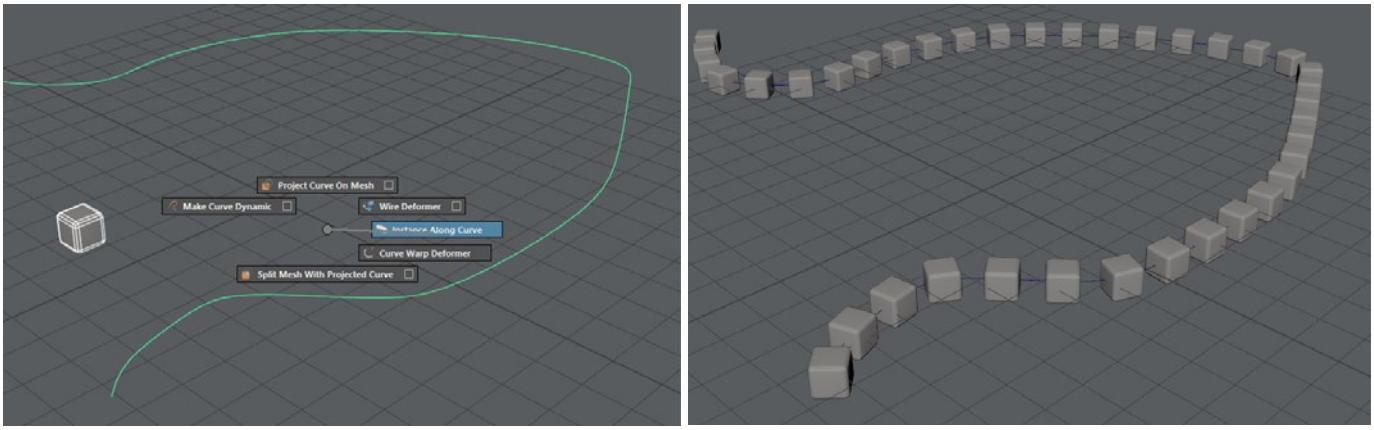
1) Select single or multiple components then a polygon
2) *Z + LMB > Rivet*



da_CurveDistributionMash (video)

This script scatter and constrain a polygonal object along a curve:

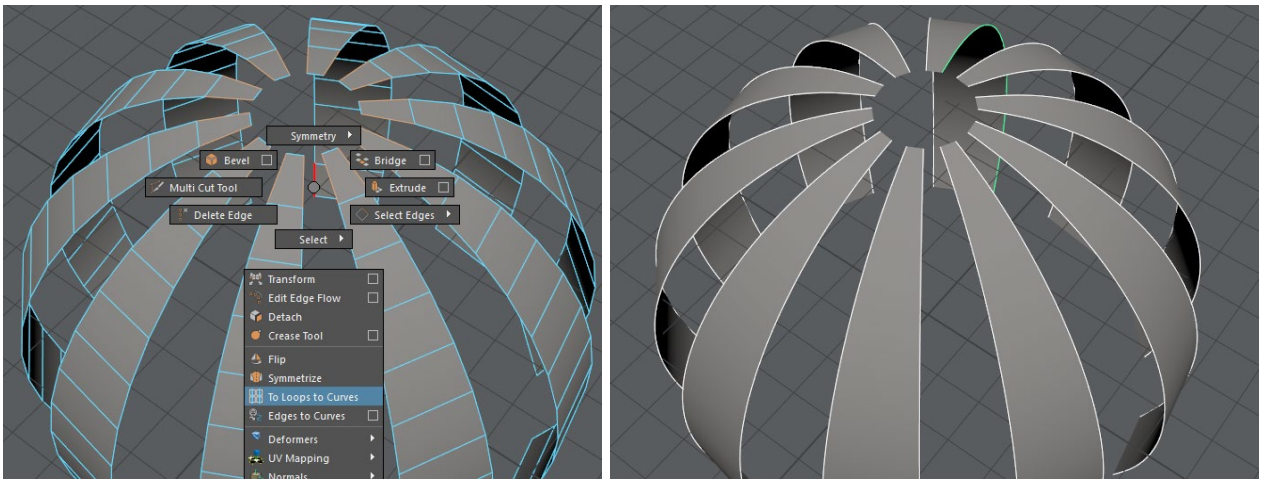
1) Select a polygon and then a curve
2) *Z + LMB > Instance Along Curve*



da_EdgesToLoopToCurve (video)

This script converts edge selection to loop and then make a batch conversion to curves, this is useful for converting polygonal hair to curve hair:

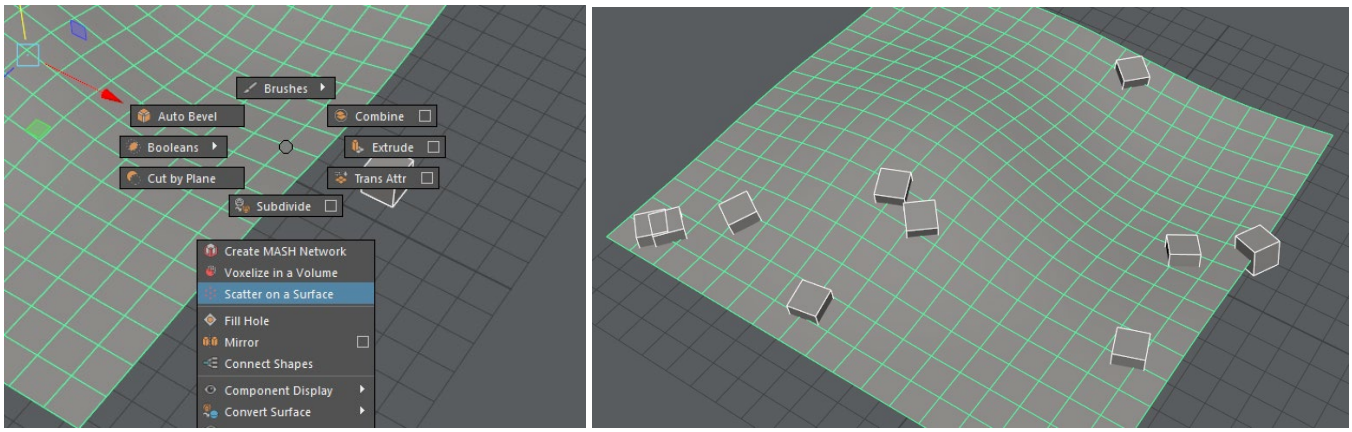
1) Select an edge for loop, sometimes this is easier to do in UV texture editor
2) *Z + LMB > To Loops to Curves*



da_SurfaceScatterMash

This script scatter and constrain a polygonal object on a mesh:

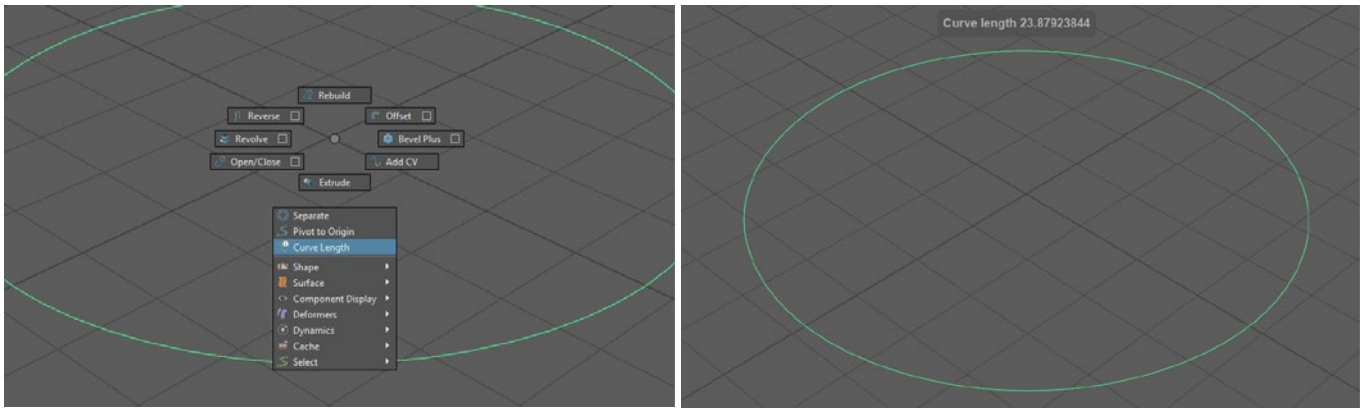
1) Select a mesh object then a mesh surface
2) *Z + LMB > Scatter on a Surface*



da_CurveLength

This script returns the length of a curve in Maya unit:

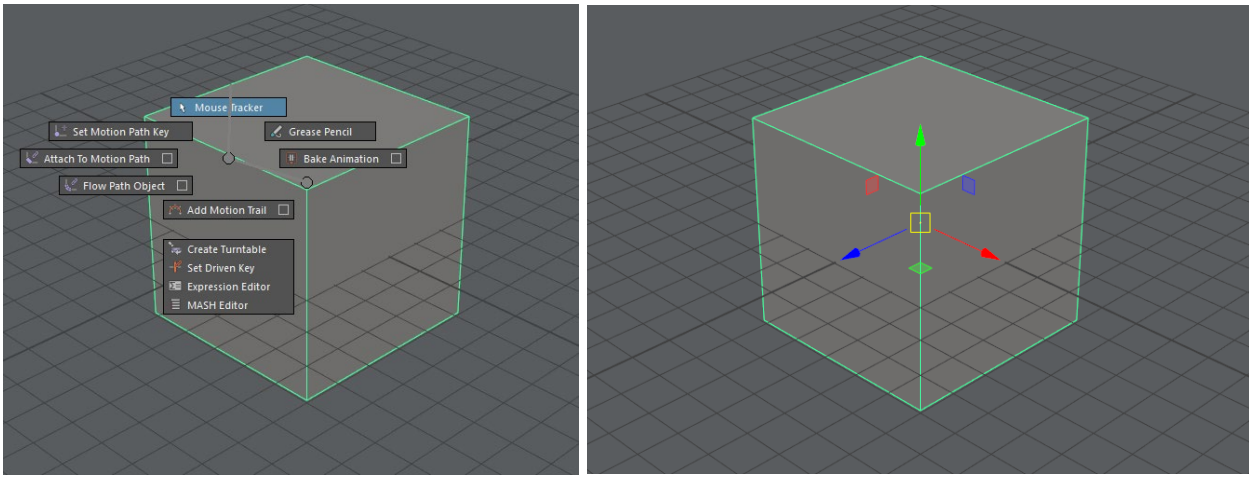
1) Select the curve you want to measure
2) *Z + LMB > Curve Length*



da_MouseTrack

This script tracks the mouse movement and create an animation:

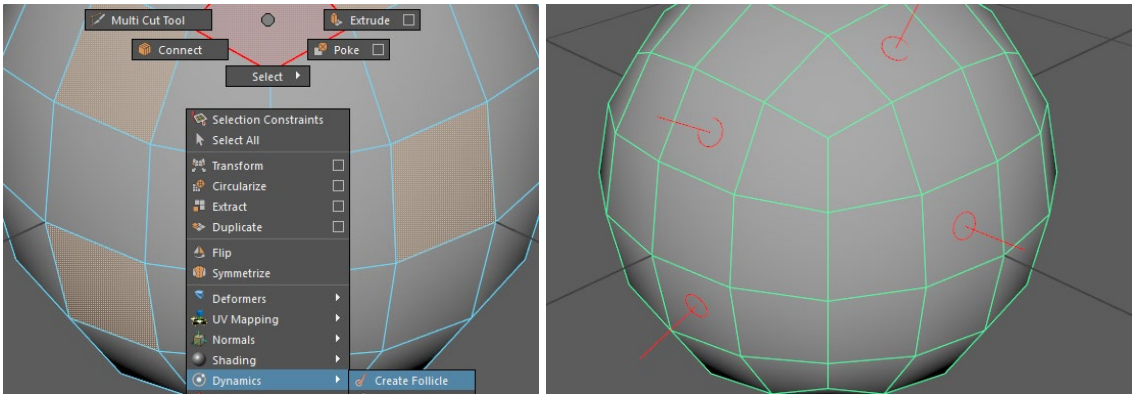
1) Select an object
2) *Z + MMB > Animation > Mouse Tracker*
3) Manipulate the object by using manipulators
4) Press *Esc* for stop the tracking



da_FacesFollicles

This script creates a follicle in the centre of selected faces:

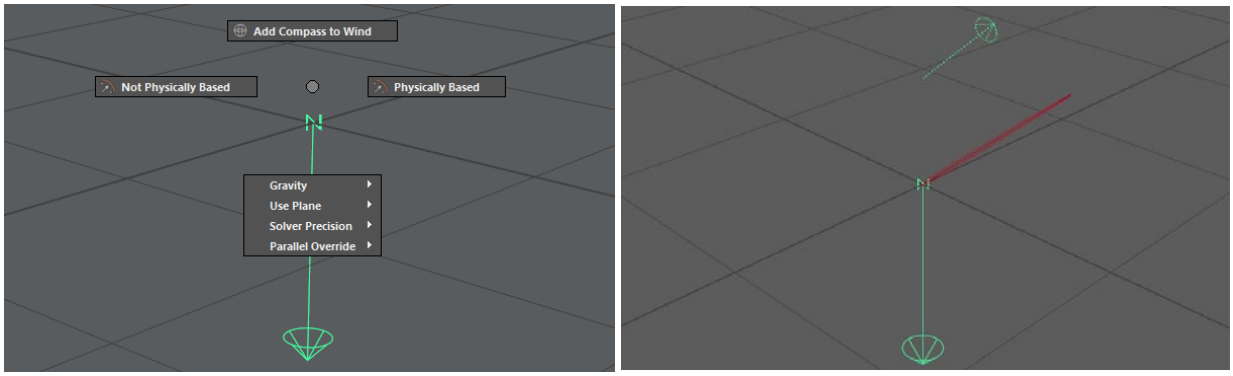
1) Select one or more faces
2) *Z + LMB > Dynamics > Create Follicle*



da_Compass

This script converts Euler angle into a XYZ vector, for drive Nucleus, Air Filed and nCloth:

1) Select Nucleus icon, Air Filed icon or nCloth icon
2) *Z + LMB > Compass to Wind or Local Wind or Local Force*

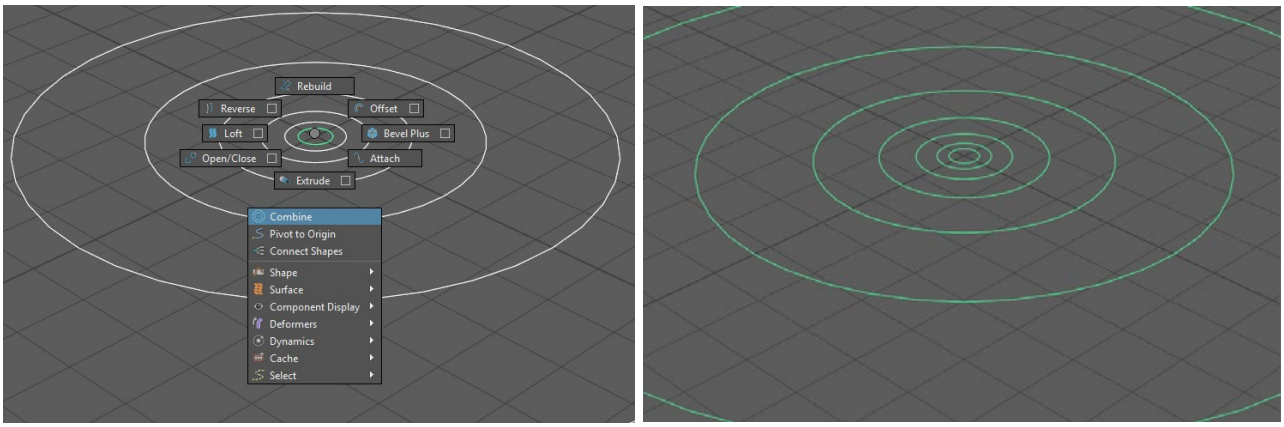


Alternatively, is possible generate a standalone compass by using *Z + MMB > Compass*

da_CombineCurves

This script combines two or more curves in one transform node:

1) Select two or more curves
2) *Z + LMB > Combine*

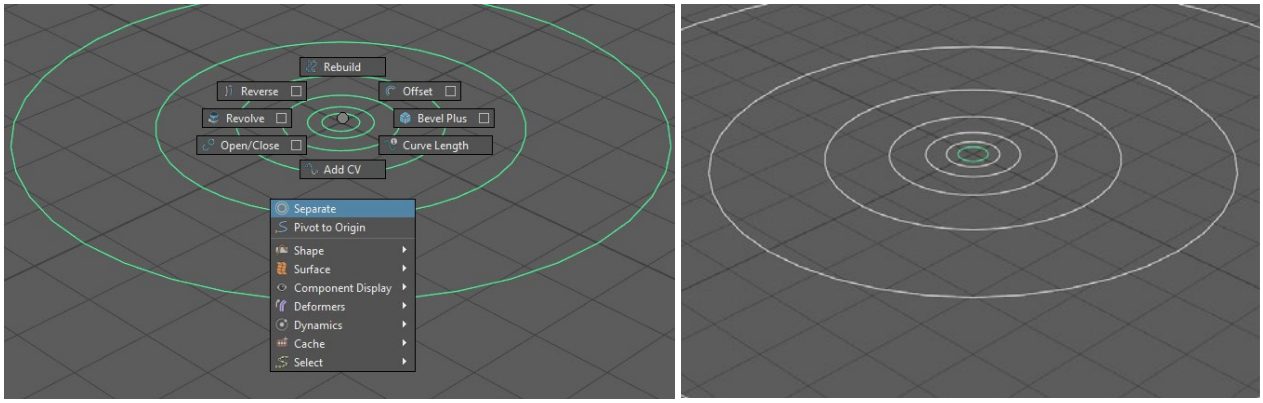


Note: do not combine already combine curves, always first separate the combined curves then combining the curves again.

da_SepareCurves

This script separate combined curves:

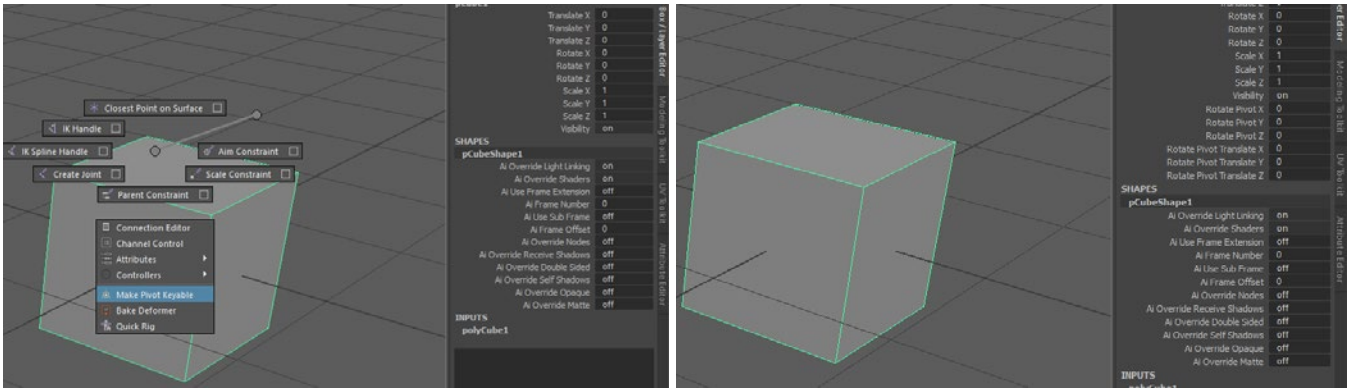
1) Select combined curves
2) *Z + LMB > Separate*



da_pivotKeyable

This script expose pivot position value to make possible animate it by using *S* hotkey:

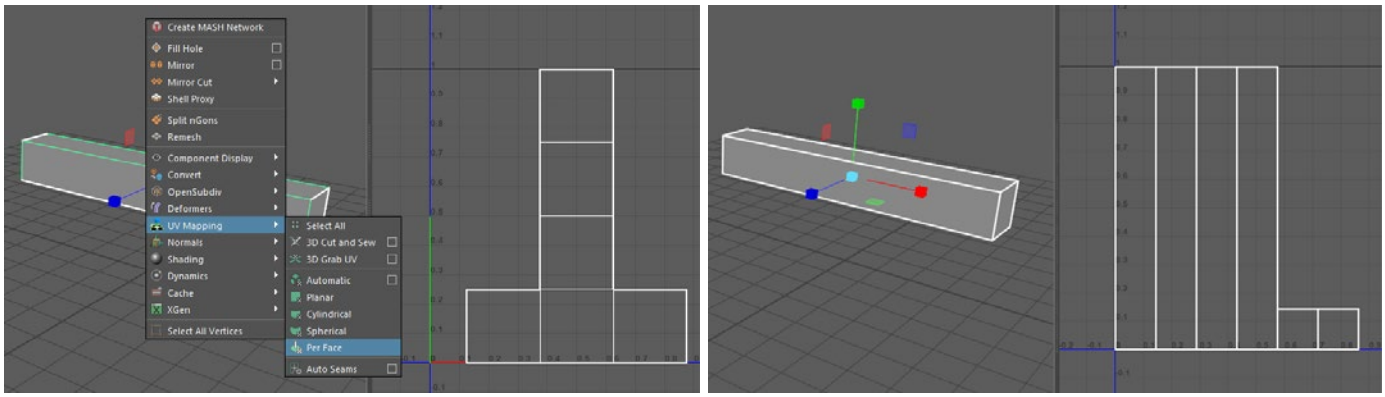
1) Select an object
2) *Z + MMB > Rigging > Make Pivot Keyable*
3) Animate the object as usual



da_MapFacesUV

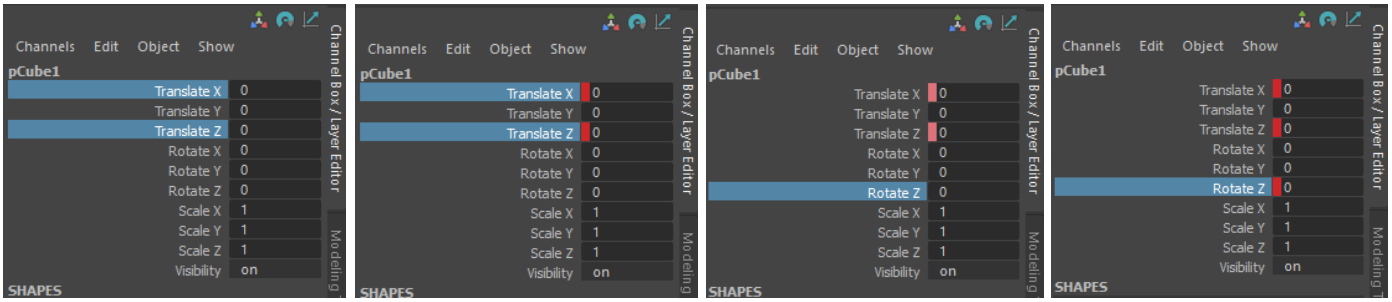
This script maps any single faces of a mesh as separate planar UV shell:

1) Select one or multiple meshes, or one or multiple faces
2) *Z + LMB > UV Mapping > Per Face*



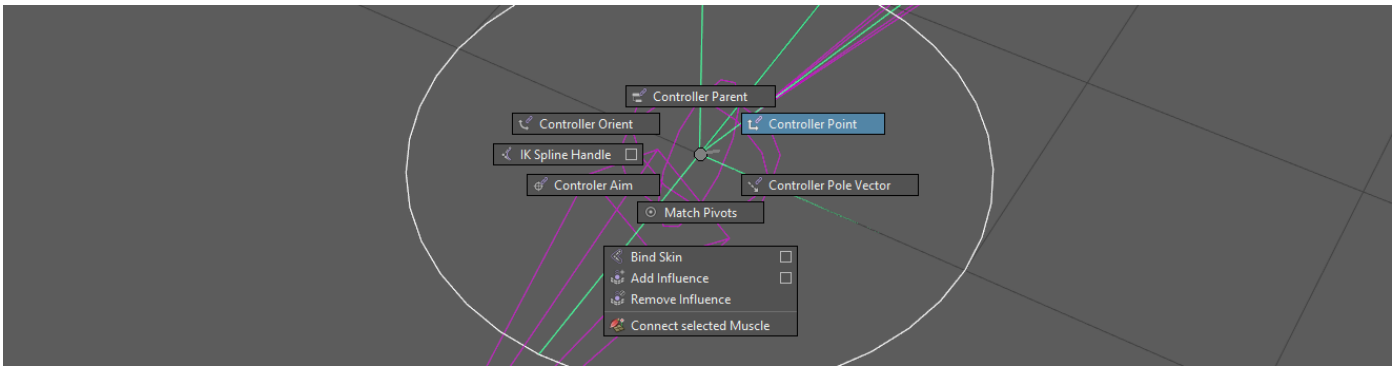
da_KeyKeyedOnly

This script creates animation keys on selected or already animated channels in Channel Box, when *CTRL + SHIFT + ALT + S* is pressed.



Control Constraint (video)

This set of scripts constraint a controller to a single or multiple controlled object(s). To use it select first a Locator or Curve object and after one or multiple target, so press *Z + LMB*.



Custom Presets

May9 Next contains custom *Presets* for the following nodes:

- Fluid FX, *fluidEmitter*
  - *da_KillVolume*, convert fluid emitter into a kill volume
- nHair, *hairSystem*
  - *da_RealScale*, define a hair clamp in real cm unit
  - *da_RealScale_Dynamics*, define a hair clamp in real cm unit and make it dynamic
- *nCloth*
  - *da_Muscle*, define muscle behaviour for an nCloth
- *nParticle*
  - *da_Balls*, convert particle into Balls style
  - *da_Cloud*, convert particle into Cloud style
  - *da_Point*, convert particle into Point style
  - *da_ThickCloud*, convert particle into Thick Cloud style
  - *da_Water*, convert particle into Water style
- Paint FX, *stroke*
  - *da_TemplateBrush*, revert a Paint FX stroke to original default

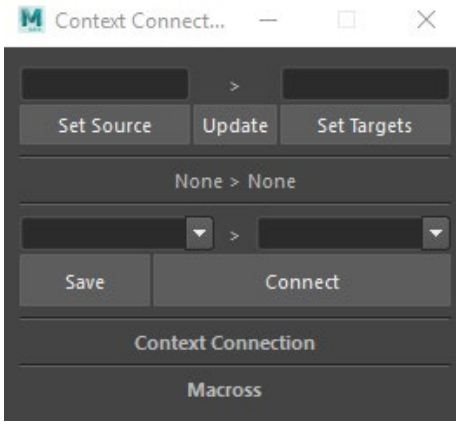
Third-party plug-ins

May9 Next support some of the best third-party plug-ins available, some are included other need separate install due to license.

Context Connector (Video)

Context Connection is an advance tool for automate and manage single and multiple node connection, enable it under *May9 Next > Context Connector*.

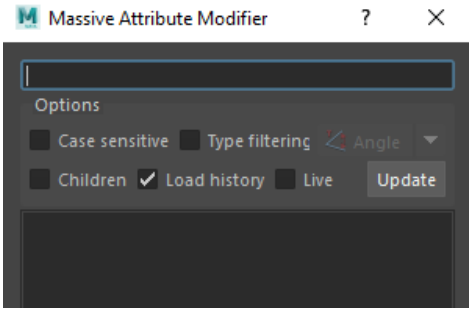
For open Context Connection UI use *CTRL + J* shortcut or *Z + MMB > Rigging > Context Connector*



Massive Attribute Modifier

Massive Attribute Modifier is an advance tool simply wrap all the common attributes between the selected objects and display them in a list, enable it under *May9 Next > Massive Attribute Modifier*.

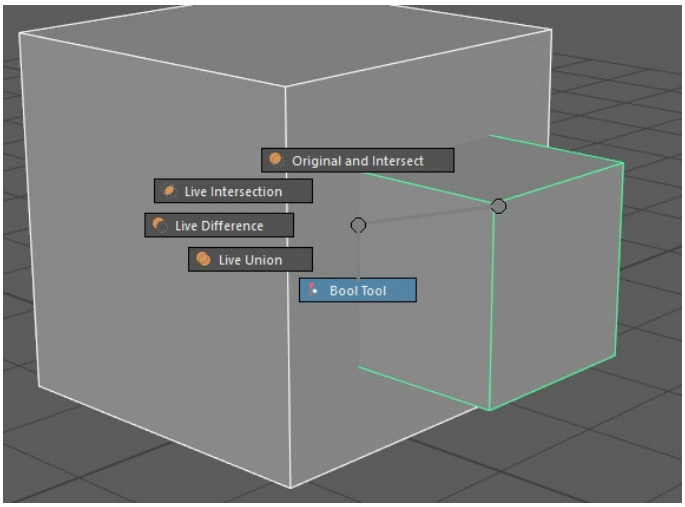
For open *Massive Attribute Modifier* UI use *CTRL + K* shortcut or *Z + MMB > Rigging > Massive Attribute Modifier*

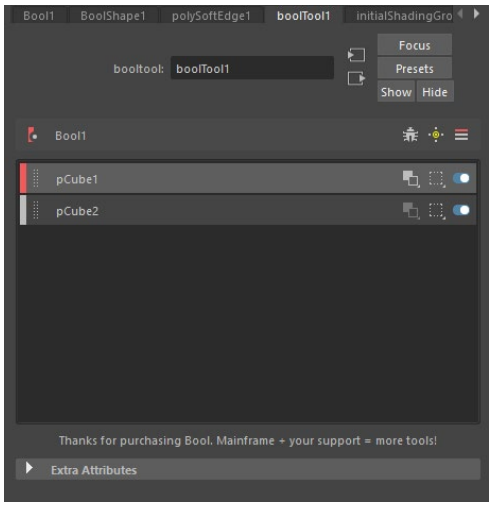


Bool (Video)

Bool is in a live boolean plug-in that's interactively adjust multiple boolean operations, is available to buy here.

For use *Bool*, select two or more meshes and *Z + LMB > Booleans > Bool Tool*

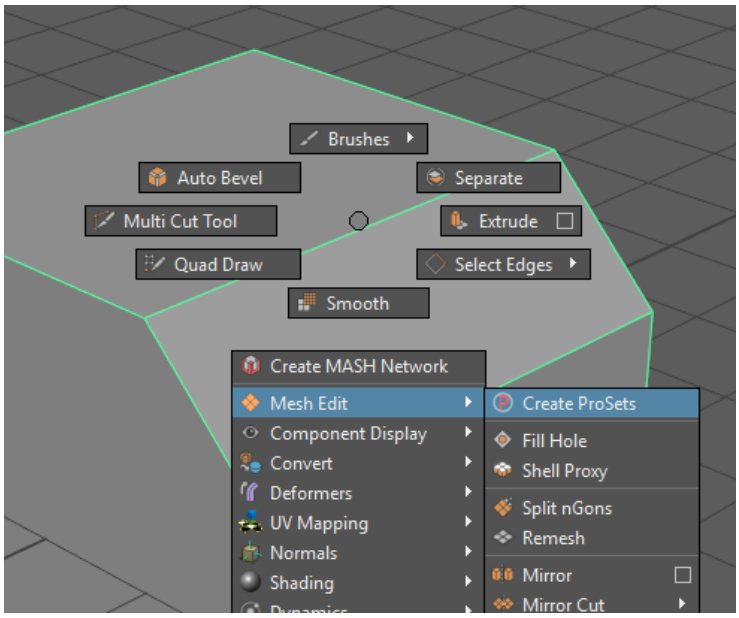


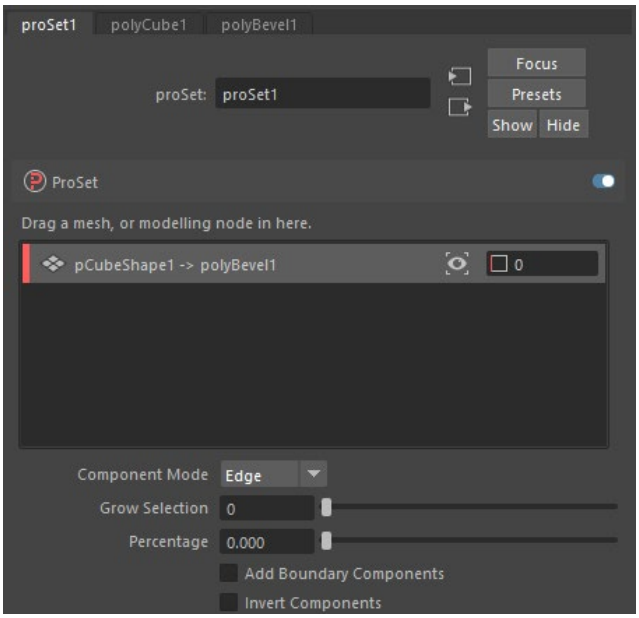


ProSets (Video)

ProSets power up modelling workflow by using procedural components sets, is available to buy here.

For use *ProSets*, select a mesh and *Z + LMB > Mesh Edit > Create ProSets*

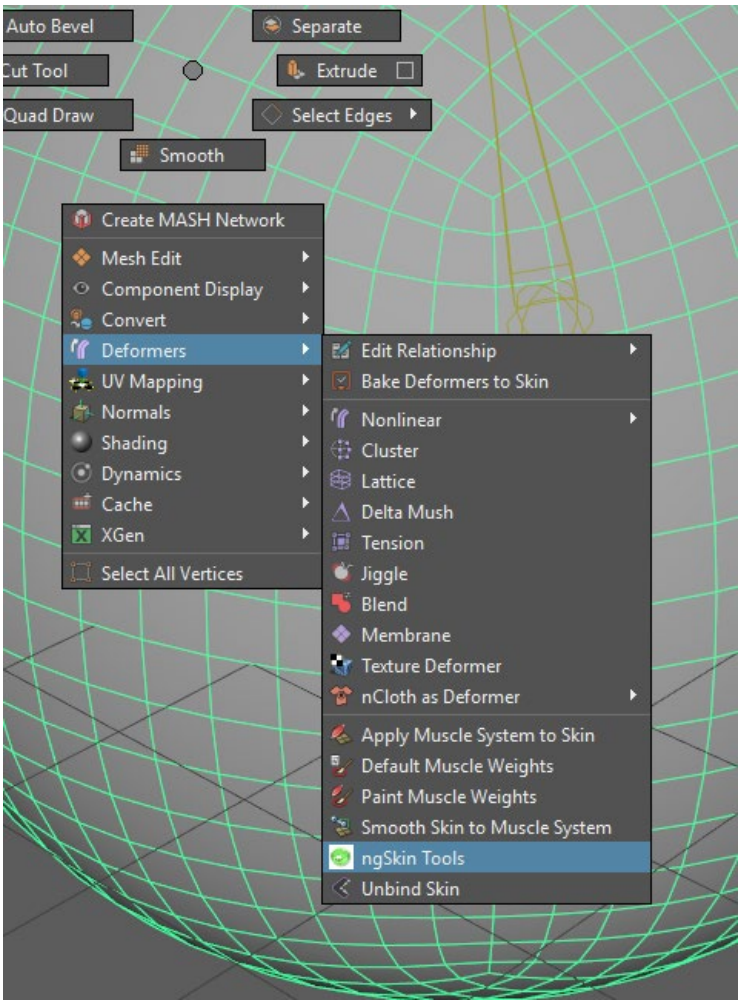


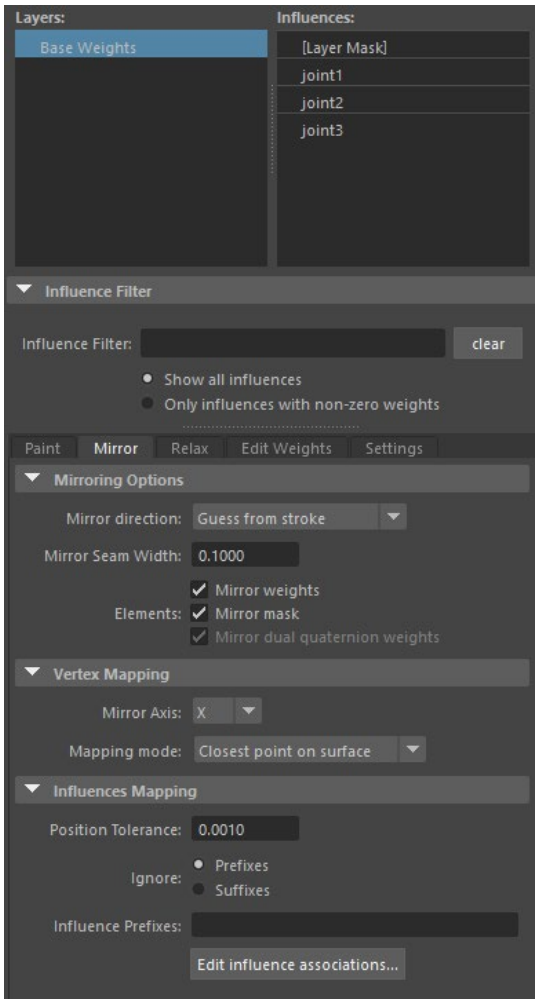


ngSkinTools (Video)

ngSkinTools allows flexible and artistic workflow, while providing all the necessary tools for precision, is available to download or buy here.

For use *ngSkinTools*, select a skinned mesh and *Z + LMB > Deformers > ngSkin Tools*





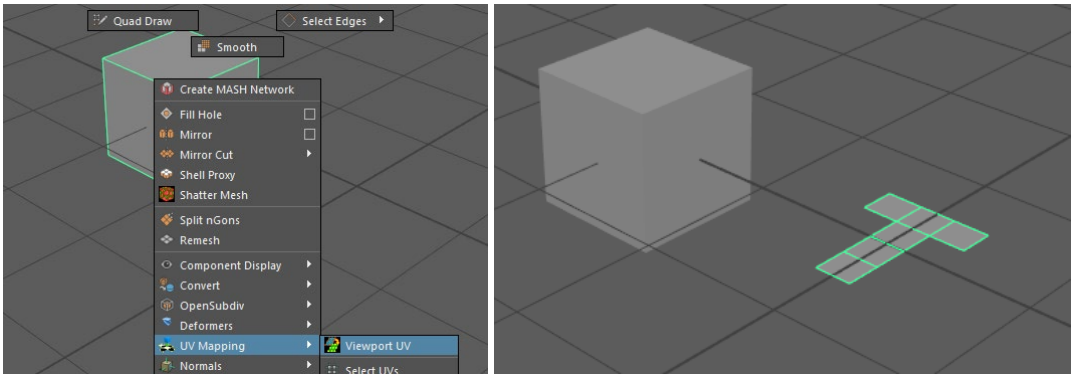
SOuP

SOuP is a vast framework that brings a tonne of new functionality to Maya, is available to download or buy here.

da_ViewportUV

This script makes a UV projection mesh in the Viewport:

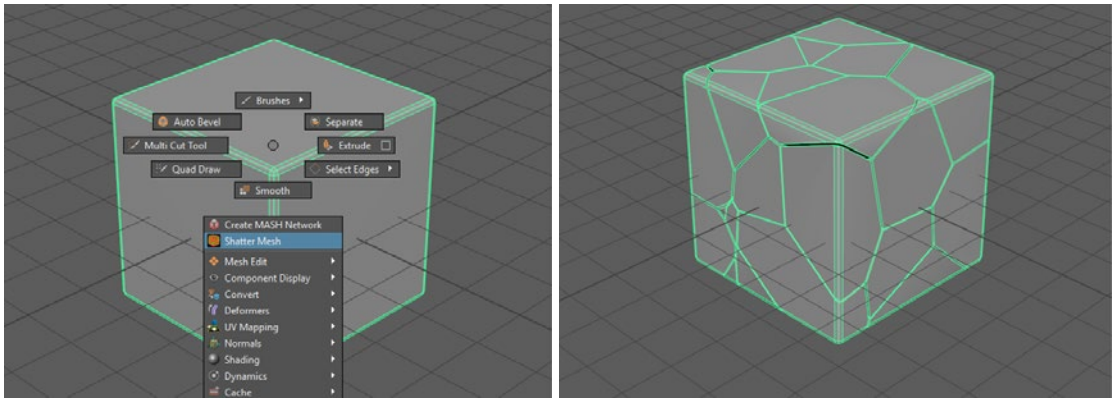
1) Select a mesh
2) *Z + LMB > UV Mapping > Viewport UV*



da_ShatterMesh

This script shatters a mesh:

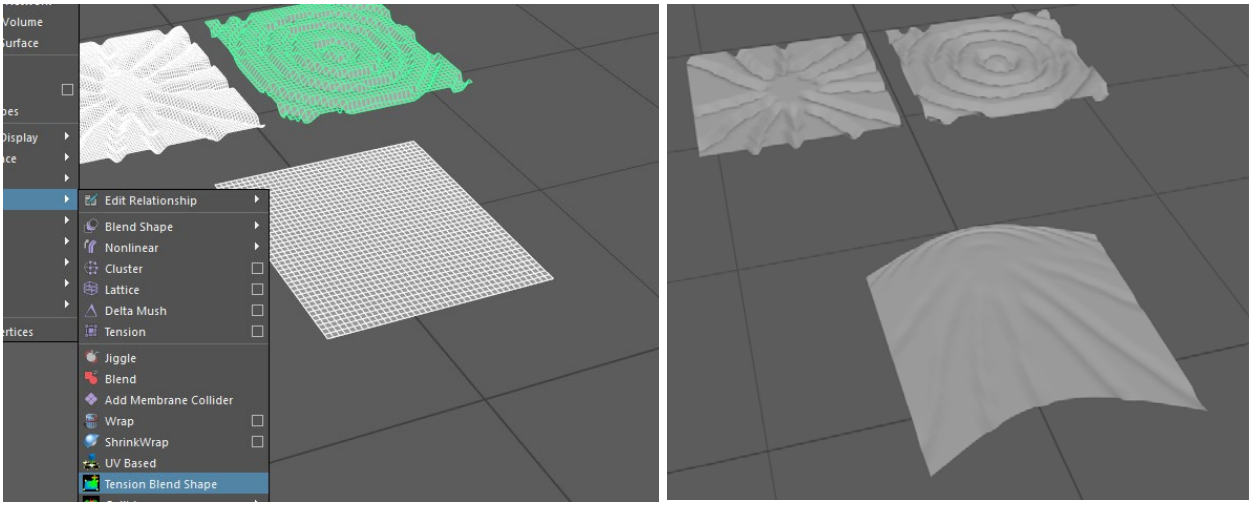
1) Select a mesh
2) *Z + LMB > Shatter Mesh*



da_TensionBlendShape

This script creates a blend shape deformer based on stretch and compression:

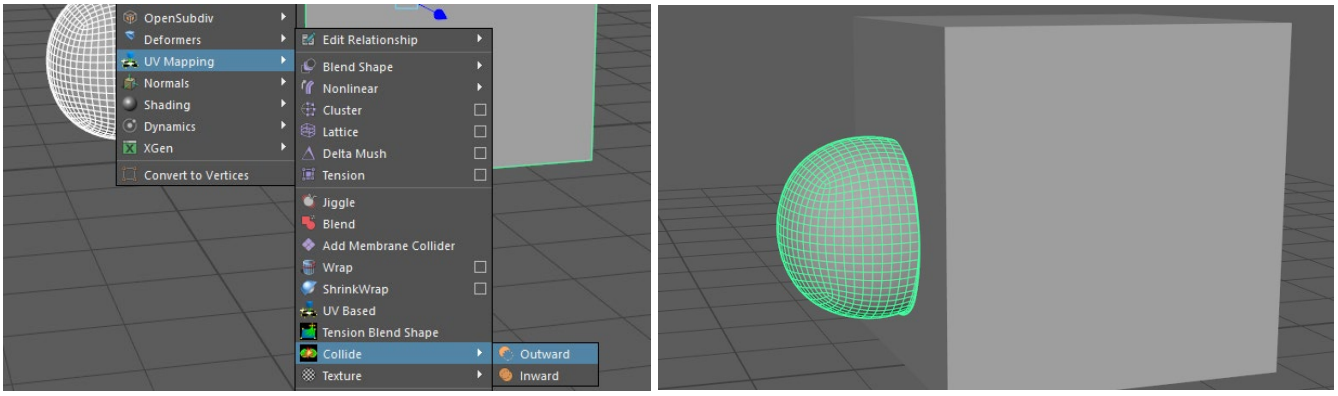
1) Select: a base mesh, a stretch one and a compress one
2) *Z + LMB > Deformers > Tension Blend Shape*



da_CollideOutward and da_CollideInward

These scripts create a collision deformer between meshes:

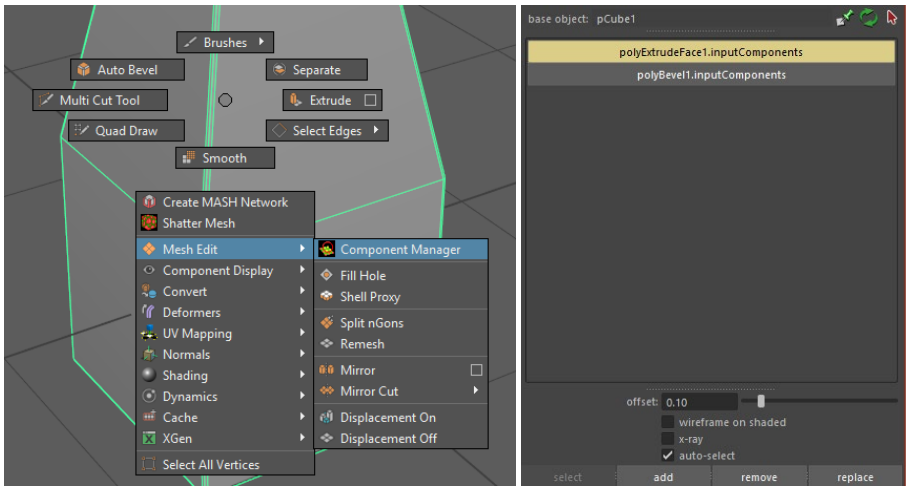
1) Select a collide mesh and collision mesh
2) *Z + LMB > Deformers > Collide > Outward or Inward*



Component Manager (Video)

This tool makes modeling tools procedural:

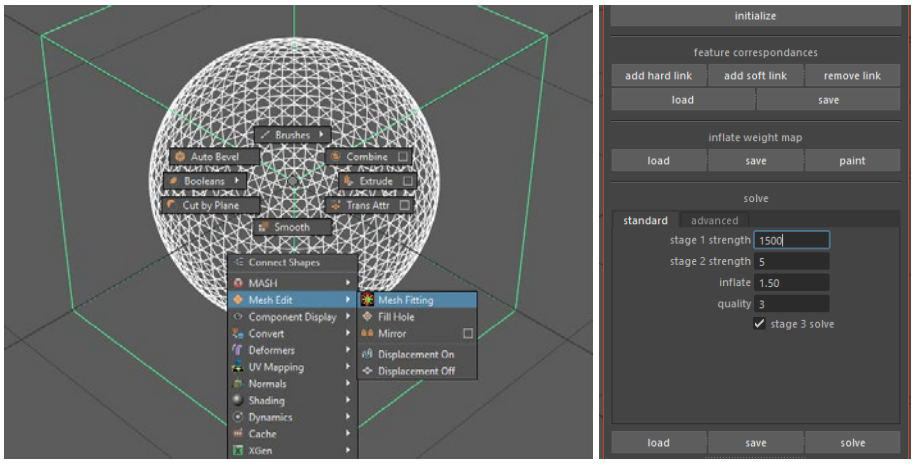
1) Select a mesh
2) *Z + LMB > Mesh Edit > Component Manager*
3) Select one of the existing modeling operator and add or remove desired components



Mesh Fitting (Video)

This tool fit a different topology mesh to another one:

1) Select two meshes, a source one and target one
2) *Z + LMB > Mesh Edit > Mesh Fitting*



Installation (video)

1) If is open close *Autodesk Maya*
2) Copy *may9* folder and *may9.mod* present in this archive in:
    a. Windows: *\Users\<username>\Documents\maya\modules*
    b. Mac OS: */Users/<username>/Library/Preferences/Autodesk/maya/modules*
    c. Linux: *~<username>/maya/modules*
3) Open *Autodesk Maya* and run *source May9.mel* as *MEL* command

Important note: if *modules* folder is not present in *maya* folder, please manually create it.

Update from May9 Pro 3.2

1. If is open close *Autodesk Maya*
2. Copy *may9* folder and *may9.mod* present in this archive in your *maya/modules* folder
3. Start *Autodesk Maya*

Update from May9 Pro 3.0 and 3.1

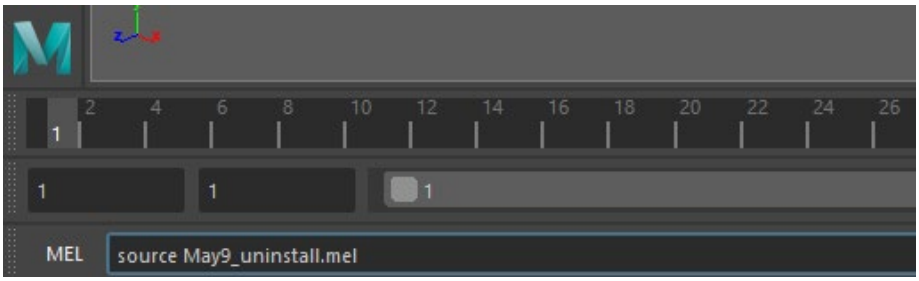
4. If is open close *Autodesk Maya*
5. Copy *may9* folder and *may9.mod* present in this archive in your *maya/modules* folder
6. Delete *may9* folder and *may9.mod* present in this archive in your *201X /modules* folder
7. Remove any file that end with *_MM* from your actual *201X/prefs/markingMenus* folder
8. Remove *May9_Pro.json* from your actual *201X/prefs/workspaces* folder
9. Remove *userHotkeys_May9_Pro.mel* from your actual *201X/prefs/hotkeys* folder
10. Remove any file that start with *da_* from your actual *201X/presets* folder
11. Do if Asian version of *Autodesk Maya* is in use do the same for *zh_CN* or *ja_JP* folders
12. Start *Autodesk Maya*

Important note: after the update any customization made to *May9 Pro* by the user will be removed.

Uninstallation

For complete uninstall *May9 Next:*

1. If is open close *Autodesk Maya*
2. Open *Autodesk Maya* and run *source May9_uninstall.mel* as *MEL* command



Important note: during the uninstallation process the *Hotkey Set* and settings before *May9 Next* installation is restored and *May9 Next* ***Hotkey Sets*** deleted.

Release notes for version Next

Unified installation process, is highly recommended a new installation instead update it.

Compatibility to any *Workspace*, anyway the use of *Maya Classic* is high suggested.

May9 Next *Hotkey Set* are added over standards ones and do not substitute the user hotkeys.

Tested and develop on *Autodesk Maya 2019*, *Autodesk Maya 2018.4* and *Autodesk Maya 2017.5*.

Is high recommended to update *Autodesk Arnold* (*MtoA*) to *3.1.0* or later.

Useful links

Facebook page: fb.com/May9Next

YouTube channel: youtube.com/c/May9

Credits and license

May9 Next design, scripts and preferences are made by *Davide Alidosi* and licensed under MIT license.

MMtoKey is made by *Andrey Menshikov* and licensed under a custom non-commercial license.

Context Connector is made by *Pavel Korolyov* and licensed under MIT license.

Massive Attribute Modifier is made by *Mehdi Louala* and licensed under Creative Commons Attribution 4.0.

Bool is made by *Mainframe North* and licensed under custom EULA.

ProSets is made by *Mainframe North* and licensed under custom EULA.

ngSkinTools is made by *Viktoras Makauskas* and licensed under custom license.

SOuP is made by *Peter Shipkov* and licensed under custom license.

ChangeLog

Version Next 10.0.0

- Add support to Maya 2019
- May9 Next Hotkey Sets are added over standard ones without overwrite the user ones
- Improved curves and NURBS support
- Improved light support
- Minor improve to design of some Marking Menu

Version 3.2.1 (2018/09/05)

- Add Pivot to Curve Origin script
- Add Curve Snap to Surface scripts
- Add support to Construction Plane
- Now installer work only on supported Maya versions
- Fix Arnold Viewport support if MtoA is not loaded

Version 3.2 (2018/08/05)

- Unified Maya versions installer
- Completion of modular structure
- May9 hotkeys sets are added over the current hotkeySet during installation
- Polish hotkeys scheme
- May9 Next custom hotkeys can be now enable or disable from May9 Next drop-down menu
- Add back Maya 2017 support
- Add Control Constraint scripts
- Add Shape to Joint(s) script
- Add Local Tumble script
- Add Key Keyed Only script and mapped to CTRL + SHIFT + ALT + S
- Add support to Construction History
- Add support to nRigid
- Add expose rotate order script to All_MM
- Add support to Arnold Viewport (only on Maya 2018)
- Improved da_MetaBalls script performance
- Improved May9 Next main menu
- Improved Poly and PolyPoly MMs
- Improved XGen workflow
- Update MMtoKey to 1.2.3
- Removed May9 Next Workspace, please use Maya Classic instead
- Removed custom Hypershade Layout
- Removed da_nParticleConverter scripts, is still possible change particle style from nParticles Presets
- Fix Delete Non-Deformer History script on Locator
- Fix deformer apply on NURBS when component is activated by Contextual Hotkey
- Minor improve to some Marking Menu

Version 3.1.3 (2018/06/05)

- Add round keyframe script
- Add support to Stepped Preview in All_MM
- Add CTRL + ALT + . to move a keframe to the next frame
- Add CTRL + ALT + , to move a keframe to the previous frame
- Add script to remove deprecated Mental Ray nodes
- Improved Graph Editor and animation support
- Improved nCloth support, now Compass can drive localForce and localWind
- Improved Compass script, now have a Magnitude attribute
- Improved Per Face Map script, now work on selected faces
- Improved aiVolume support
- Improved Image Plane support
- Improved UV support
- Improved Curves support

- Improved camera support
- Fix critical bug that crash Maya when aiVolume are created by All_MM
- Fix Image Planes when loaded from MayaWindow_MM
- Minor improve to some Marking Menu

Version 3.1.2 (2018/05/17)

- Add Per Face Map script
- Improved support to UV mapping
- Minor improve to some Marking Menu

Version 3.1.1 (2018/05/15)

- Add support to Auto Frame Time in GraphEditor_MM (Maya 2018.3 only)
- Add support to particle emitters
- Assign Toggle Title Bar to CTRL + ALT + T
- Improved support to nCache
- Improved user guide
- Now CTRL + ALT + G toggle Viewport grid
- Fix hotkey bug in Japanese and Simplified Chinese languages
- Fix notting selected bug on da_EdgesToLoopToCurve
- Minor improve to some Marking Menu

Version 3.1.0 (2018/05/03)

- Add May9 Next drop-down menu
- Add support to Isolate Select
- Add nHair support to NURBS MMs
- Exposed legacy curves based text
- Exposed History icons in Status line
- General refactoring
- Improved design of All_MM
- Improved contextual Marking Menus performace
- Improved modularity structure
- Improved Hypershade layout
- Improved Cache support
- Improved UV workflow
- Improved Dynamic Fields support
- Update MMtoKey to 1.2.2
- Assign Toggle Anti-Alias to CTRL + ALT + A
- Assign Toggle Shelf Tabs to CTRL + ALT + M
- Removed Maya 2017 support
- Minor improve to some Marking Menu

Version 3.0.8 (2018/03/23)

- Add support to Maya 2018 new primitive
- Assign Reset Context MM to CTRL + SHIFT + ALT + Q
- Fix wrong Reset Transformation command in All_MM
- Minor improve to some Marking Menu

Version 3.0.7 (2018/03/19)

- Fix MM suck on unsupported windows that use Null_MM (thanks to Andrey Menshikov)
- Assig Select Hierarchy on End and SHIFT + ALT + H
- Improved Reset Transform script
- Minor improve to some Marking Menu

Version 3.0.6 (2018/03/18)

- Add support to Japanese and Simplified Chinese languages
- Add support to Namespace editor
- Update MMtoKey to 1.2.1

- Improved UV mapping support
- Now Reset Transformations in mapped on Home button too
- Fix bug that prevent load of Outline_MM if more that one outliner are opened
- Fix critical bug that make Maya crash if Lock or Unlock command is selected under All_MM
- Remove Smooth Wireframe when Anti-alias is enable by MayaWindow_MM
- Minor improve to some Marking Menu

Version 3.0.5 (2018/03/05)

- Add Flood support to Sculpt Mesh MM (Maya 2018 Only)
- Add custom color gradient when the function is enable by Paint Skin Weight MM
- Add support to Edit Component List (required SOuP)
- Add support to Mesh Fitting (required SOuP)
- Assign Match Pivot to CTRL + SHIFT + Return
- Assign Tag as Controller to CTRL + SHIFT + T
- Assign Parent Controller to CTRL + SHIFT + P
- Exposed da_Compass under All_MM
- Improved da_Compass, now is based on ProductVerctor node and have a clean design
- Now CTRL + Return preserve deformable history
- Update SOuP support to 2018-03-03
- Remove Procedural Bevel script, due to new Edit Components List tool
- Fix rare bug on contextual MM when toggle NURBS in component mode

Version 3.0.4 (2018/02/21)

- Add Match UV script
- Add Match Normal script
- Improved UV workflow
- Improved Joint support
- Fix Maya 2017 critical bug that prevent installation
- Minor improve to some Marking Menu

Version 3.0.3 (2018/02/18)

- Add support to Vertex Animation Cache
- Add Delete Non-Deformer History to All_MM
- Add Shelf Tabs to MayaWindow_MM
- Add support to ProSets (sold separately for Maya 2018 only)
- Remove Anti-Alias multisample preference
- Fix local space on da_ProcedutalBevel

Version 3.0.2 (2018/02/08)

- Use font style to define MM type:
    - Normal, contextual MMs
    - Bold, ALL MM
    - Italic, Tools MMs
- Improve skin support
- Clean MM code to match Maya 2018 command-line flags

Version 3.0.1 (2018/02/05)

- Add Pivot Keyable script
- Add support for Channel Control
- Add Procedural Bevel script (required SOuP)
- Improved muscle support
- Assign Interactive playback to CTRL + ALT + Space
- Remove Interactive playback from Time Slider
- Now Anti-Alias multisample is set to 4
- Now Shelf is visible by default in May9 Next workspace
- Fix All_MM HUD support
- Minor fixes and improvements

Version 3.0.0 (2018/01/25)

- First plug-in release
- Add Separate curves script
- Add toggle to maximize the under pointer modelPanel when the same layout hotkey is pressed for two or more times
- Add support to Hypershade and assigned to hotkey ALT + 0
- Add support to Motion Trial
- Add support to SOuP (sold separately)
- Edit and Graph Shader Based on Selection is now on CTRL + ALT + 0
- Now Shape editor and Pose editor are vertically stacked into a single layout
- Now Reference layout is mappend on ALT + 6
- Removed Soft Modification Rig due to local space issues
- Removed settings customization
- Expose Combine Curves command
- Minor change to May9 Next workspace
- Minor improve to some Marking Menu
- Minor fixies
- Improved documentation