

# MAY 9 PRO 3

USER GUIDE

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## What is May9 Pro

*May9 Pro* 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.

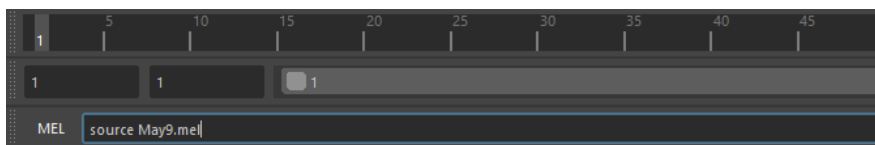
*May9 Pro* streamline the most common commands into a single keyboard button (**Z**), by predicting them from the context. For example, if you have in selection a mesh and a joint by pressing **Z + Left Mouse Button** (**MMB** from now) it's appear the follow *Marking Menu* (**MM** from now):



In addition to the contextual workflow describe above, *May9 Pro* include: [contextual hotkeys](#), [layouts](#), [scripts](#), [presets](#), and [optional hotkeys](#).

## 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\2018\modules`
  - b. Mac OS: `/Users/<username>/Library/Preferences/Autodesk/maya/2018/modules`
  - c. Linux: `~<username>/maya/2018/modules`
- 3) Open *Autodesk Maya* and run *source May9.mel* as *MEL* command



*Important note:* if *modules* folder is not present in *2018* folder, please manually create it.

## Update from May9 Pro 3.1

If a previous version of *May9 Pro 3.1* is already installed on your system, close *Autodesk Maya* and:

1. Copy *may9* folder and *may9.mod* present in this archive in your *2018/modules* folder
2. Remove any file that start with *da\_* from your actual *2018/presets* folder
3. Remove *May9\_Pro.json* from your actual *2018/prefs/workspaces* folder
4. Open *Autodesk Maya* and run *source May9.mel* as *MEL* command

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

## Update from May9 Pro 3.0

If a previous version of *May9 Pro 3.0* is already installed on your system, close *Autodesk Maya* and:

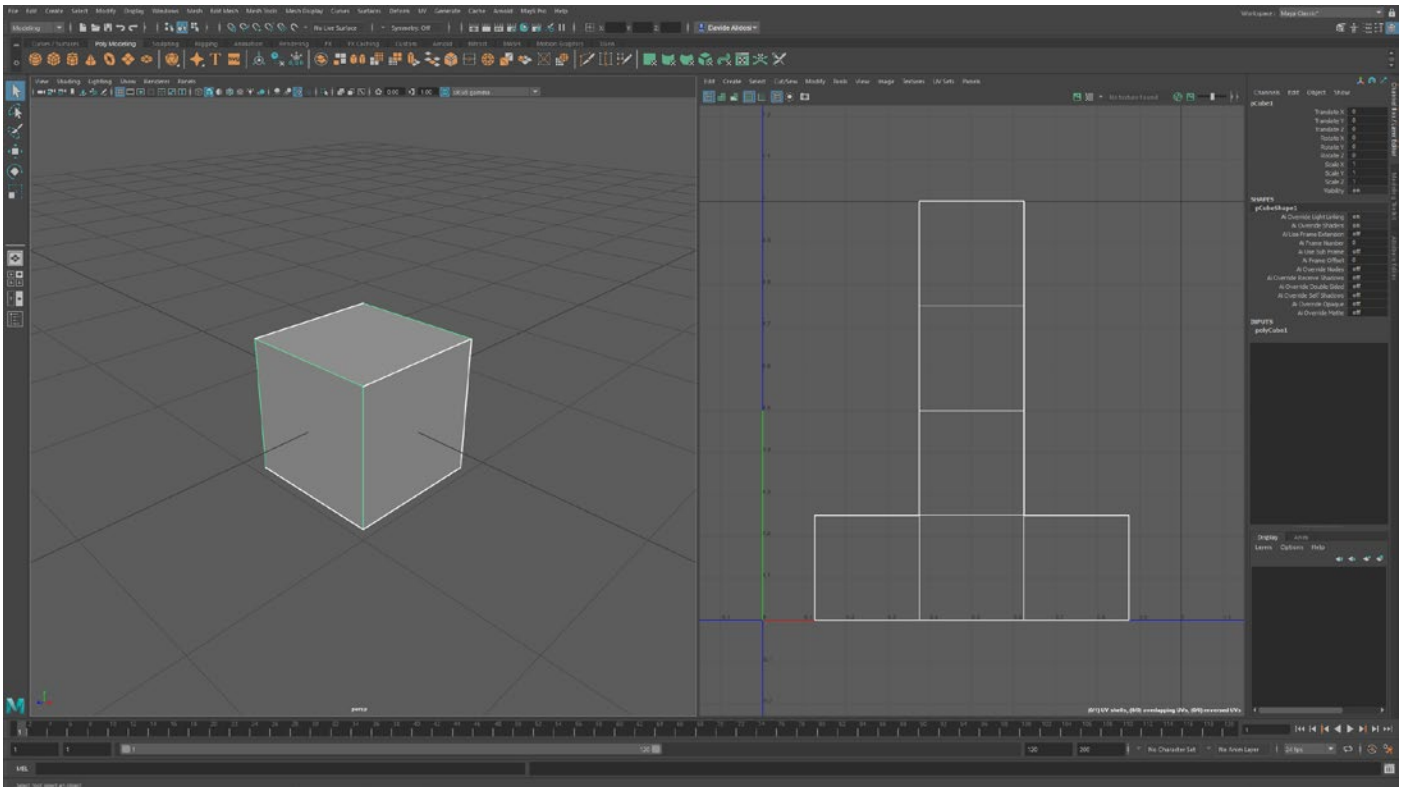
1. Copy *may9* folder and *may9.mod* present in this archive in your *2018/modules* folder
2. Remove *userPrefs.mel* from your actual *2018/prefs* folder
3. Remove any file that end with *\_MM* from your actual *2018/prefs/marketingMenus* folder
4. Remove any file that start with *da\_* from your actual *2018/presets* folder
5. Remove any file that start with *da\_* from your actual *2018/presets* folder
6. Remove *May9\_Pro.json* from your actual *2018/prefs/workspaces* folder
7. Open *Autodesk Maya* and run *source May9.mel* as *MEL* command

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

## Basic usage

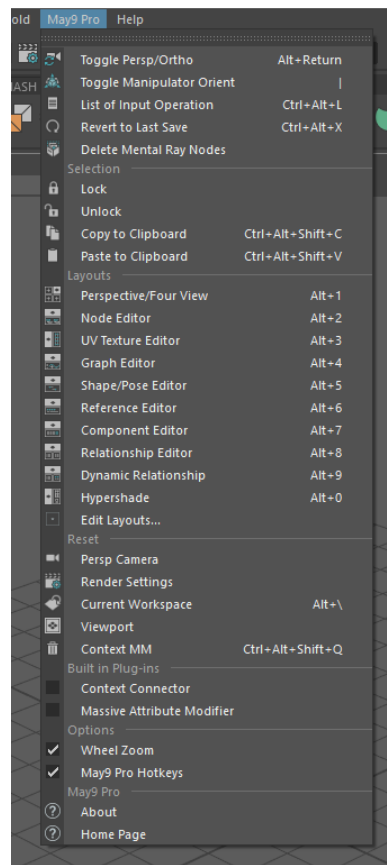
### May9 Pro Layouts

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



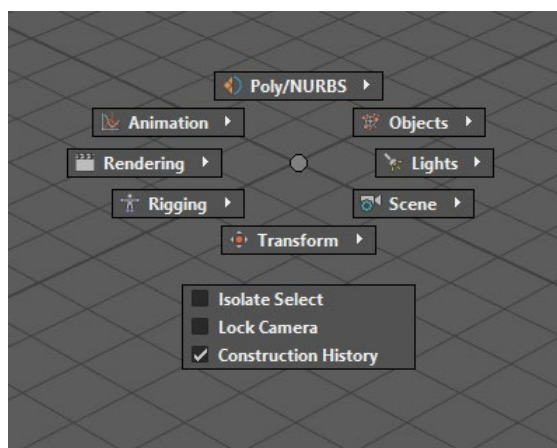
### May9 Pro drop-down menu

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



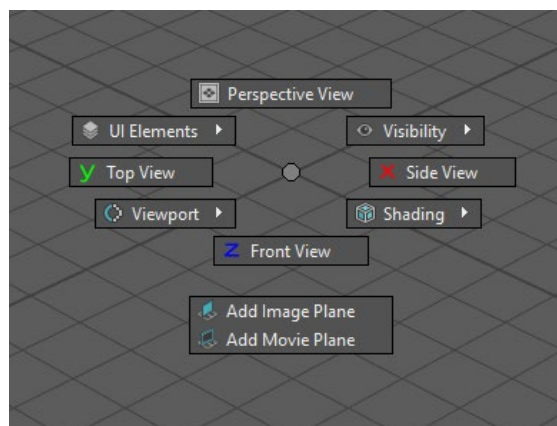
## All MM

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



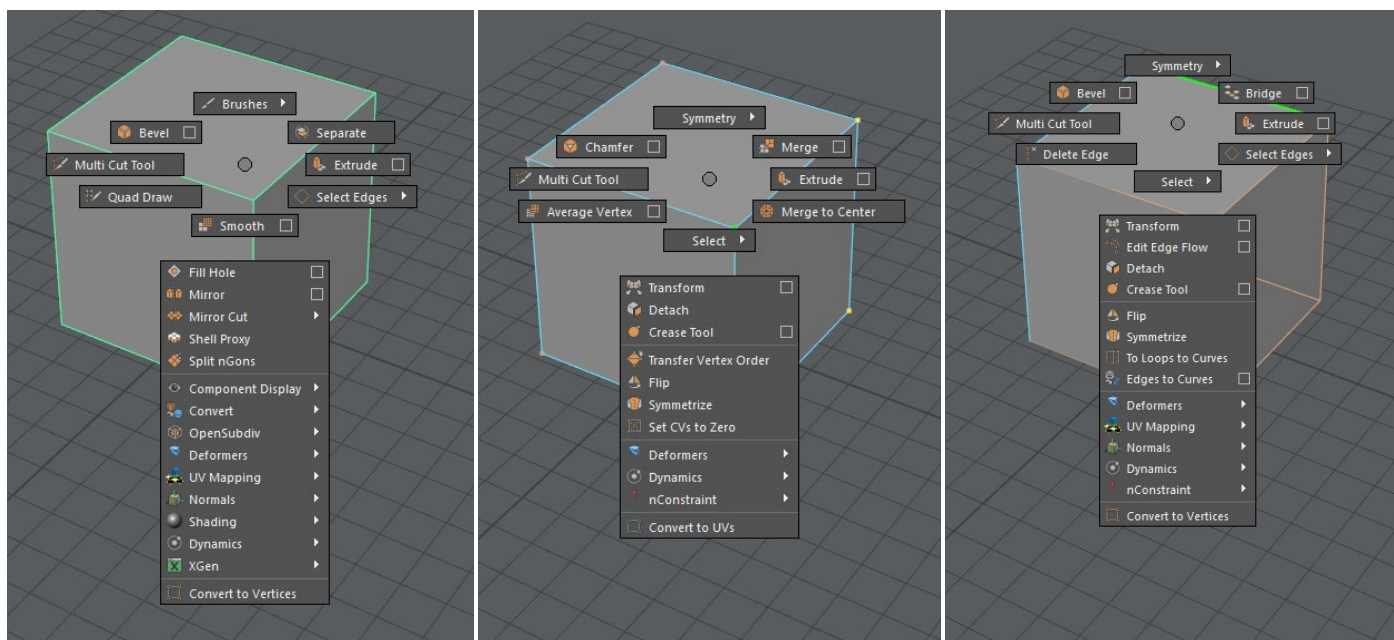
## Maya Window MM

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**:





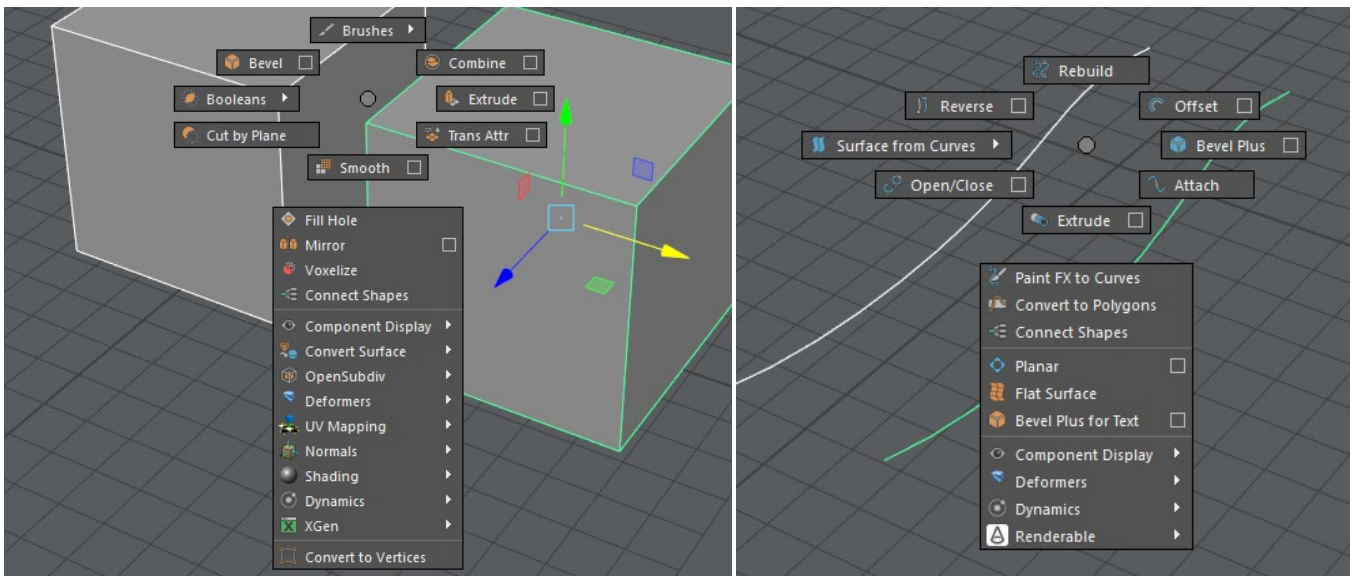
## Contextual multi selection MM

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**:



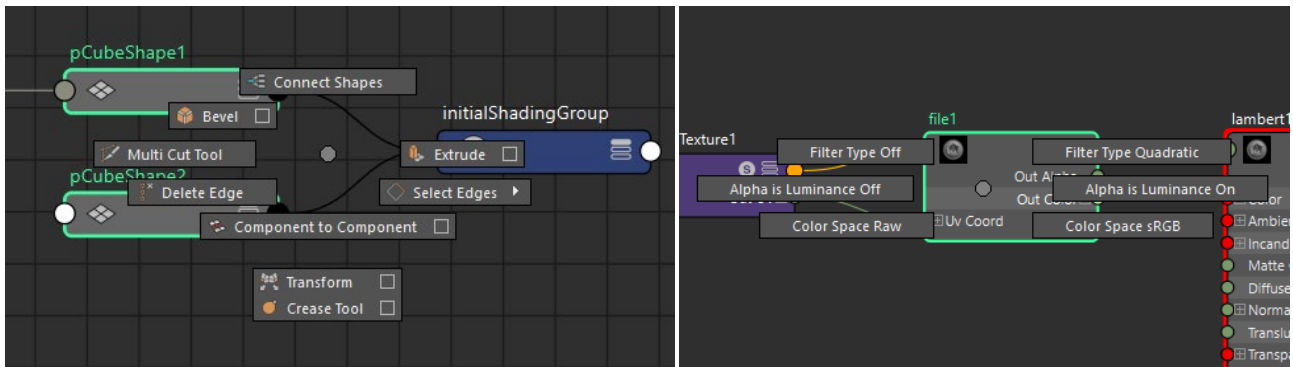
## Contextual panel MM

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



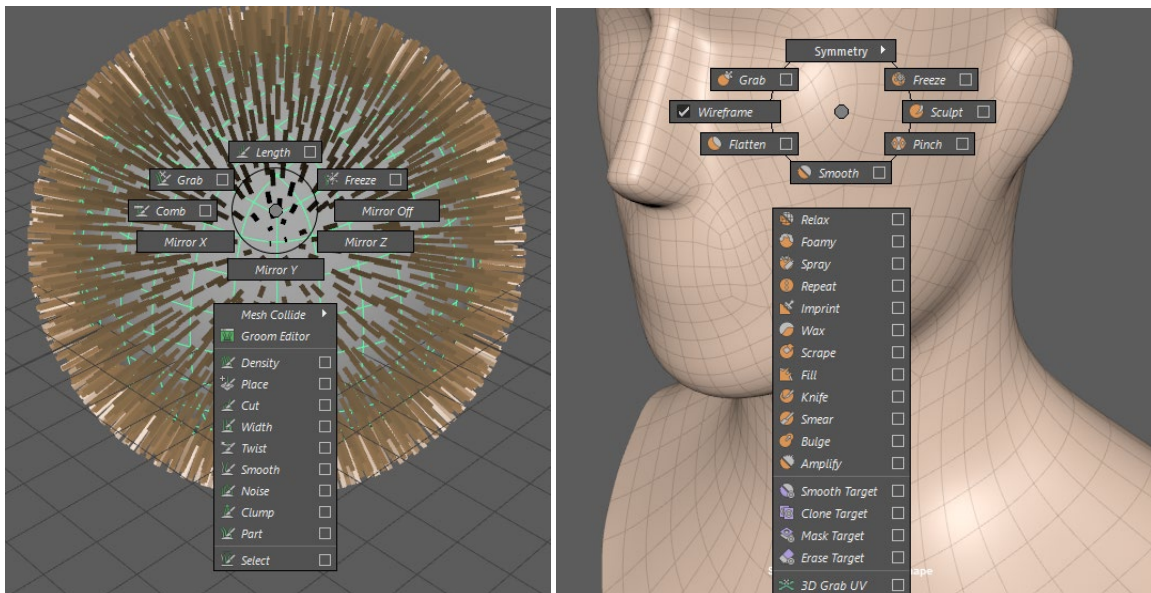
## Contextual node selection in editor panels

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

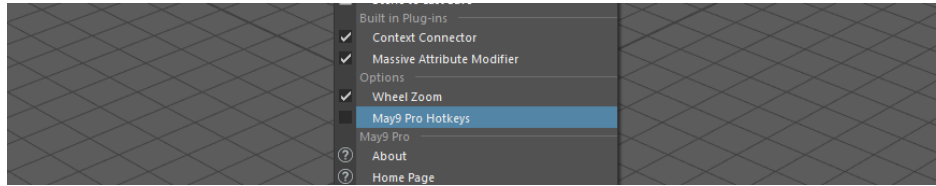
If the mouse is over a panel is possible enable the relative contextual Hotkey by pressing and release **Z**.



## Optional Hotkeys

The optional *May9 Pro* hotkeys can be enable or disable under *May9 Pro > May9 Pro Hotkeys*.

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



## Added Hotkeys

**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 + SHIFT + ALT + Return** = Match Pivot

**CTRL + SHIFT + Return** = Reset Pivot

**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 + I** = 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

## Hidden tools exposed

The following are the *Autodesk Maya* hidden tools exposed in *May9 Pro*:

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

## Changed Preferences

The following are the *Autodesk Maya* preferences changed in *May9 Pro*:

- Double variable warning is disable
- Input Field is exposed in Status Line

## Custom Scripts

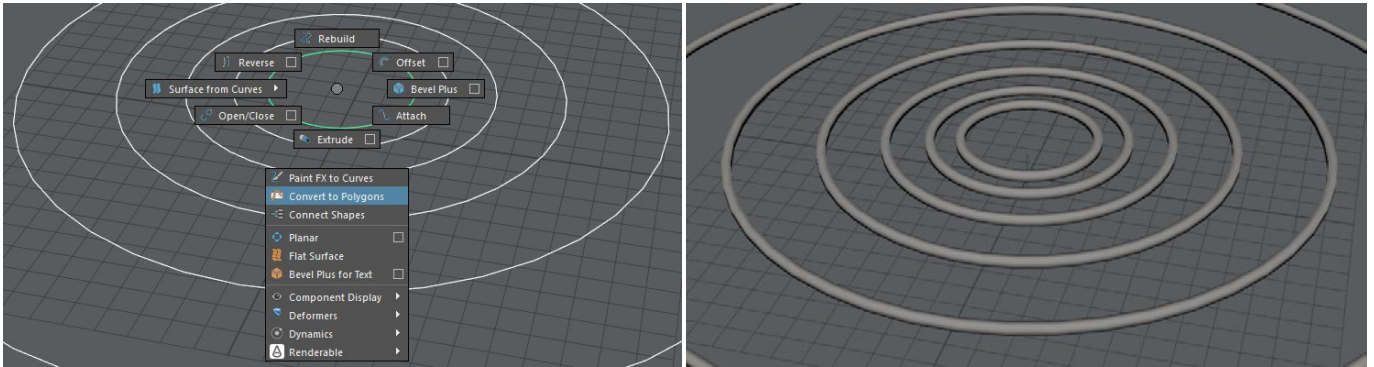
Under the hood of *May9 Pro* there are hundreds of MEL scripts that support the contextual workflow, but there's also some ones that add new features to *Autodesk Maya*.

**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:

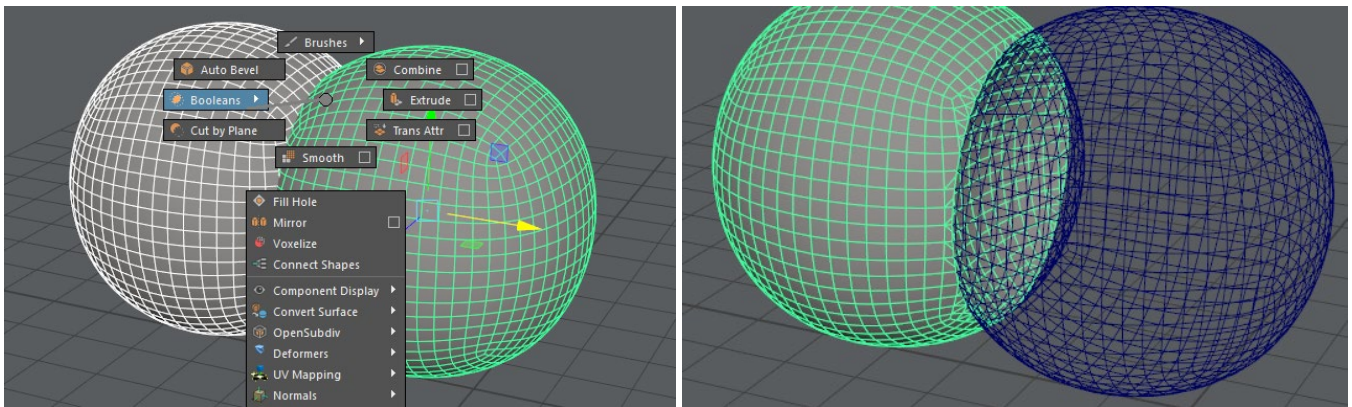
- 1) Select a curve or multiple curves
- 2) **Z + LMB > Convert to Polygons**



### [da\\_interactiveBooleans \(video\)](#)

This script makes the Polygonal Boolean process more interactive:

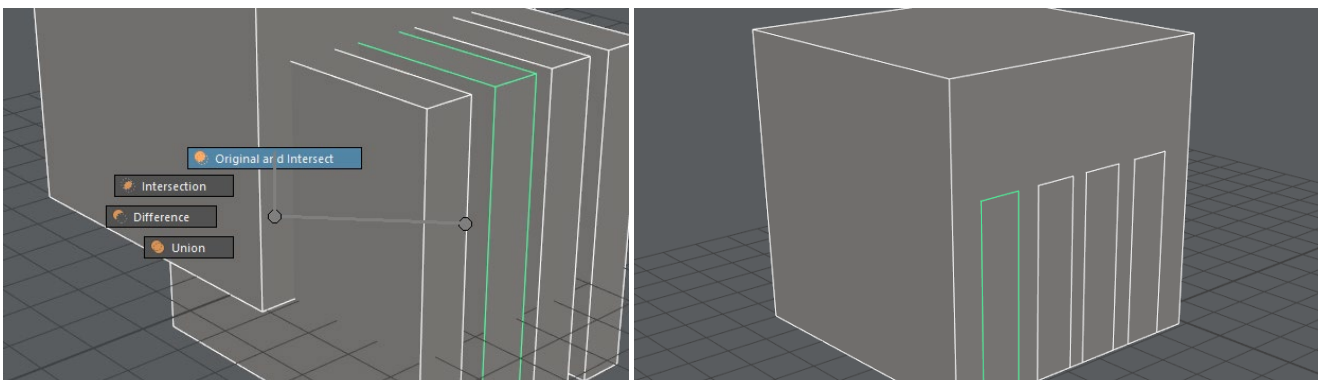
- 1) Select two or more polygons objects
- 2) **Z + LMB > Booleans**



### [da\\_BooleanFullIntersect \(video\)](#)

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

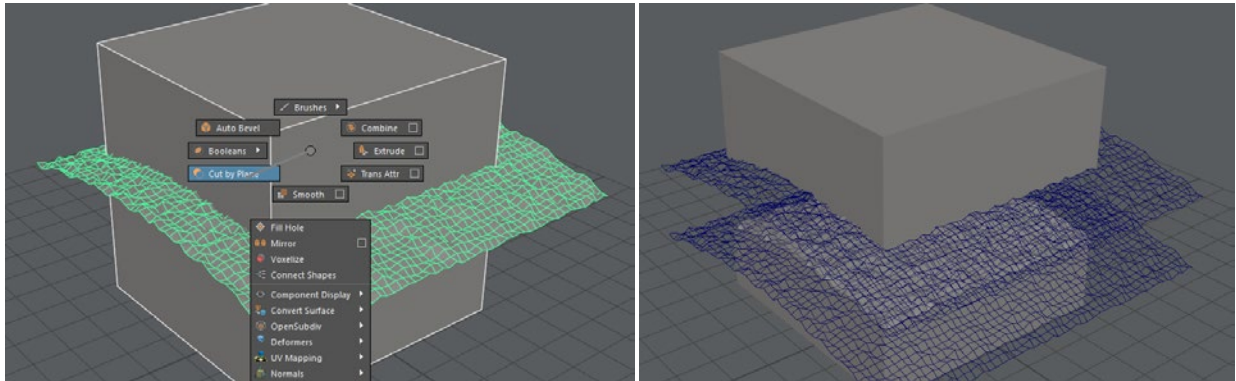
- 1) Select first the main object and after the cutters ones
- 2) **Z + LMB > Booleans > Original and Intersect**



### da\_PlaneCutter (video)

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

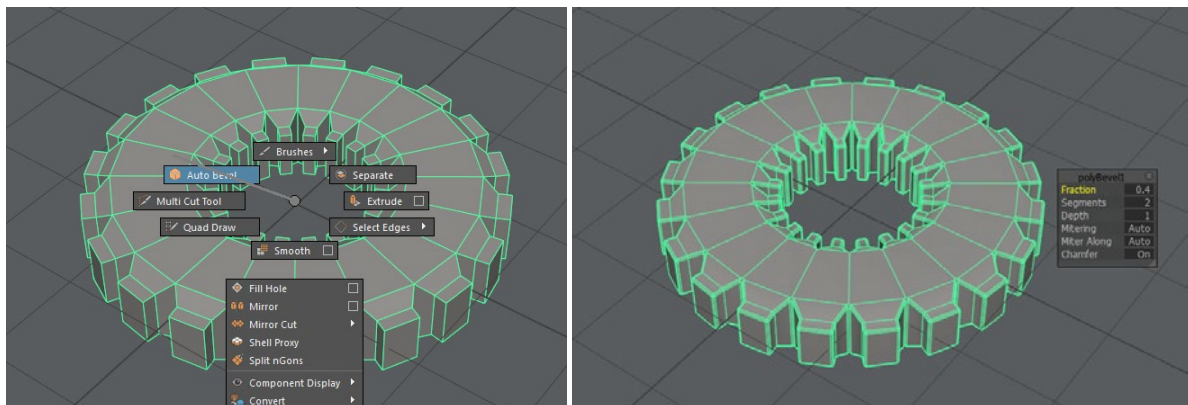
- 1) Select first the main object and after the cutter ones
- 2) **Z + LMB > Cut by Plane**
- 3) Select the single or double operator
- 4) Move the cutter or the cutters plane



### da\_AutoBevel (video)

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

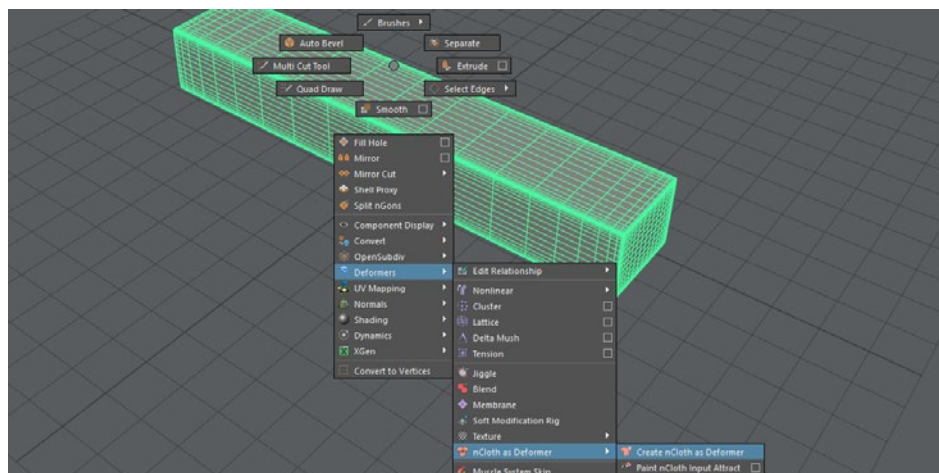
- 1) Select a Polygon
- 2) **Z + LMB > Auto Bevel**



### 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**

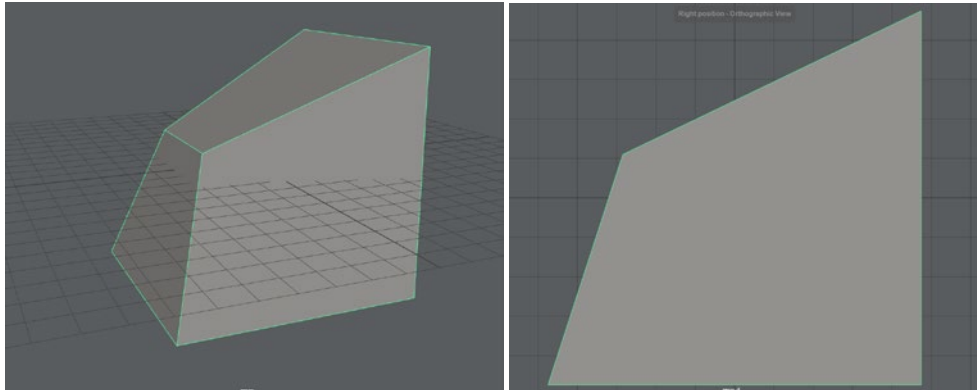




### da\_perspToggle (video)

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

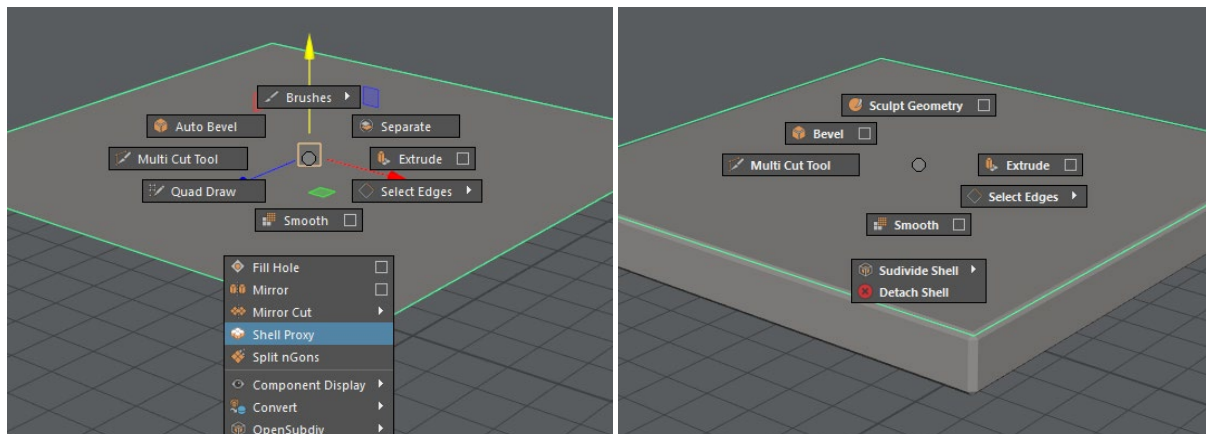
- 1) Move camera
- 2) **Press ALT + Enter**



### da\_shell (video)

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

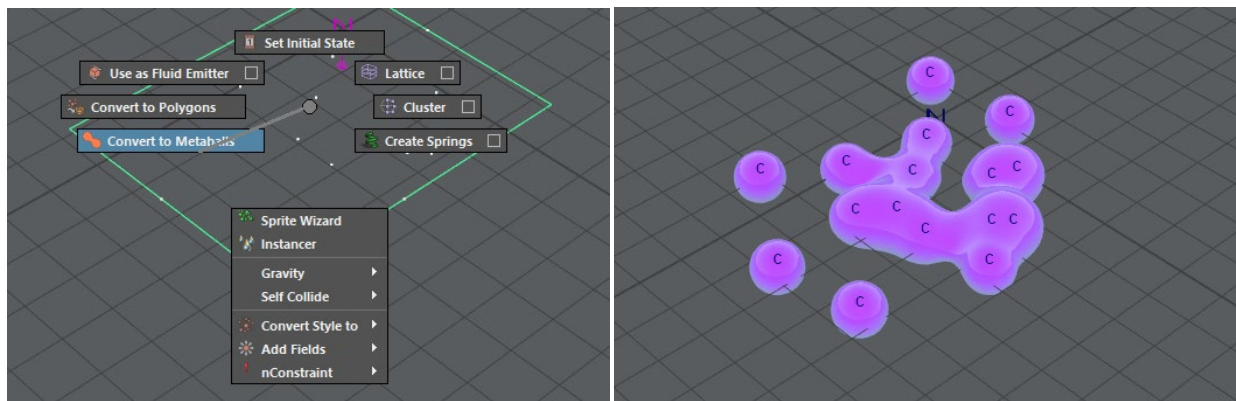
- 1) Select a flat polygon
- 2) **Z + LMB > Shell Proxy**
- 3) Continue to model or open tool option by using **Z + LMB**



### 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

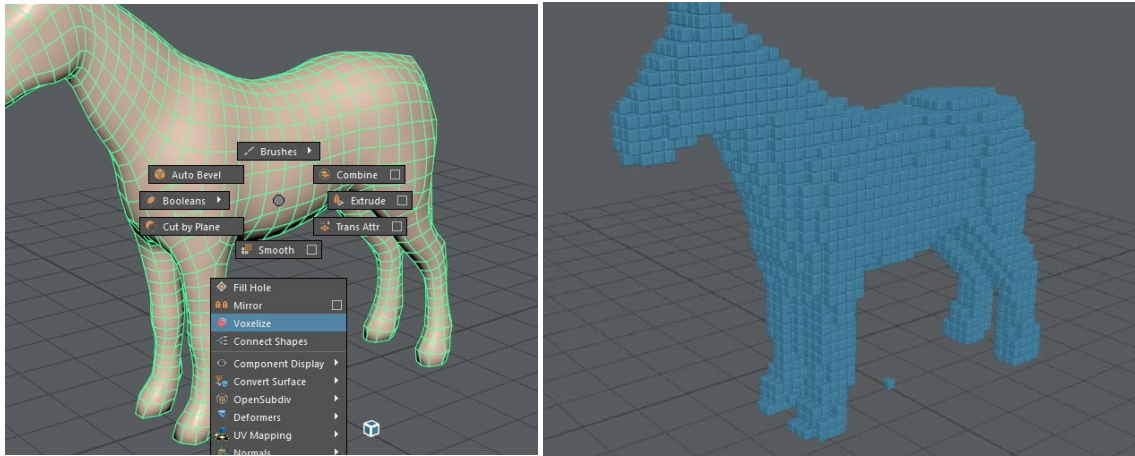




### da\_MashVoxelizer [\(video\)](#)

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

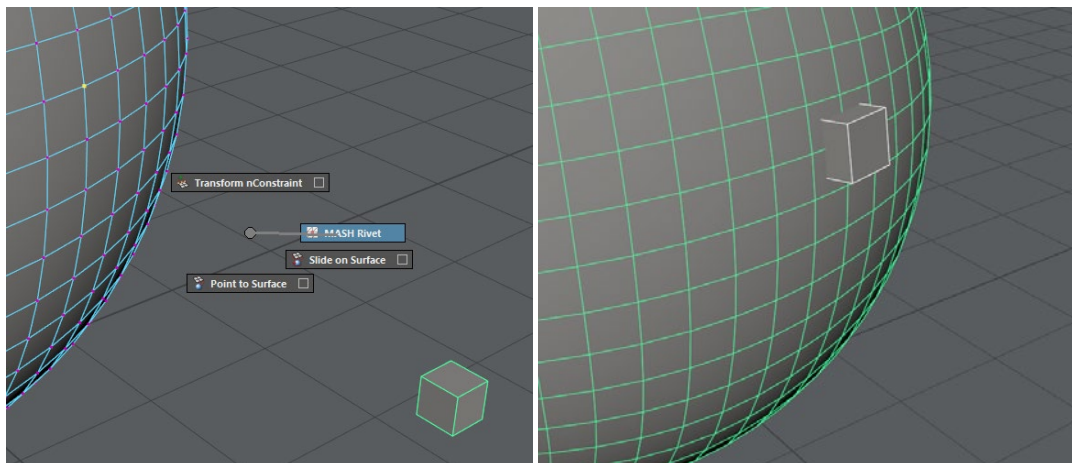
- 1) Select first the filler mesh then the volume mesh
- 2) **Z + LMB > Voxelize in a Volume**



### da\_RivetMesh [\(video\)](#)

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

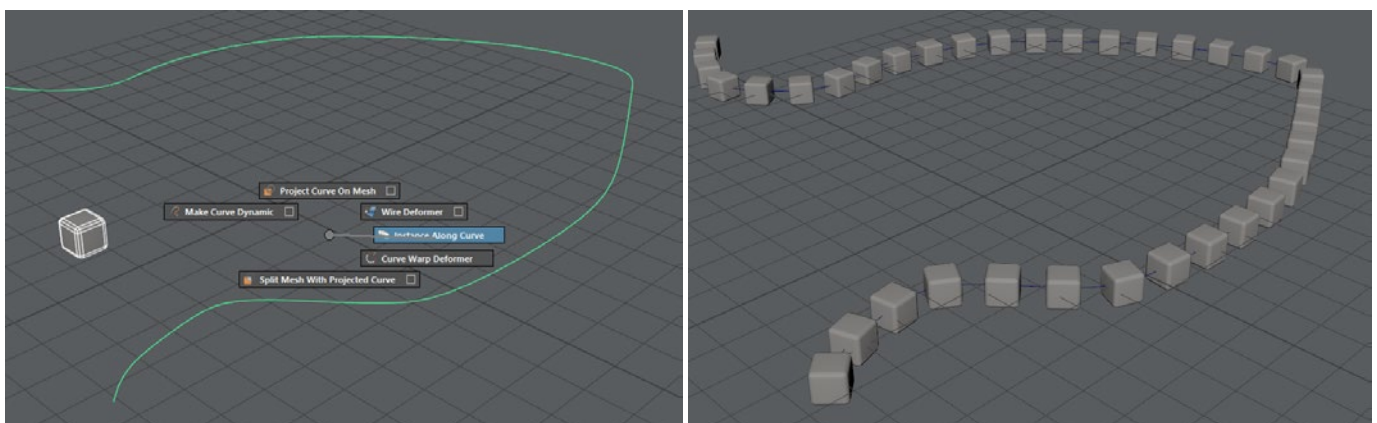
- 1) Select single or multiple components then a polygon
- 2) **Z + LMB > Rivet**



### da\_CurveDistributionMesh [\(video\)](#)

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

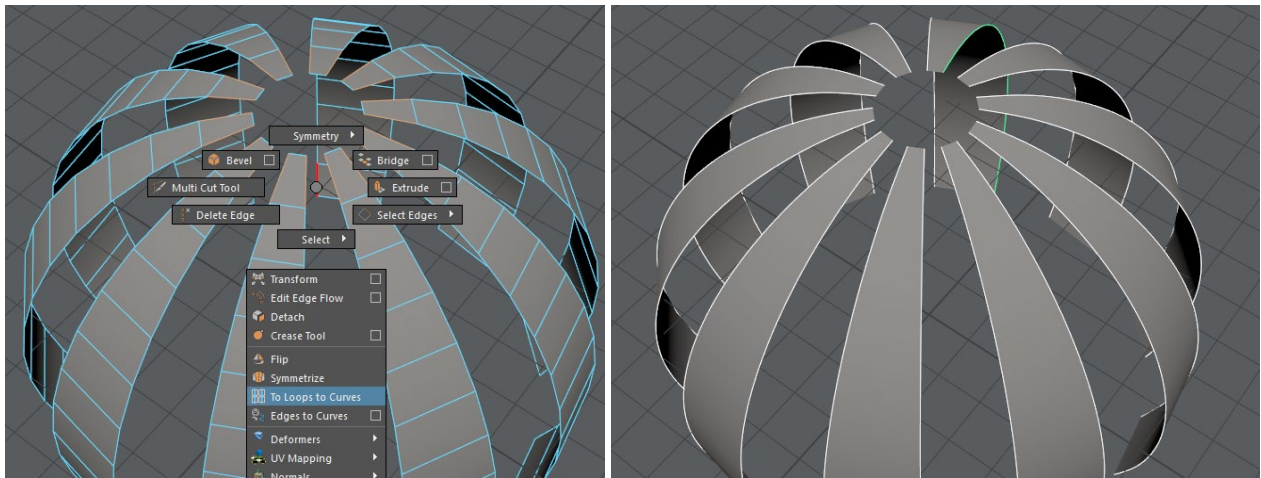
- 1) Select a polygon and then a curve
- 2) **Z + LMB > Instance Along Curve**



### 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:

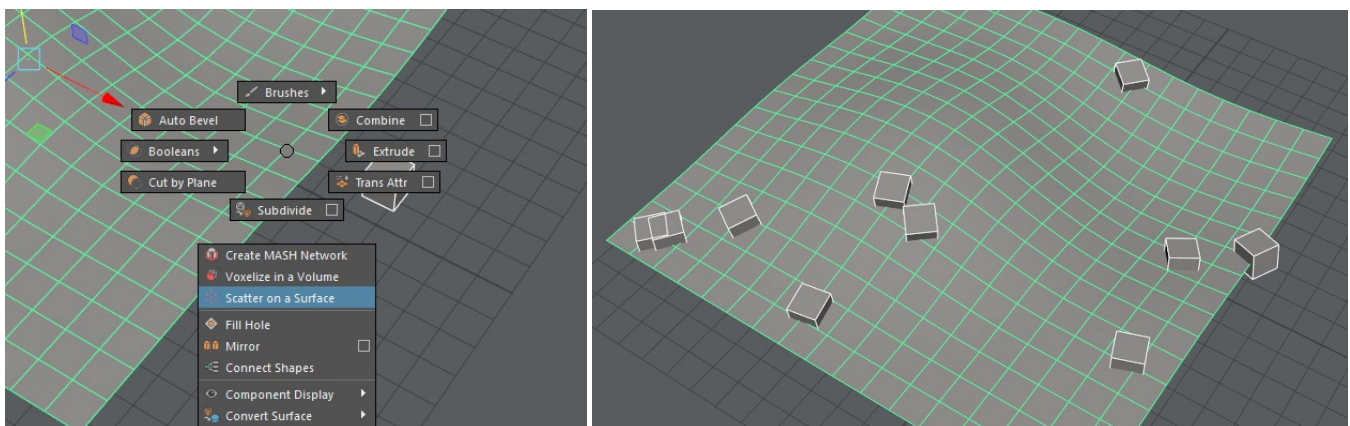
- 1) Select an edge for loop, sometimes this is easier to do in UV texture editor
- 2) **Z + LMB > To Loops to Curves**



### da\_SurfaceScatterMash

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

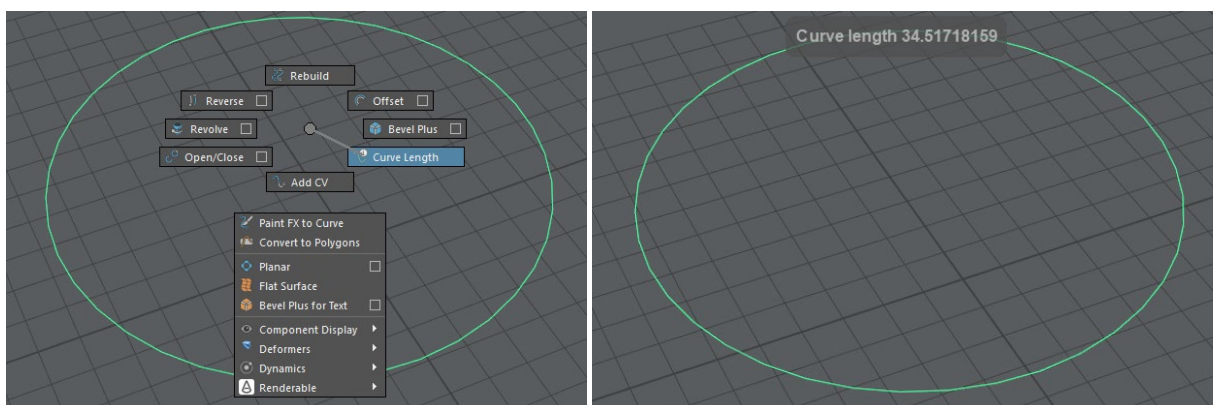
- 1) Select a mesh object then a mesh surface
- 2) **Z + LMB > Scatter on a Surface**



### 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**

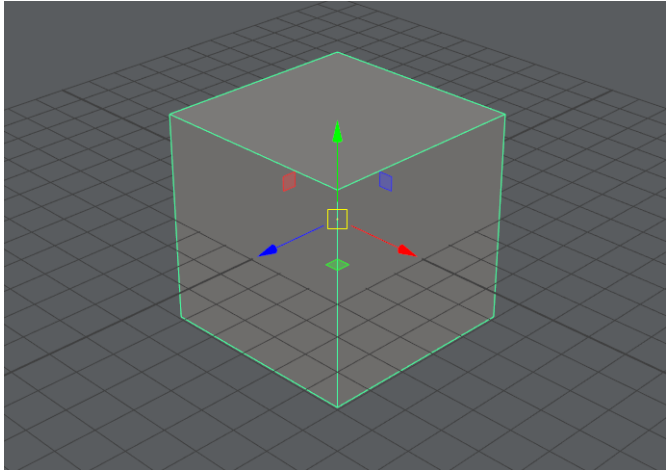
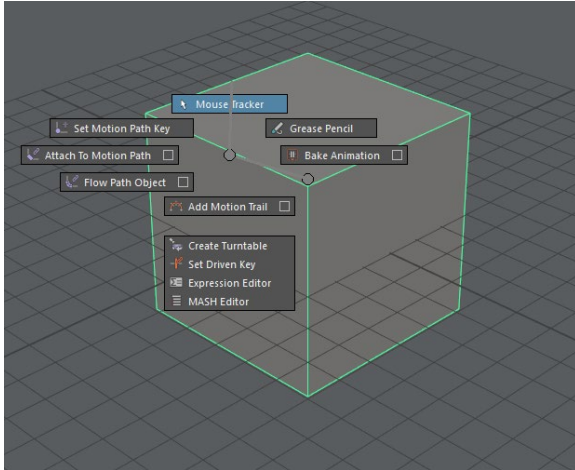




## da\_MouseTrack

This script tracks the mouse movement and create an animation:

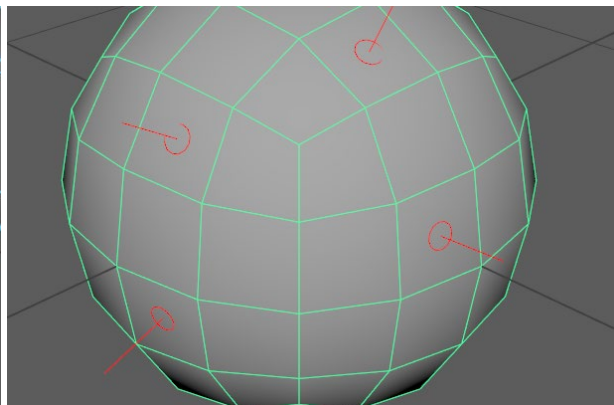
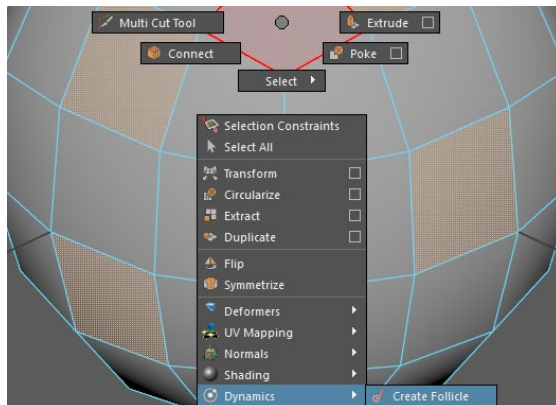
- 1) Select an object
- 2) *Z + MMB > Animation > Mouse Tracker*
- 3) Manipulate the object by using manipulators
- 4) Press *Esc* for stop the tracking



## da\_FacesFollicles

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

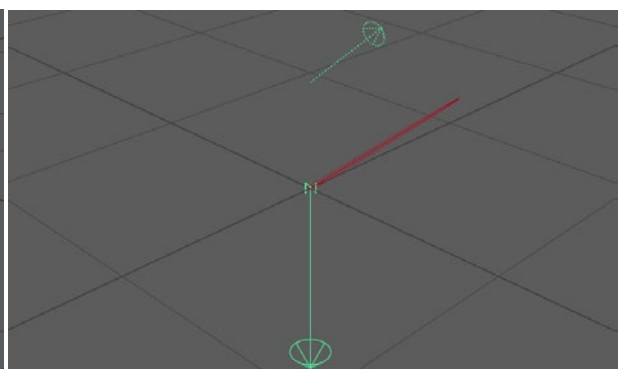
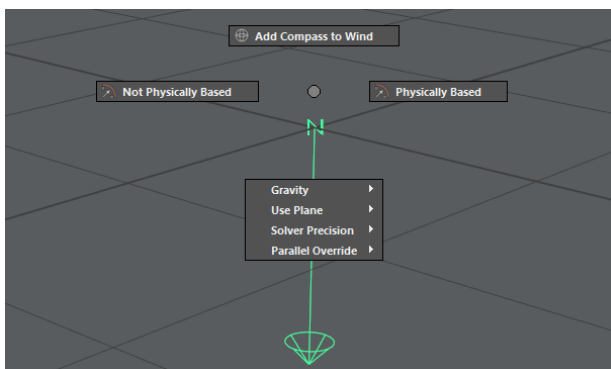
- 1) Select one or more faces
- 2) *Z + LMB > Dynamics > Create Follicle*



## 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*

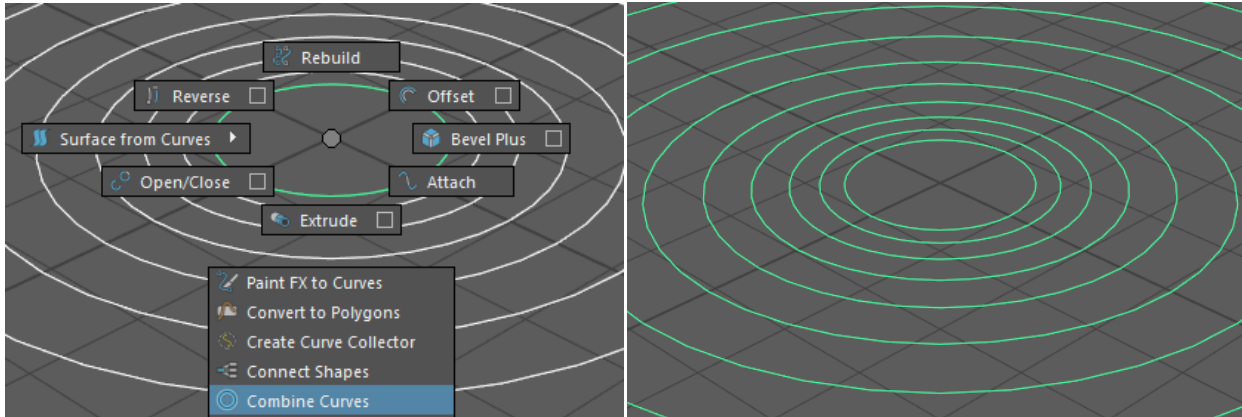


Alternatively, is possible generate a standalone compass by using *Z + MMB > Compass*

## da\_CombineCurves

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

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

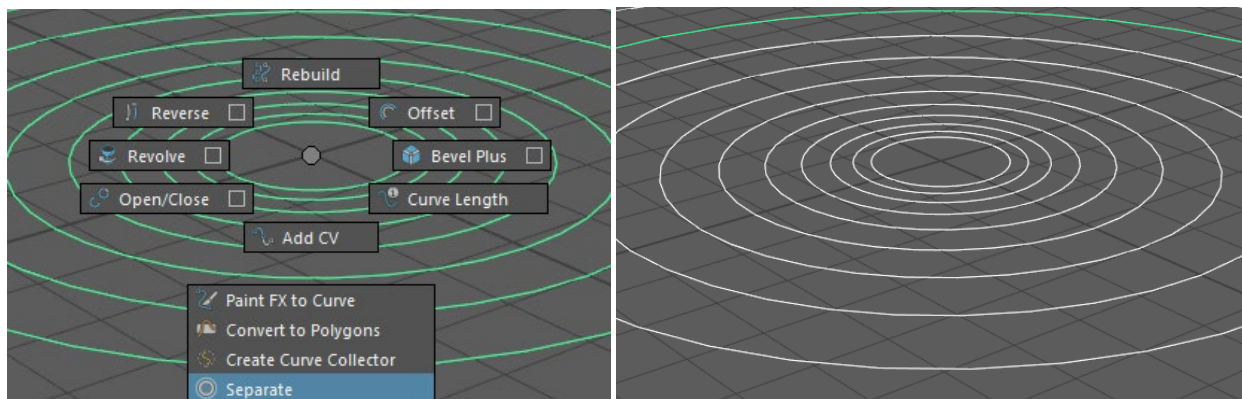


Note: do not combine already combine curves, always first separate the combined curves then combining the curves again.

## da\_SepareCurves

This script separate combined curves:

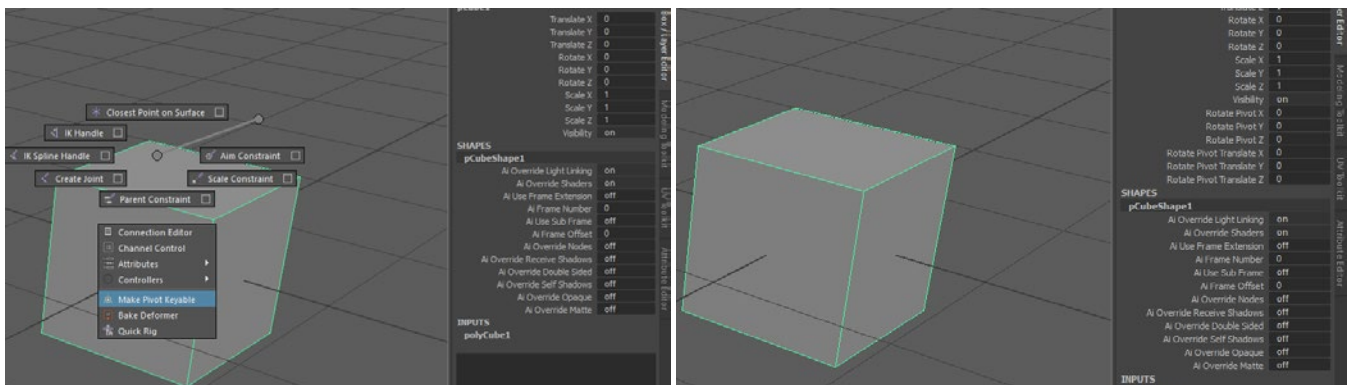
- 1) Select combined curves
- 2) **Z + LMB > Separate**



## da\_pivotKeyable

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

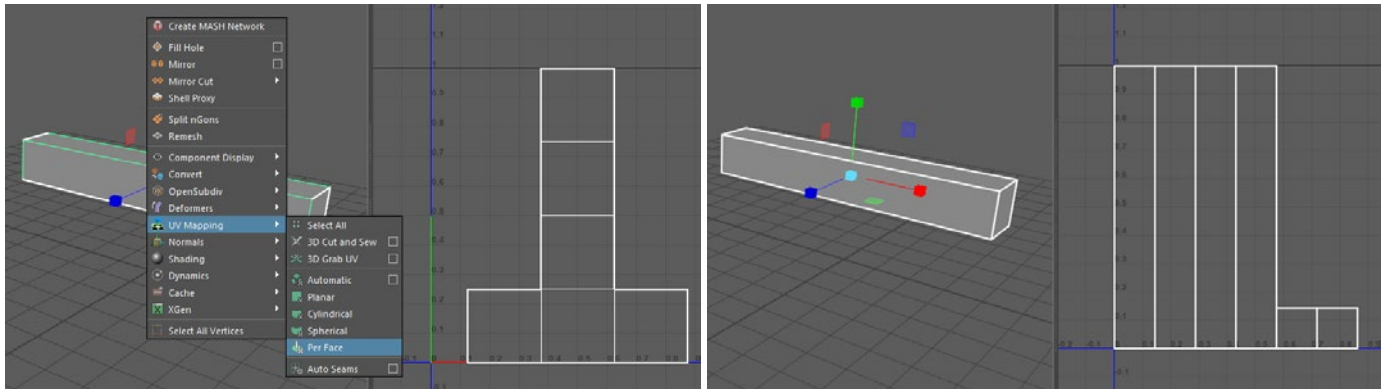
- 1) Select an object
- 2) **Z + MMB > Rigging > Make Pivot Keyable**
- 3) Animate the object as usual



## da\_MapFacesUV

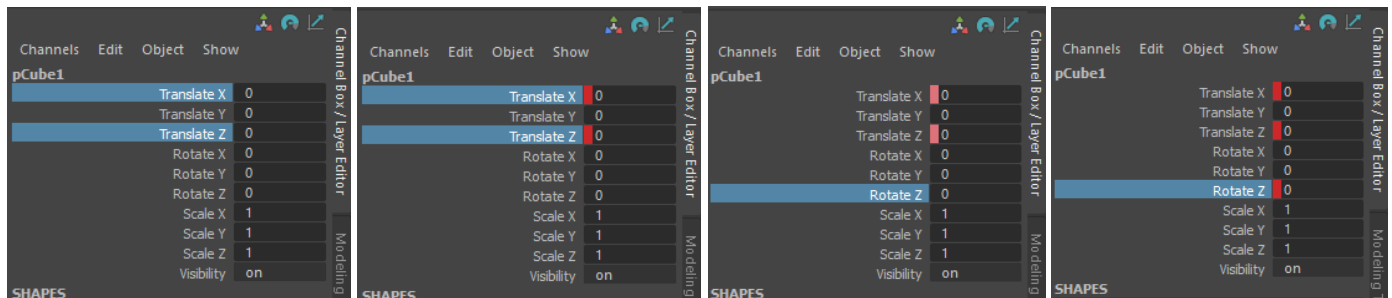
This script maps any single faces of a mesh as separate planar UV shell:

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



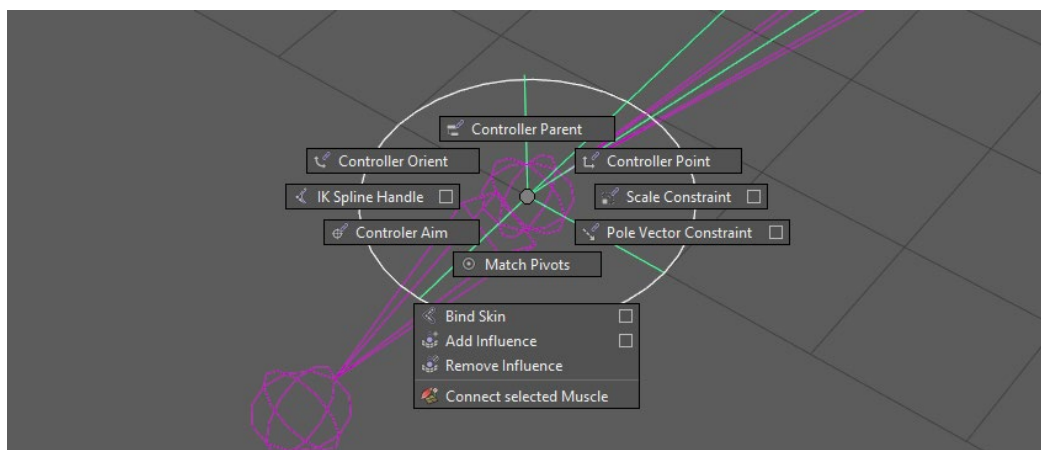
## da\_KeyKeyedOnly

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



## Control Constraint

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 Pro 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

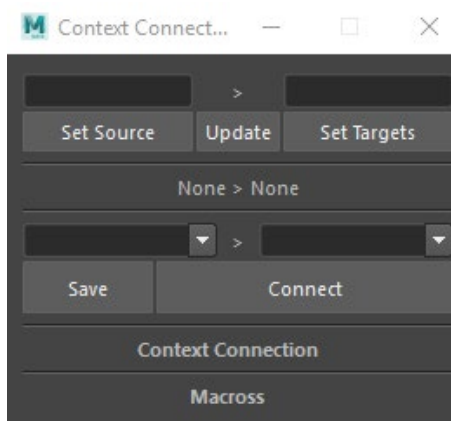
## Third-party plug-ins

*May9 Pro* 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 Pro > Context Connector*.

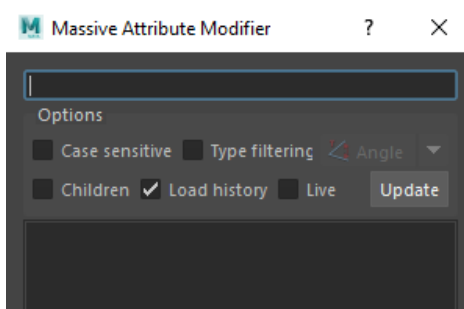
For open Context Connection UI use *CTRL + J* shortcut or *Z + MMB > Rigging > Context Connector*



### 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 Pro > Massive Attribute Modifier*.

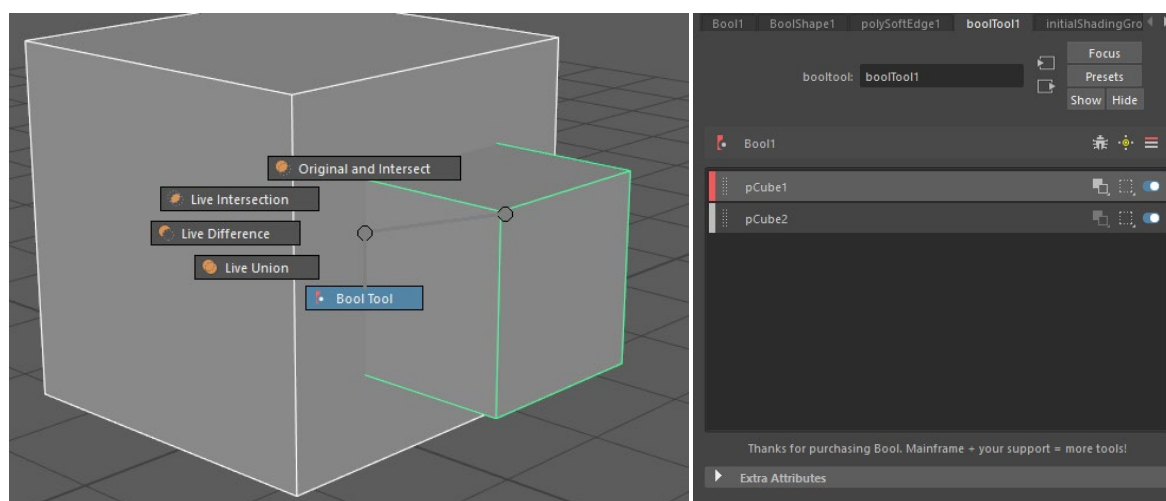
For open *Massive Attribute Modifier* UI use *CTRL + K* shortcut or *Z + MMB > Rigging > Massive Attribute Modifier*



### Bool [\(Video\)](#)

*Bool* is a live boolean plug-in that's interactively adjust multiple boolean operations, is available to buy [here](#).

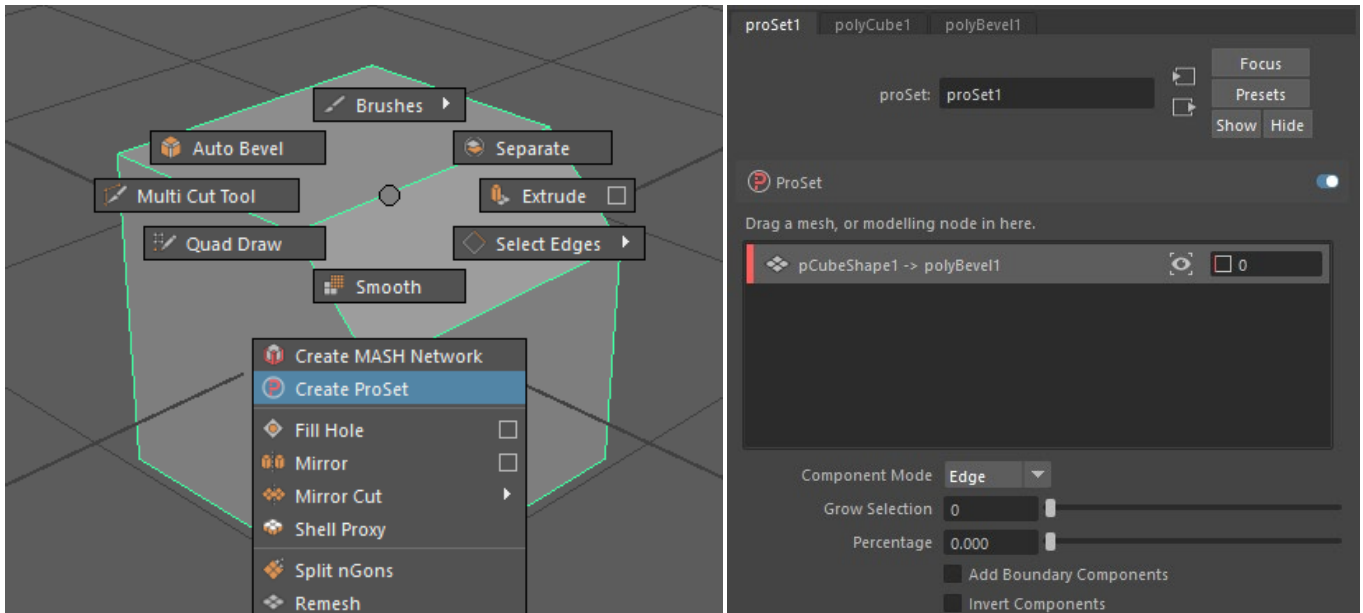
For use *Bool*, select two or more meshes and *Z + LMB > Booleans > Bool Tool*



## ProSets (Video)

*ProSets* power up modelling workflow by using procedural components sets, is available to buy [here](#).

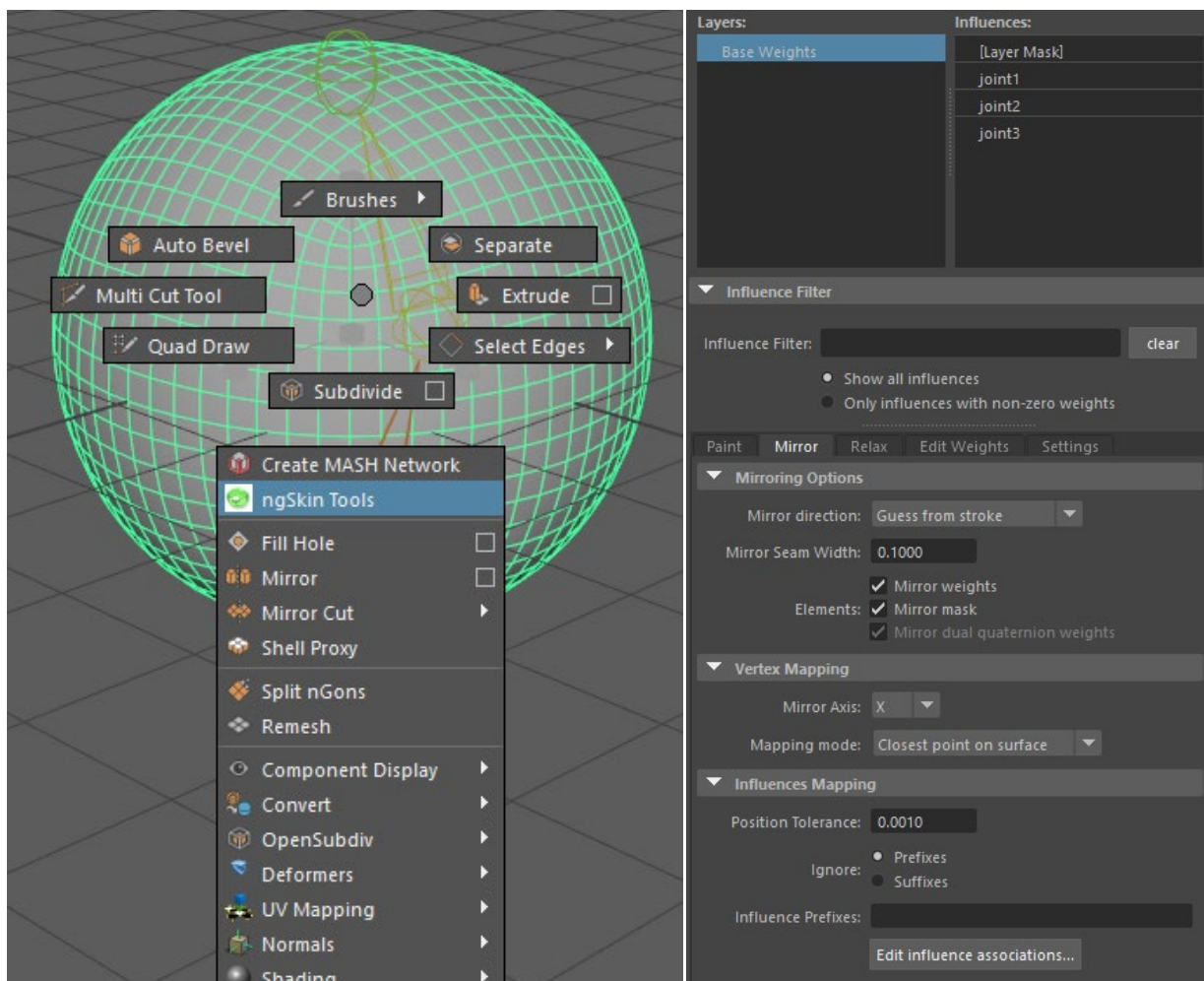
For use *ProSets*, select a mesh and **Z + LMB > Create ProSets**



## 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 > ngSkin Tools > Initialize Skinning Layers**



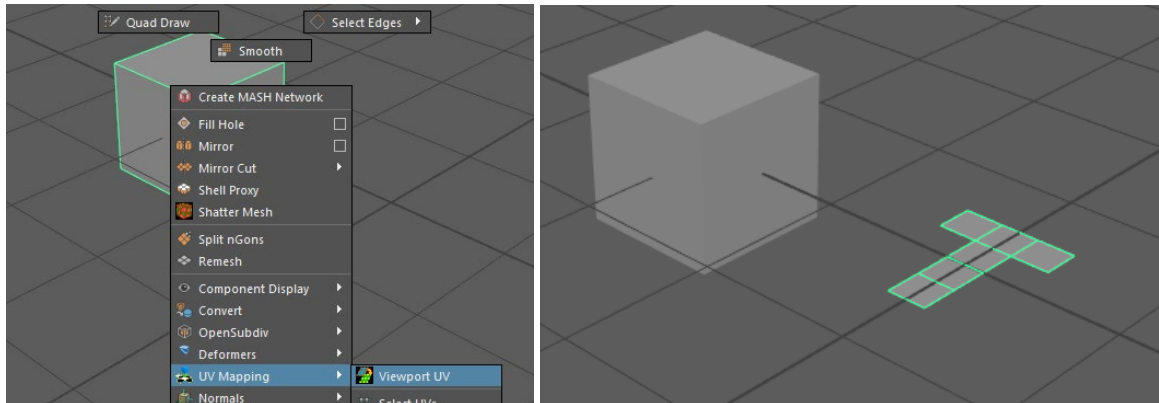
## SOuP

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:

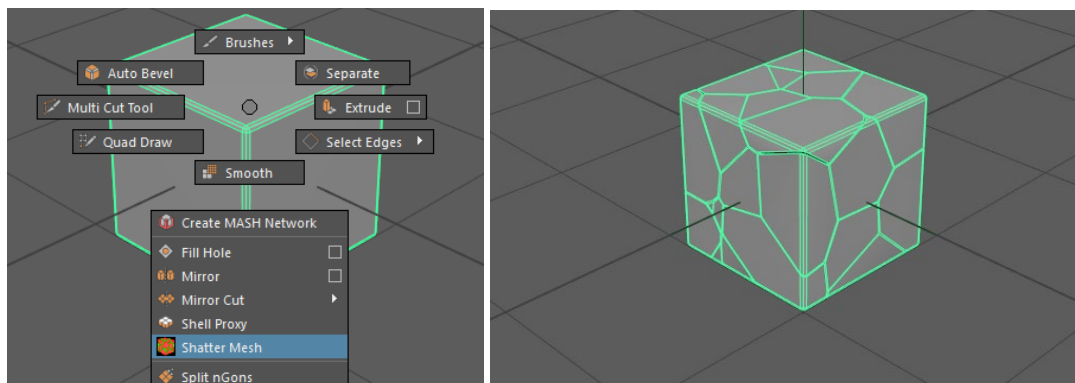
- 1) Select a mesh
- 2) **Z + LMB > UV Mapping > Viewport UV**



### da\_ShatterMesh

This script shatters a mesh:

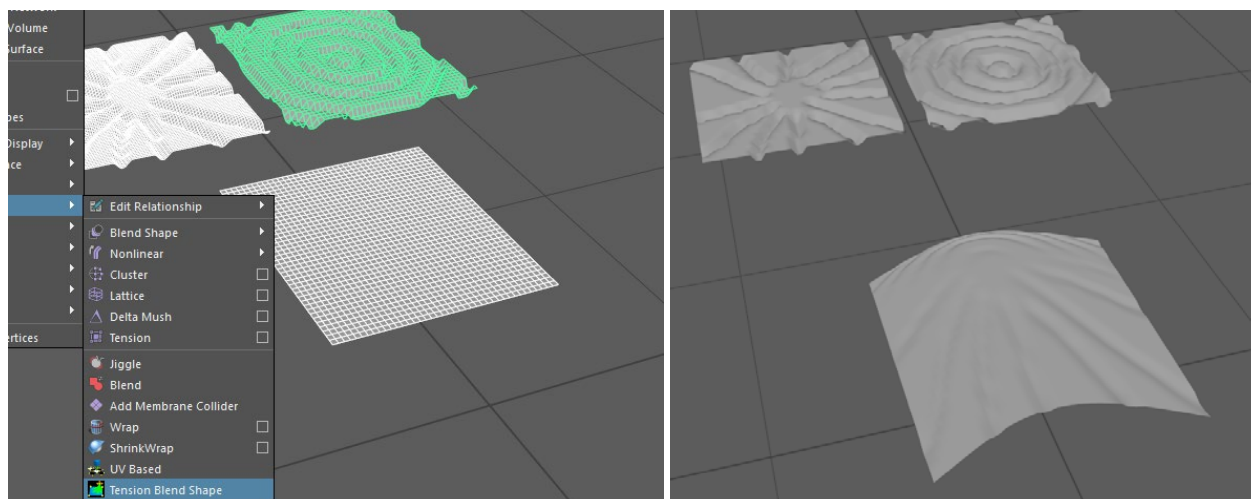
- 1) Select a mesh
- 2) **Z + LMB > Shatter Mesh**



### da\_TensionBlendShape

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

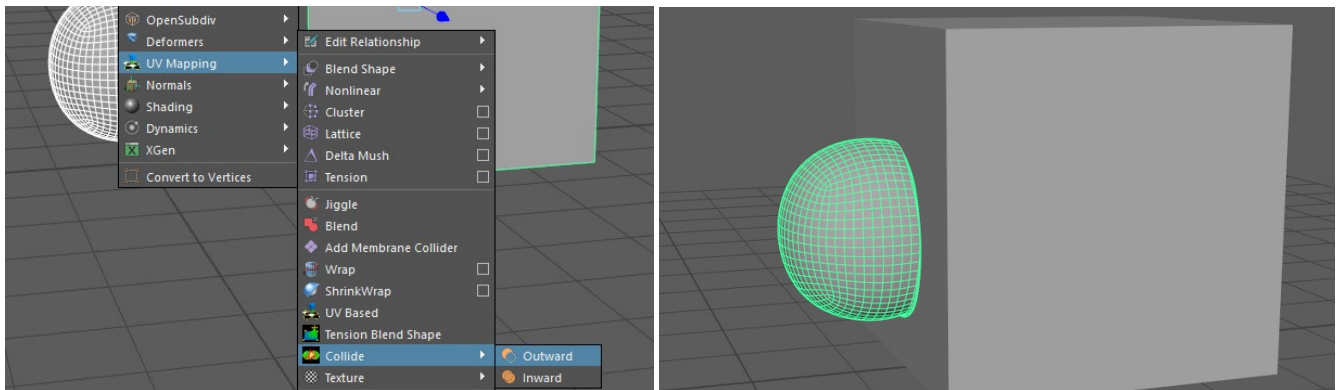
- 1) Select: a base mesh, a stretch one and a compress one
- 2) **Z + LMB > Deformers > Tension Blend Shape**



da\_CollideOutward and da\_CollideInward

These scripts create a collision deformer between meshes:

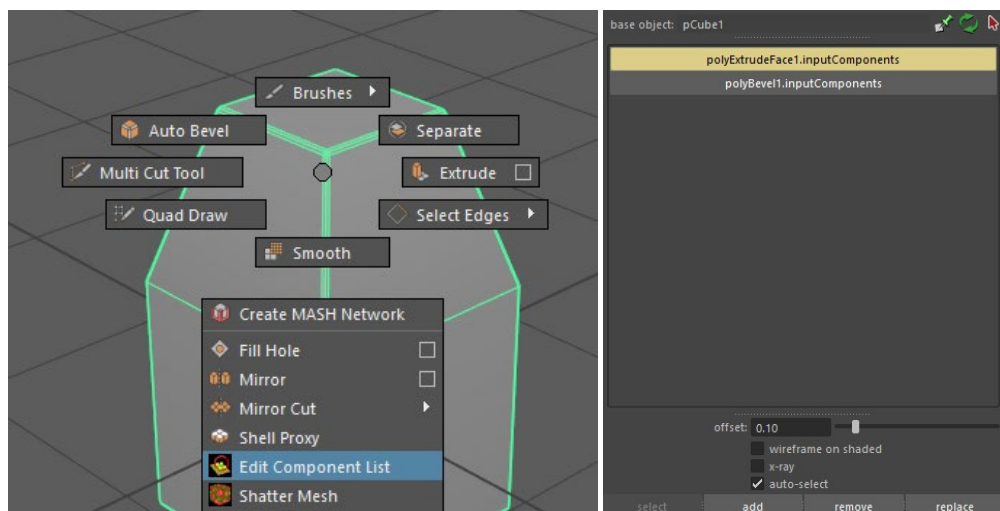
- 1) Select: a collide mesh and collision mesh
- 2) **Z + LMB > Deformers > Collide > Outward or Inward**



Edit Component List [\(Video\)](#)

This tool makes modeling tools procedural:

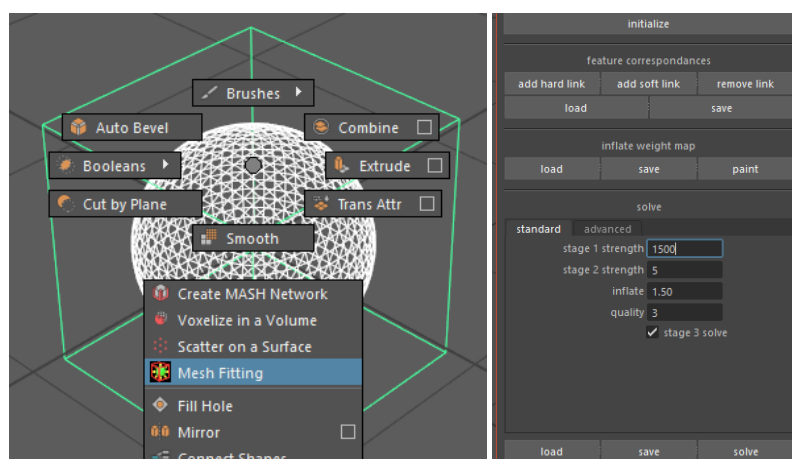
- 1) Select a mesh
- 2) **Z + LMB > Edit Component List**
- 3) Select one of the existing modeling operator and add or remove desired components



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 Fitting**





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## Uninstallation

For uninstall *May9 Pro* run *source May9\_uninstall.mel* as MEL command and restart *Autodesk Maya*.

*Important note:* during the uninstallation process the *Hotkey Set* previous to *May9 Pro* installation is restored and *May9 Pro* and *May9 Core Hotkey Sets* deleted.

## Release notes

*May9 Pro 3.2* work in any *Workspace*, anyway the use of *Maya Classic* is high suggested.

*May9 Pro 3.2* hotkeys add or substitute the actual *Hotkey Set* when installed.

*May9 Pro 3.2* is tested and develop on *Autodesk Maya 2018.3*.

## Useful links

Facebook page: [fb.com/May9Prefs](https://fb.com/May9Prefs)

YouTube channel: [youtube.com/c/May9](https://youtube.com/c/May9)

## Credits and license

*May9 Pro* 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 3.2

- Unified Maya versions installer
- Completion of modular structure
- May9 hotkeys sets are added over the current hotkeySet during installation
- Polish hotkeys scheme
- May9 Pro custom hotkeys can be now enable or disable from May9 Pro drop-down menu
- Add Control Constraint scripts
- Add Key Keyed Only script and mapped to CTRL + SHIFT + ALT + S
- Add support to Construction History
- Add expose rotate order script to All\_MM
- Improved da\_MetaBalls script performance
- Improved May9 Pro main menu
- Removed May9 Pro 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 Former History script on Locator
- Fix deformer apply on NURBS when component are 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 Pro 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 performance
- 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)
- Assign 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 ProductVector 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\_ProceduralBevel

#### 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 Pro 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 Pro workspace
- Minor improve to some Marking Menu
- Minor fixies
- Improved documentation