

MAY 9 PRO 3

USER GUIDE

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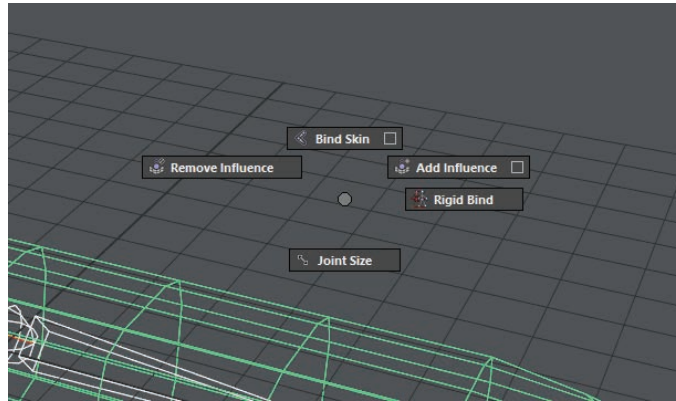
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What is May9 Pro

May9 Pro is an alternative user experience for *Autodesk Maya* designed to improve the daily workflow and maximize learning.

The concept of *May9 Pro* is streamline useful 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 this *Marking Menu* (*MM* form now):



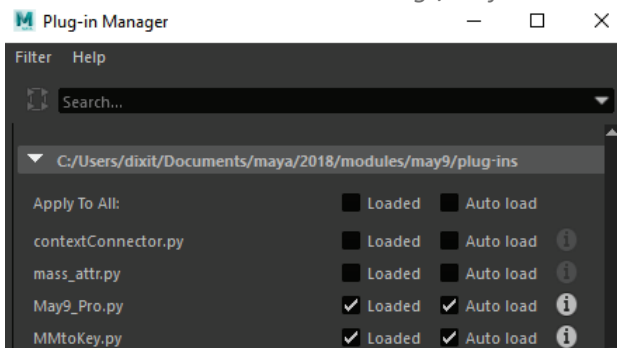
In addition to the contextual workflow describe above, *May9 Pro* contain [custom preferences](#), [layouts](#), [contextual hotkeys](#) and [standard hotkeys](#).

Installation

- 1) If is open close Maya
- 2) Copy folder 2017 or 2018 of this archive in
 - a. Windows: \Users\<username>\Documents\maya\
 - b. Mac OS: /Users/<username>/Library/Preferences/Autodesk/maya/
 - c. Linux: ~<username>/maya/
- 3) Do one of the following action
 - a. Run *source May9.mel*



- b. Or enable under *Windows > Settings/Preferences > Plug-in Manager*: *May9_Pro.py* and *MMtoKey.py*



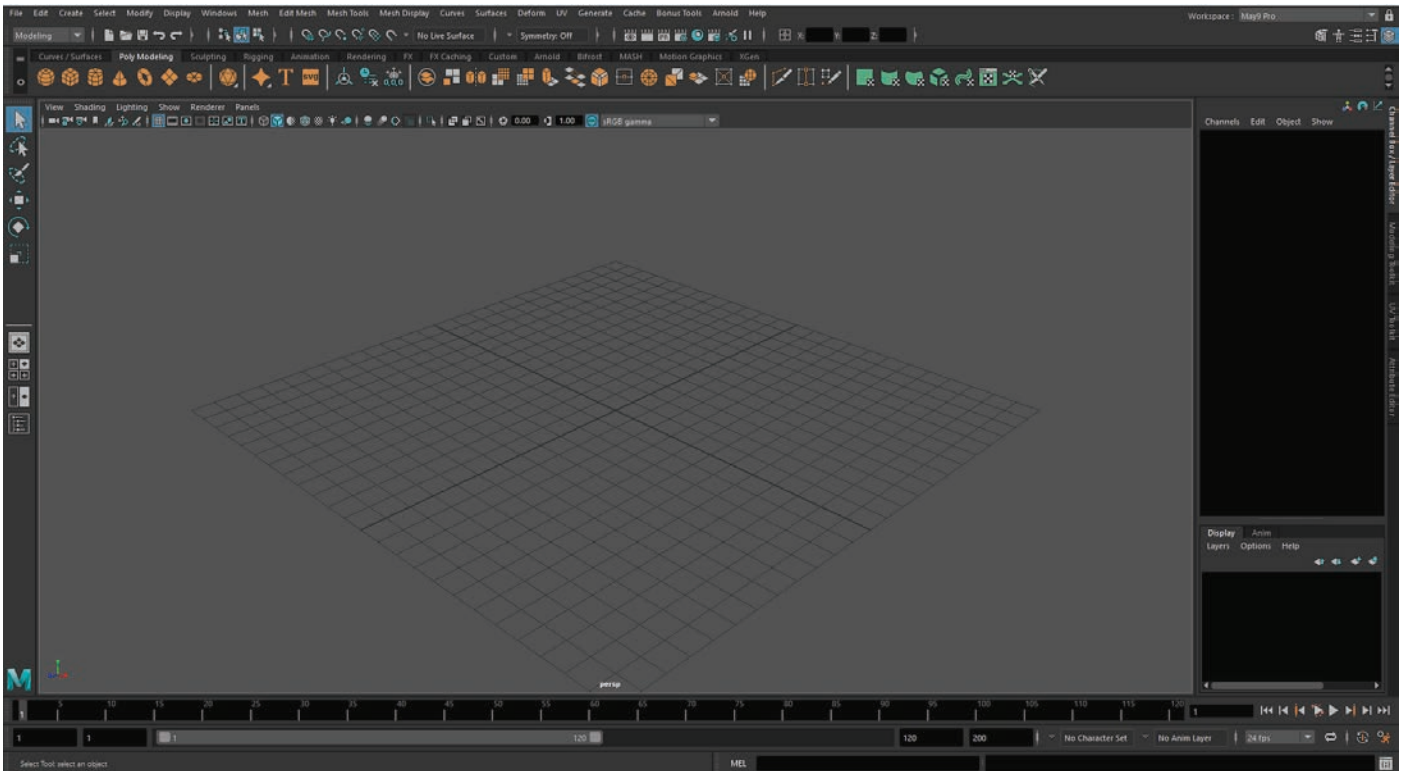
Note for May9 Pro 2.0 users

If a previous version of *May9 Pro* is already installed on your system, to avoid conflict is recommended clean up the preferences before install version 3.0.

Basic usage

May9 Pro Workspace

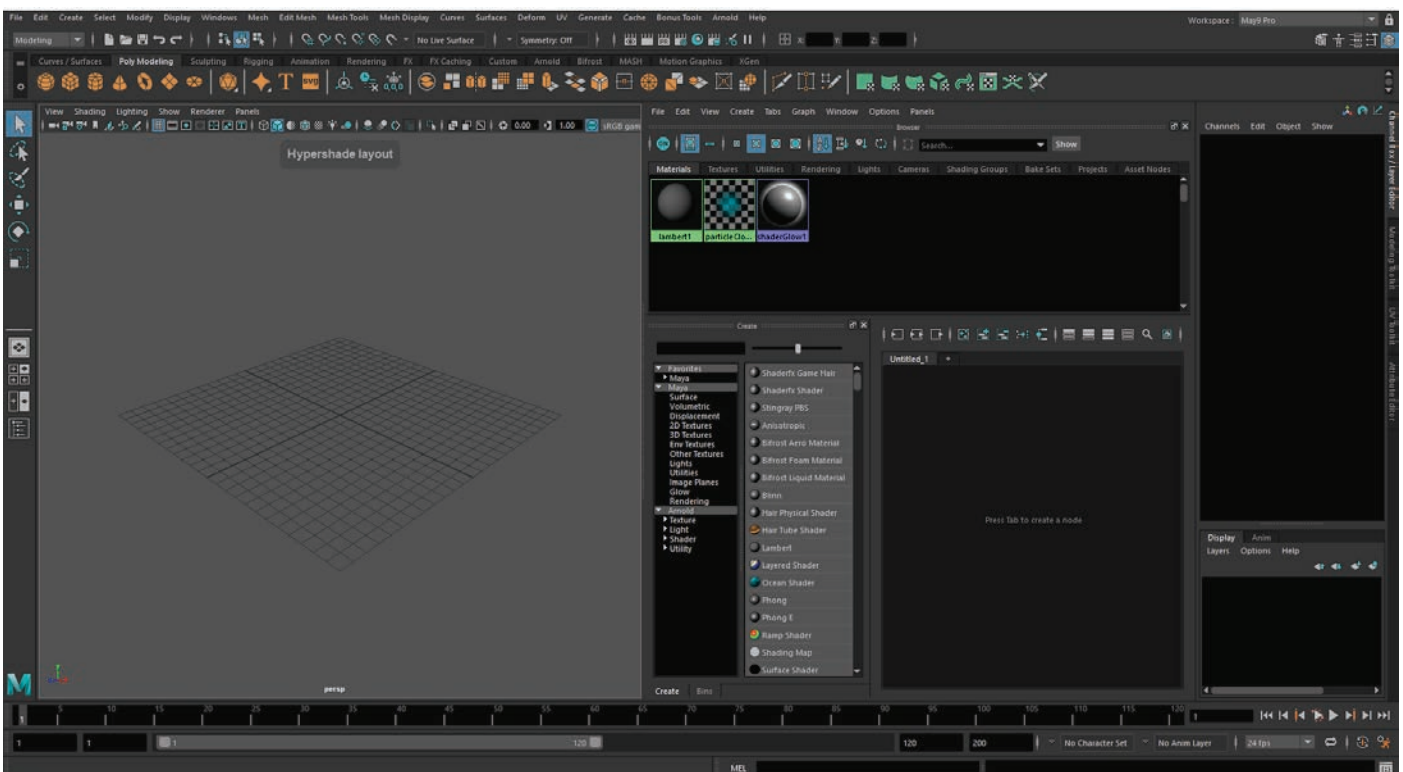
The *May9 Pro* Workspace is designed to maximize the Viewport area and optimize for a single display.



An important note: *the feature set of May9 Pro work only inside of it's workspace.*

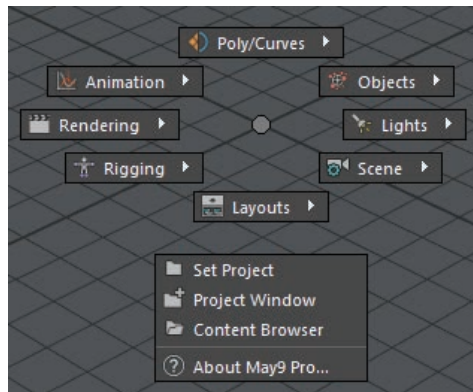
May9 Pro Layouts

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 use the **All MM**:



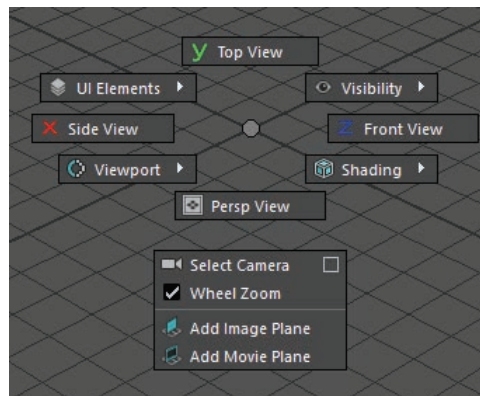
All MM

The *All Marking Menu* (menu_All_MM.mel) is the foundation of *May9 Pro*, is available if there aren't supported Tools active by press **Z + Middle Mouse Button** (from now **MMB**):



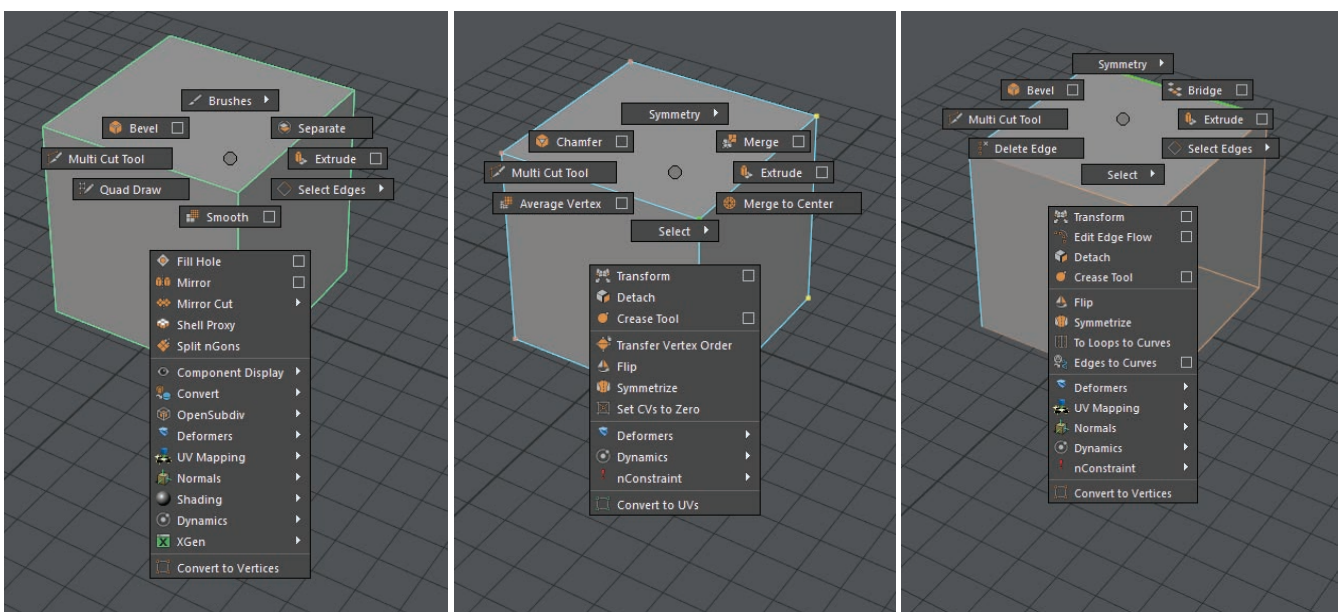
Maya Window MM

The *Maya Window Marking Menu* (menu_MayaWindow_MM.mel), is available when mouse is over the Viewport and there is no selection scene by press **Z + LMB**:



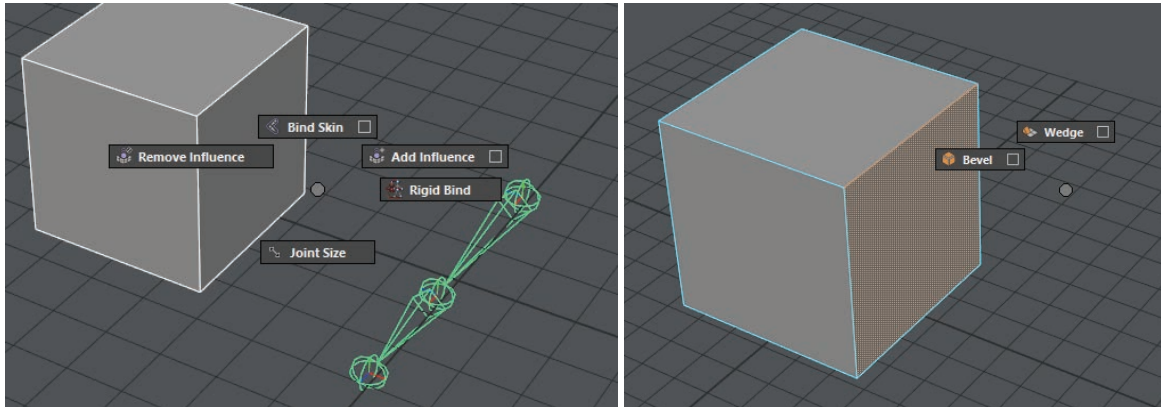
Contextual single selection MM

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



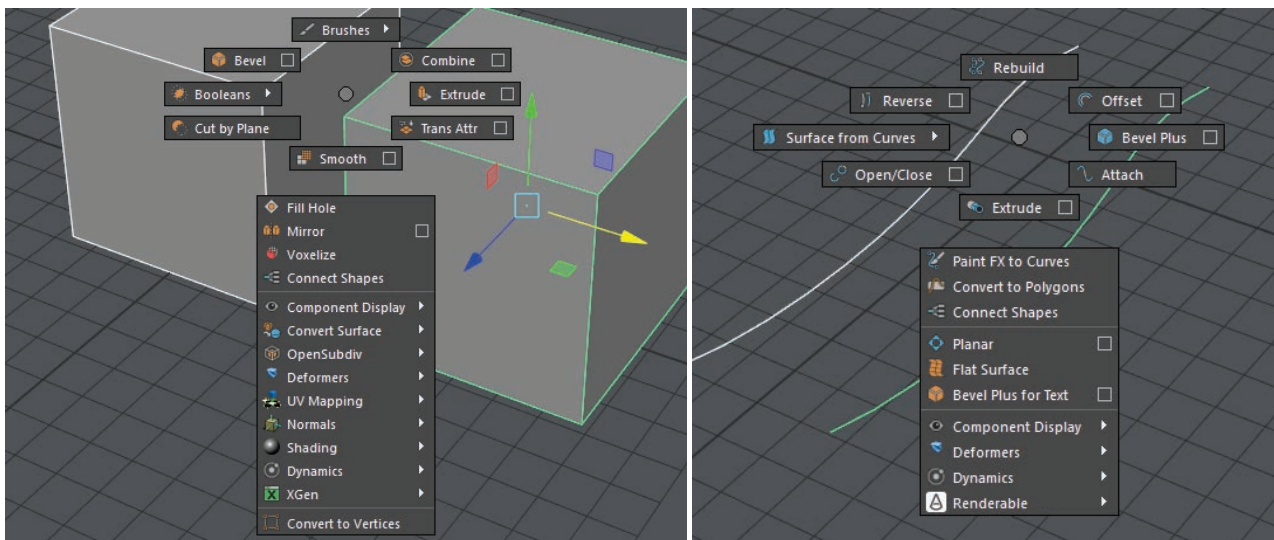
Contextual multi selection MM

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



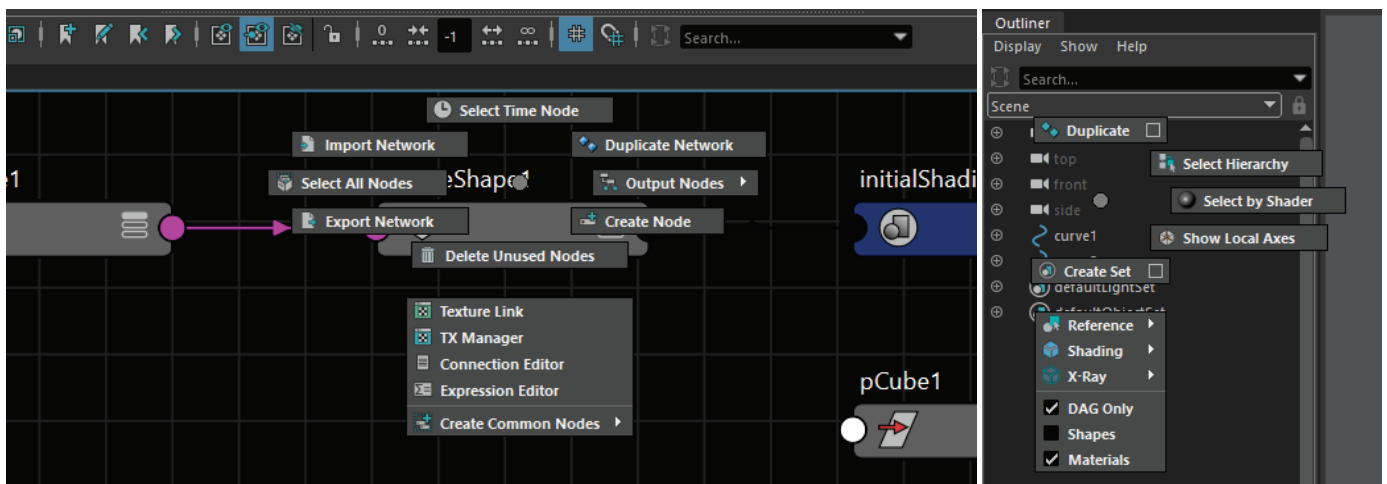
Contextual multi selection of the same object type MM

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



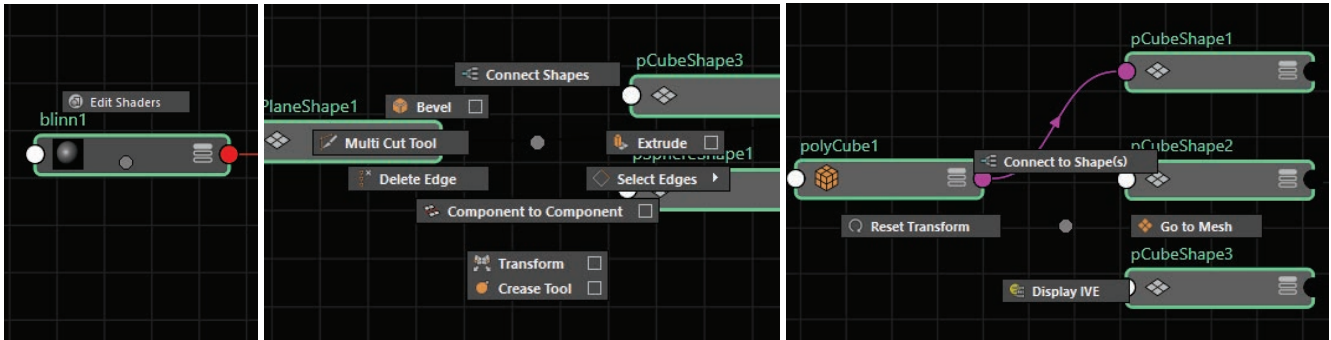
Contextual panel MM

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



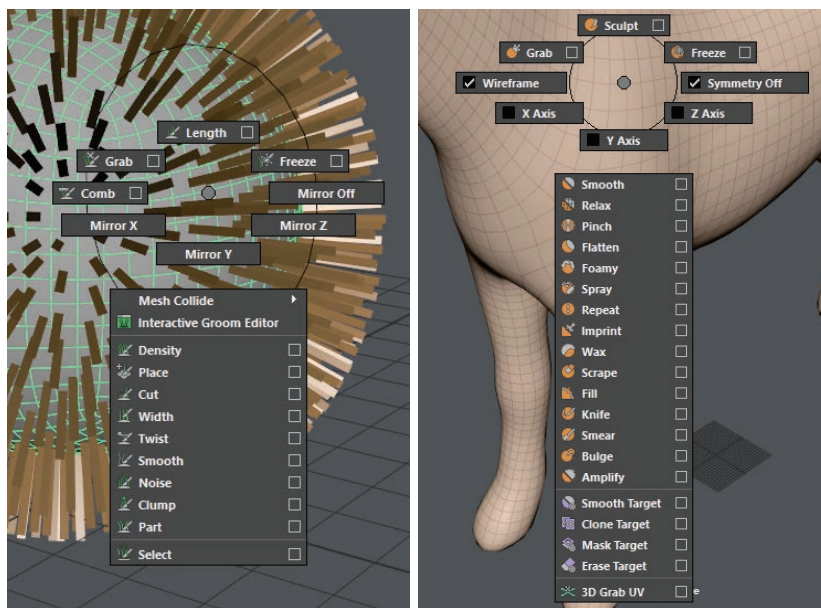
Contextual node selection in Node Editor MM

When a single node, a combination of the same type nodes or a combination of different type nodes are selected in the Node Editor is possible enable the relative Marking Menus by pressing **Z + LMB**:



Contextual Tool MM

When a supported Tool is selected, is possible enable the relative Marking Menus by pressing **Z + MMB**:



These are the tool supported: *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 Hotkey by pressing and release **Z**.

Contextual multi selection Hotkey

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

Contextual multi selection of the same object type Hotkey

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

Contextual panel MM

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

Contextual node selection in Node Editor Hotkey

If a single node, a combination of the same type nodes or a combination of different type nodes are selected in the Node Editor is possible enable the relative Hotkey by pressing and release **Z**.

Preferences change

The following is the main standard *Autodesk Maya* preference changed in *May9 Pro*:

- Legacy Subdivision Surface exposed (only Maya 2017)
- Membrane Deformer exposed
- Legacy Mirror Cut tool exposed
- Double variable warning is disable
- Custom Hypershade layout
- In Status Line is hidden the IPM button and expose Input Field area
- Hidden attribute connections exposed
- Hotbox have no transparency

Custom Hotkeys

CTRL + Enter = Delete History and Freeze Transform

SHIFT + ALT + F = Freeze Transformation

SHIFT + ALT + R = Reset Transformations

SHIFT + ALT + C = Center Pivot

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

SHIFT + ALT + M = Match Transform

SHIFT + ALT + W = Toggle Wireframe on Shaded

SHIFT + ALT + Space = Playback toggle

CTRL + ALT + R = Start IPR or Arnold Render View

CTRL + ALT + O = Edit and Graph Shader Based on Selection

CTRL + ALT + 8 = Paint Effects Panel

CTRL + ALT + X = Reverse to save

CTRL + SHIFT + ALT + C = Copy selection to clipboard

CTRL + SHIFT + ALT + V = Paste selection to clipboard

CTRL + SHIFT + ALT + S = Save selection in to a Set

CTRL + SHIFT + ALT + D = Delete Static Channels

CTRL + SHIFT + ALT + M = Toggle Shelf

CTRL + SHIFT + ALT + R = Toggle Resolution Gate

CTRL + SHIFT + ALT + Z = MMtoKey Manager

CTRL + ` = Show the last operation in AE

CTRL + F = Ignore the child and frame only the selected object

CTRL + P = Parent and position

CTRL + J = Context Connector

CTRL + K = Massive Attribute Editor

CTRL + L = List of Input Operation is mapped

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 May9 Pro Workspace

ALT + L = Color Picker
ALT + G = Toggle grid
ALT + K = Toggle Color Management
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
K + Drag = Smooth playback mode
CMD + Space = Toggle Full Screen (Mac OS only)

Changed hotkeys

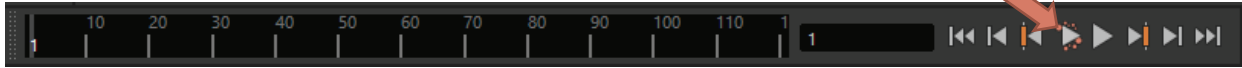
CTRL + ALT + D = Toggle Displacement
CTRL + ALT + ~ = SmoothingDisplayShowBoth
CTRL + ALT + ` = SmoothingDisplayToggle
ALT + - = ToggleColorFeedback
ALT + I = Toggle Wireframe in Artisan
ALT + P = Color Picker
SHIFT + N = Full Hotbox Display

Custom Script

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

da_intPlay (video)

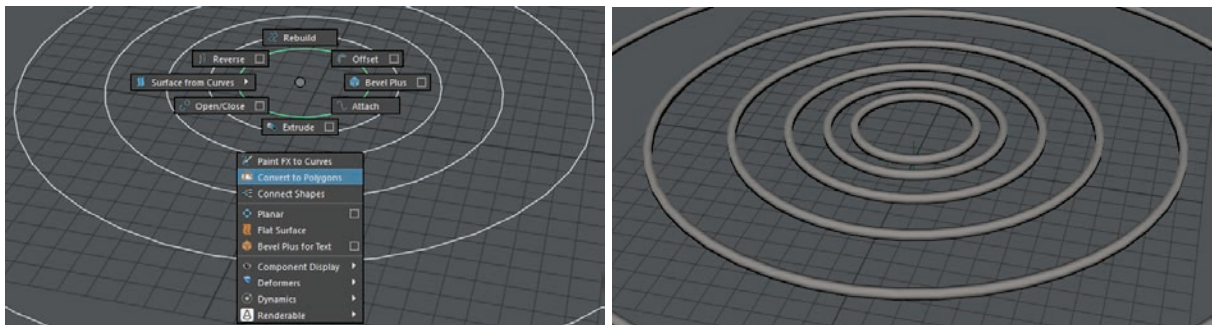
This script adds the interactive play button directly to Time Slider



da_curveToPoly (video)

This script makes possible the conversion of curves in polygons:

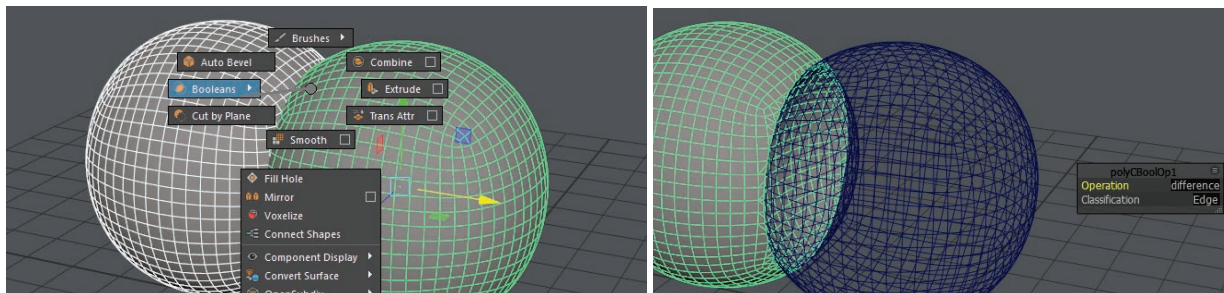
1. Select a curve or multiple curves
2. Z + LMB > Convert to Polygons



da_interactiveBooleans (video)

This script makes the Polygonal Boolean process more interactive:

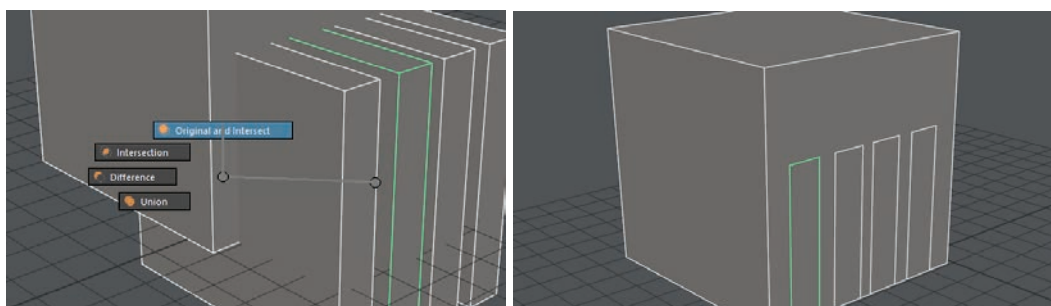
1. Select two or more polygons objects
2. Z + LMB > Booleans



da_BooleanFullIntersect (video)

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

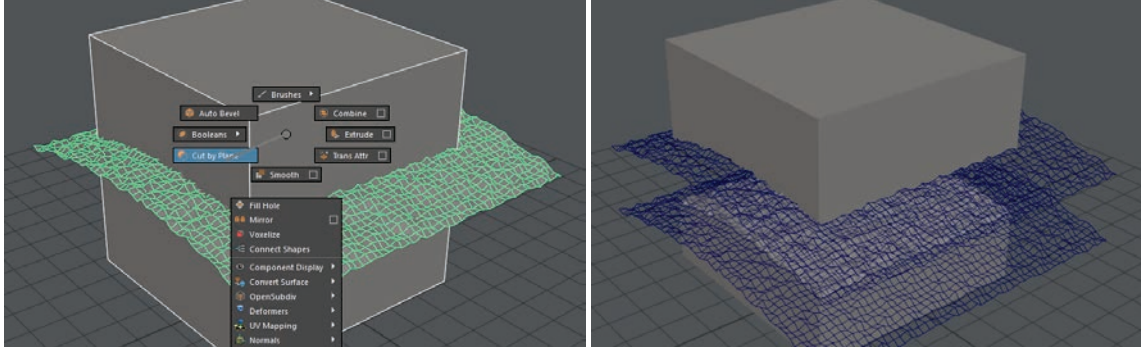
1. Select first the main object and after the cutters ones
2. Z + LMB > Booleans > Original and Intersect



da_PlaneCutter (video)

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

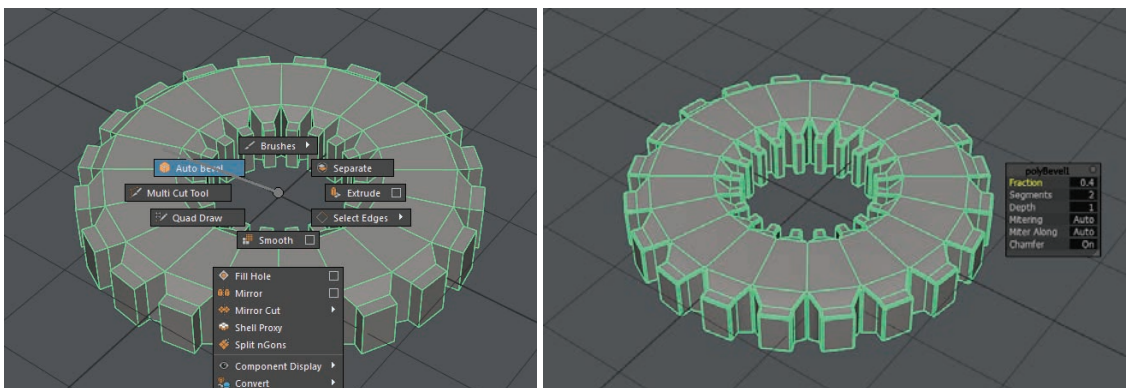
1. Select first the main object and after the cutter ones
2. Z + LMB > Cut by Plane
3. Select the single or double operator
4. Move the cutter or the cutters plane



da_AutoBevel (video)

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

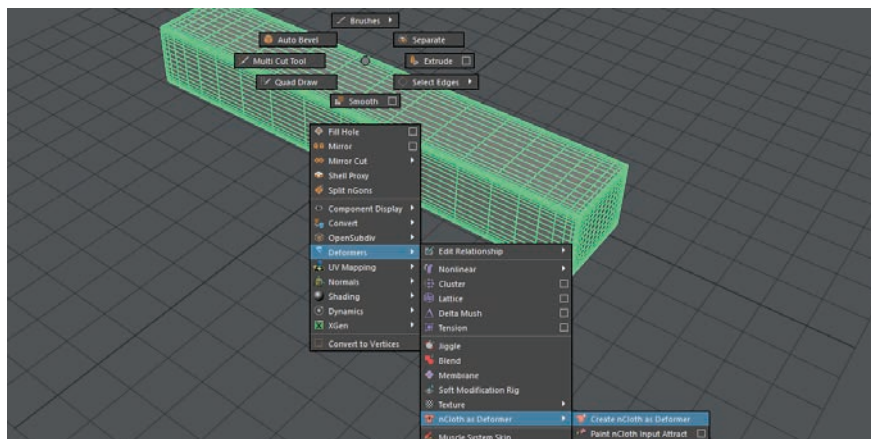
1. Select a Polygon
2. Z + LMB > Auto Bevel



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:

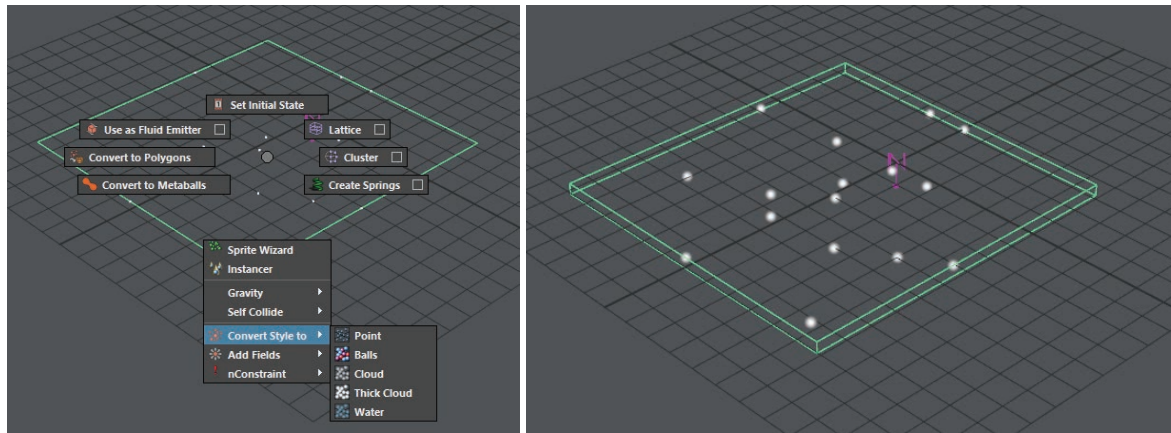
1. Select the polygons to deform, it can be the character skin
2. Z +LMB > Deformers >nCloth as Deformer > Create nCloth as Deformer



da_nParticleConverter [\(video\)](#)

This script adds the ability to convert particle to a specific type after their creation:

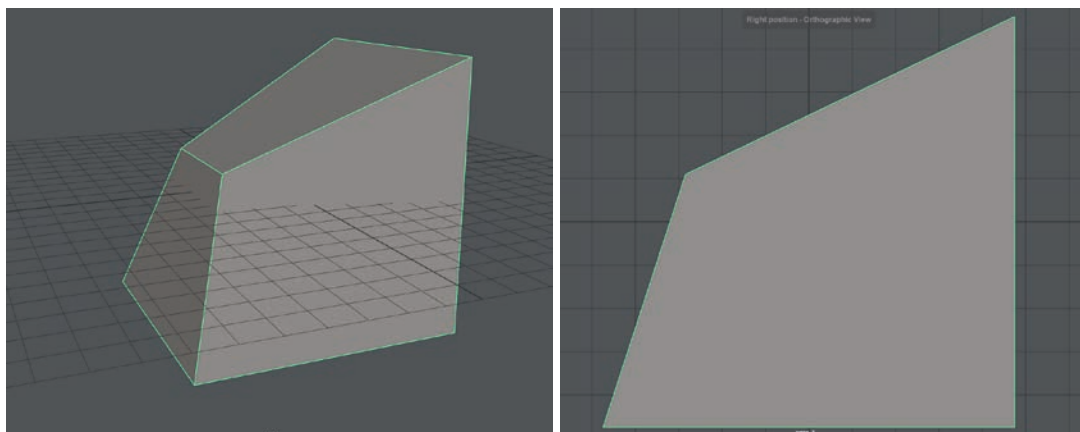
1. Create some particle
2. Z + LMB > Convert Style to



da_perspToggle [\(video\)](#)

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

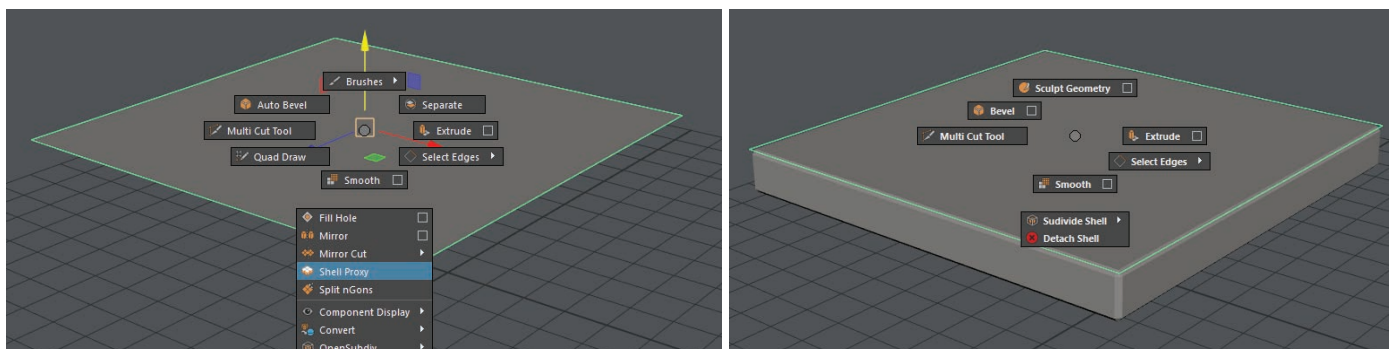
1. Move camera
2. Press ALT + Enter



da_shell [\(video\)](#)

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

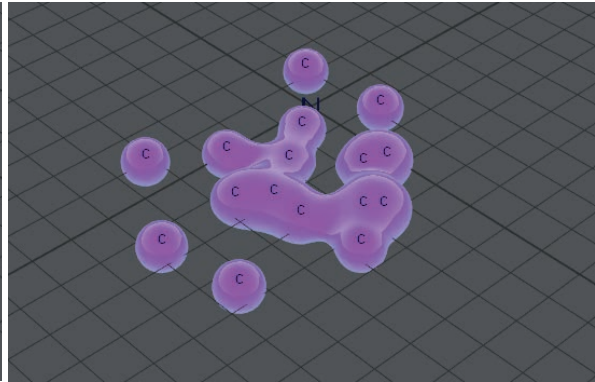
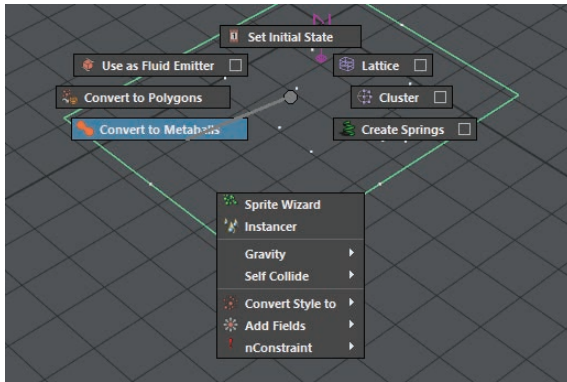
1. Select a flat polygon
2. Z + LMB > Shell Proxy
3. Continue to model or open tool option by using Z + LMB



da_ConvertToMetaballs [\(video\)](#)

This script converts particles to polygonal Metaballs:

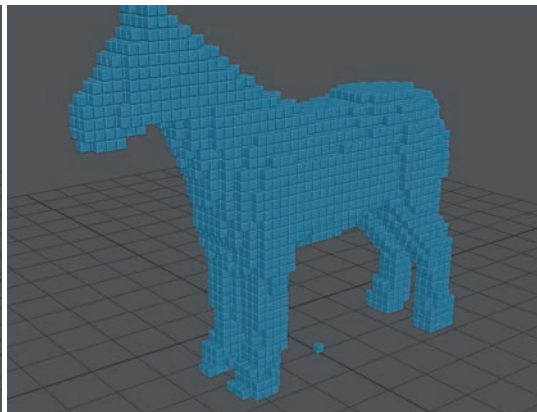
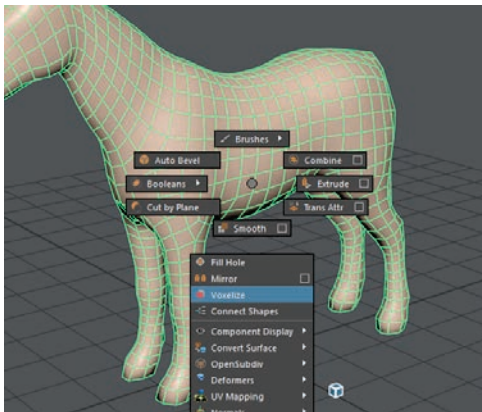
1. Select some particles
2. Z + LMB > Convert to Metaballs
3. Move single Metaballs by selecting relative cluster



da_MashVoxelizer [\(video\)](#)

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

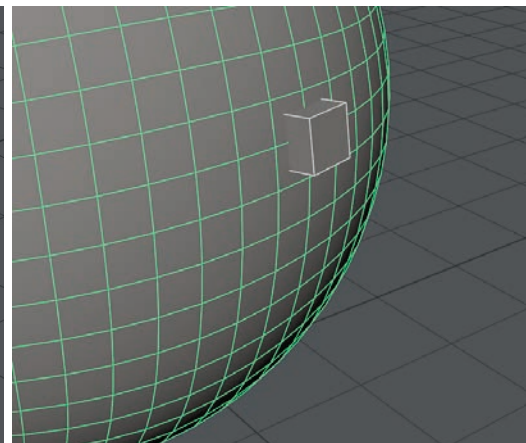
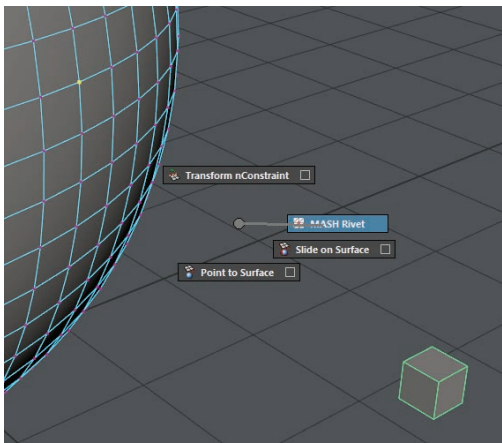
- 1) Select first the filler mesh then the volume mesh
- 2) Z + LMB > Voxelize in a Volume



da_RivetMesh [\(video\)](#)

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

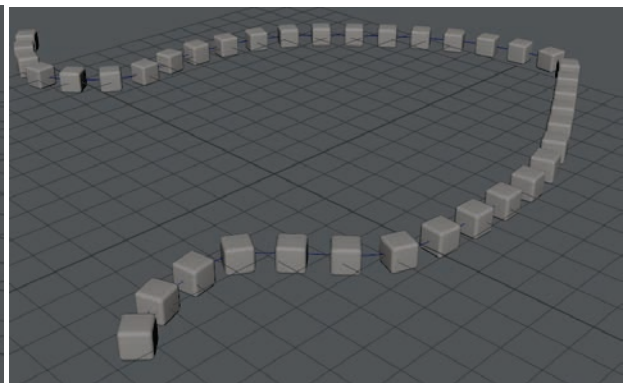
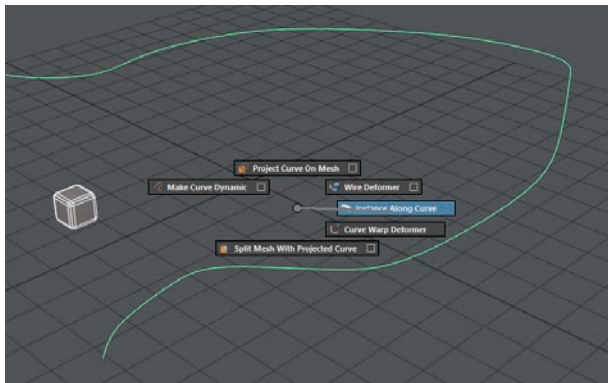
- 1) Select single or multiple components then a polygon
- 2) Z + LMB > Rivet



da_CurveDistributionMash (video)

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

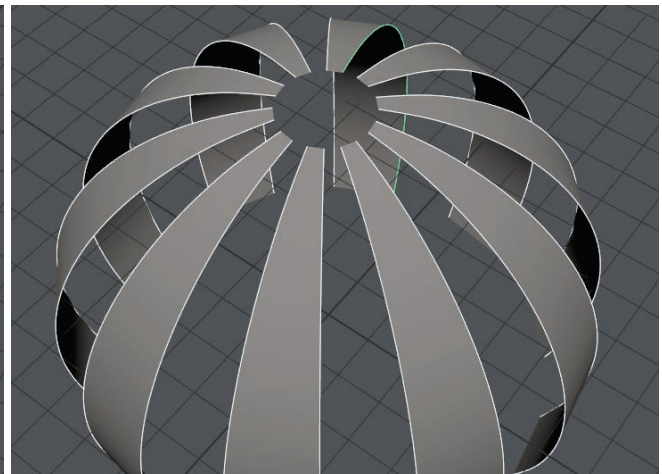
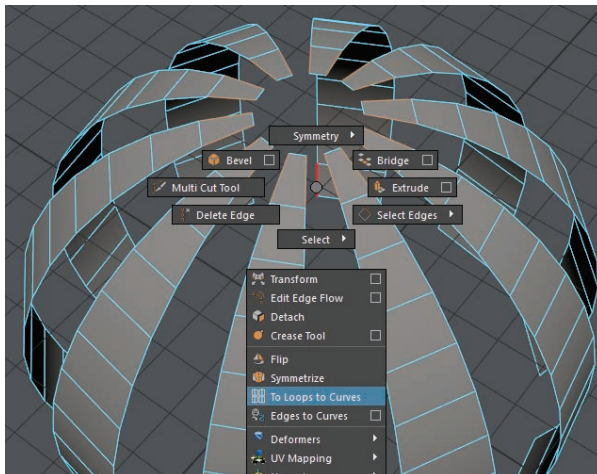
- 1) Select a polygon and then a curve
- 2) Z + LMB > Instance Along Curve



da_EdgeToLoopToCurve (video)

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

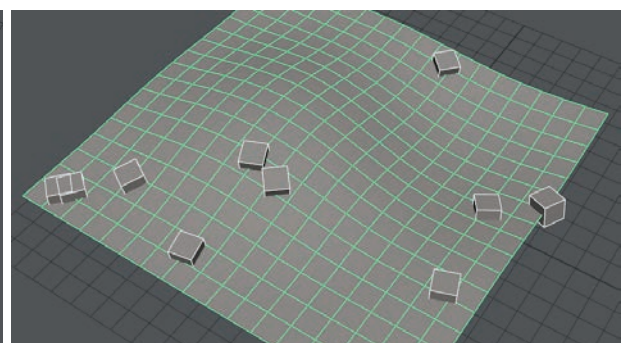
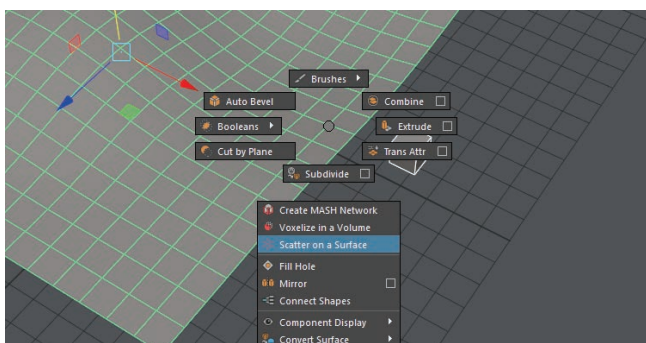
- 1) Select an edge for loop, sometimes this is easier to do in UV texture editor
- 2) Z + LMB > To Loops to Curves



da_SurfaceScatterMash

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

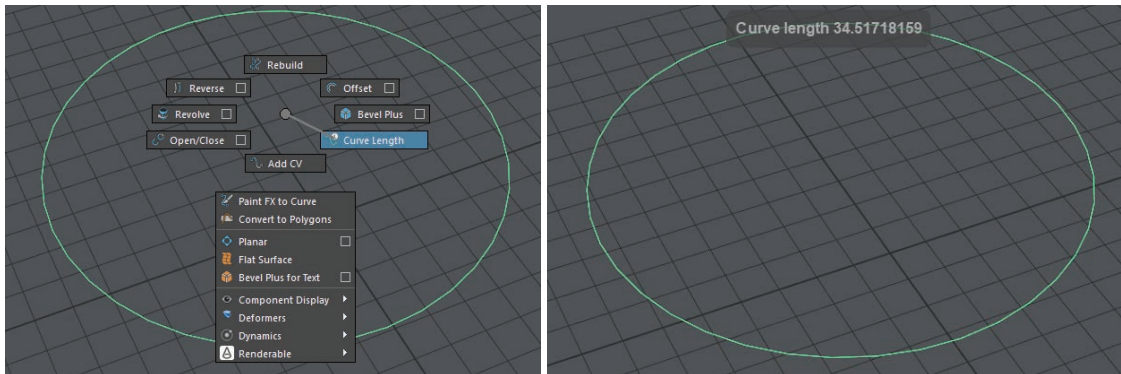
- 1) Select a mesh object then a mesh surface
- 2) Z + LMB > Scatter on a Surface



da_CurveLength

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

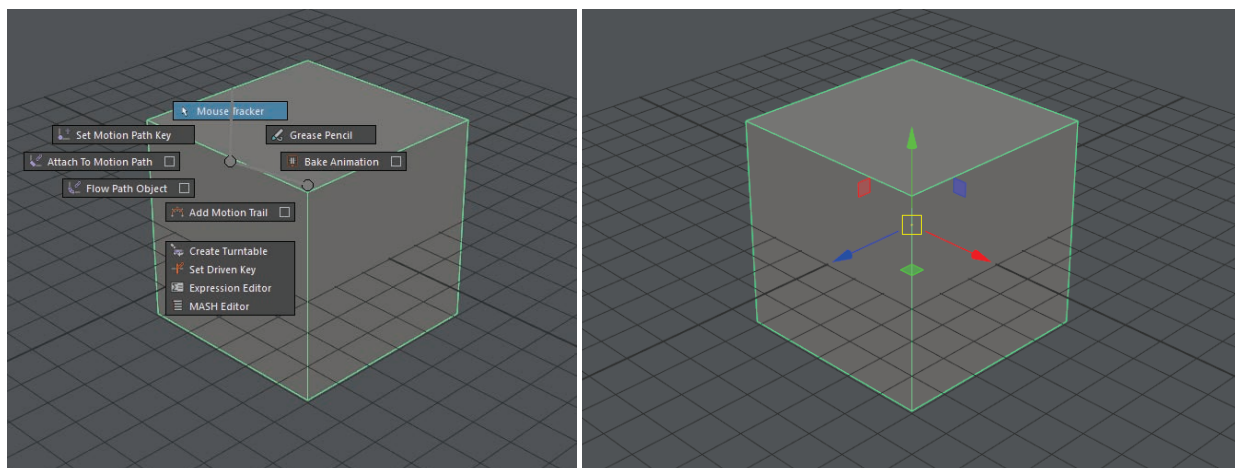
- 1) Select the curve you want to measure
- 2) Z + LMB > Curve Length



da_MouseTrack

This script tracks the mouse movement and create an animation:

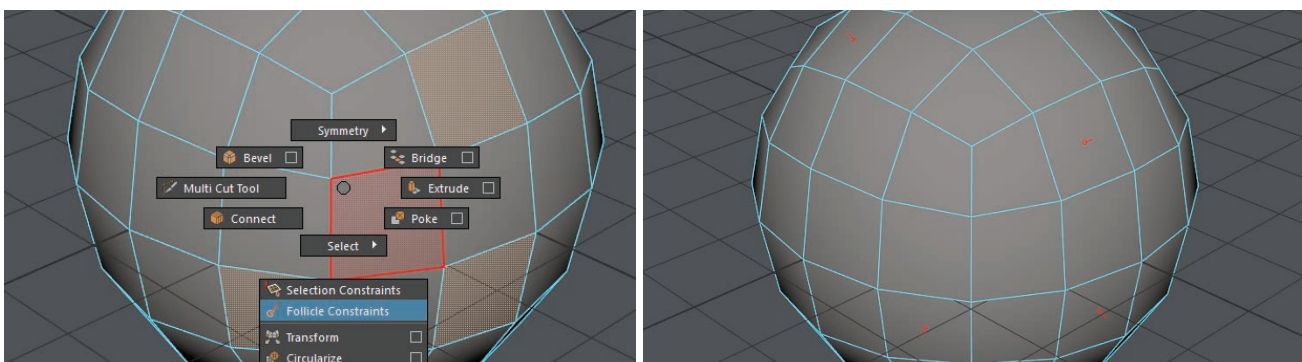
- 1) Select an object
- 2) Z + MMB > Animation > Mouse Tracker
- 3) Manipulate the object by using manipulators
- 4) Press Esc for stop the tracking



da_FacesFollicles

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

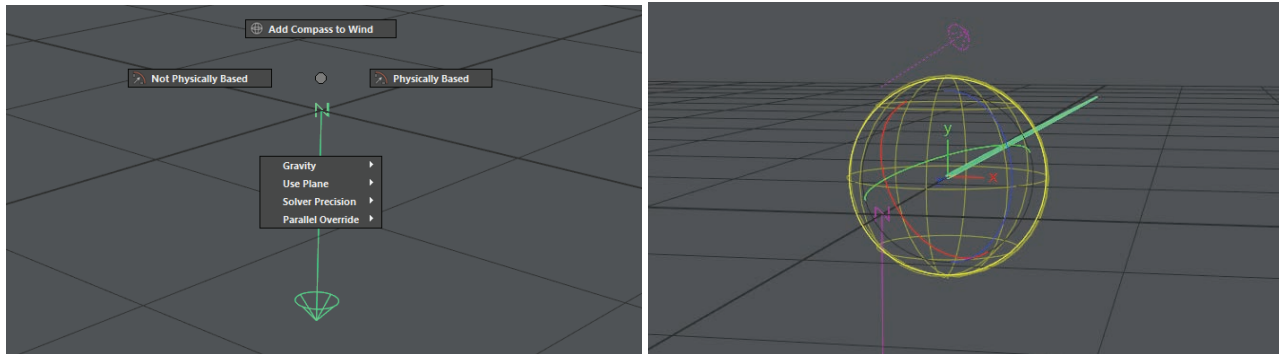
- 1) Select one or more faces
- 2) Z + LMB > Follicle Constrains



da_Compass

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

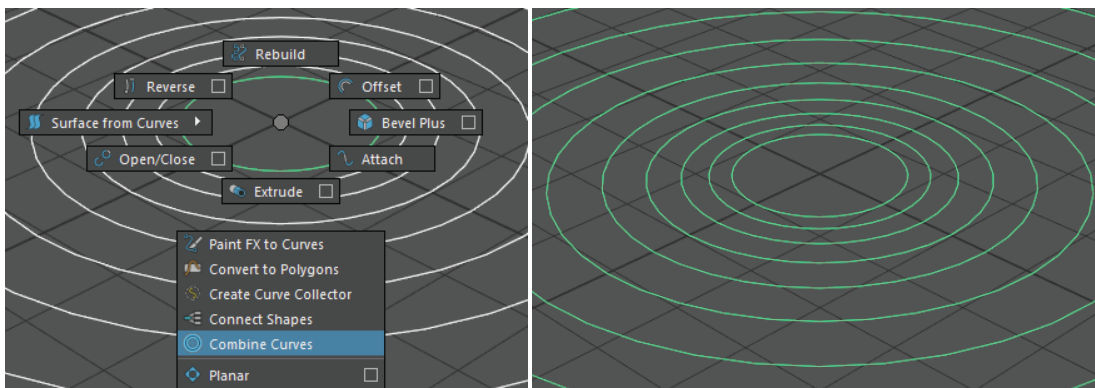
- 1) Select Nucleus icon or Air Filed icon
- 2) Z + LMB > Compass to Wind



da_CombineCurves

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

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



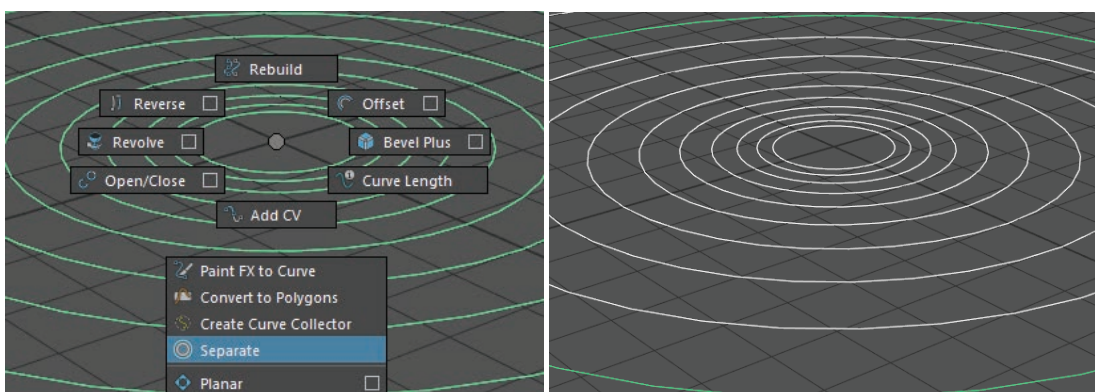
Note: do not combine already combine curves, always first separate the combined curves then combining the curves again.

da_SepareCurves

For separate a single curve:

This script separate combined curves:

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



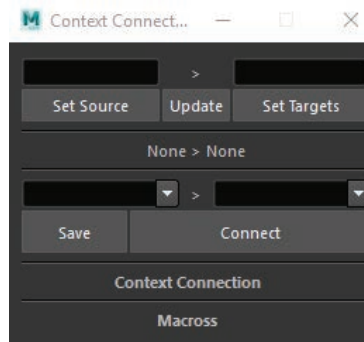
Third-party plug-ins

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 fast multiple attribute connecting, enable it under *Windows > Settings/Prefereces > Plug-in Manager: [ContentConnectr.py](#)*

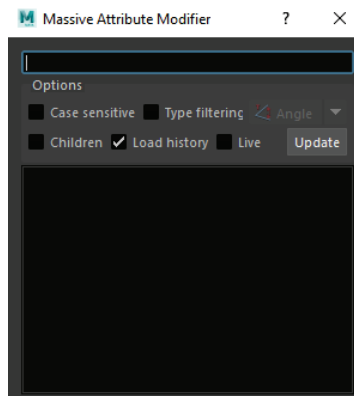
For open Context Connection UI use *CTRL + J* shortcut or *Z + MMB > Rigging > Context Connector*



Massive Attribute Editor

Massive Attribute Editor is an advance tool simply wrap all the common attributes between the selected objects and display them in a list, enable it under *Windows > Settings/Prefereces > Plug-in Manager: [mass_attr.py](#)*

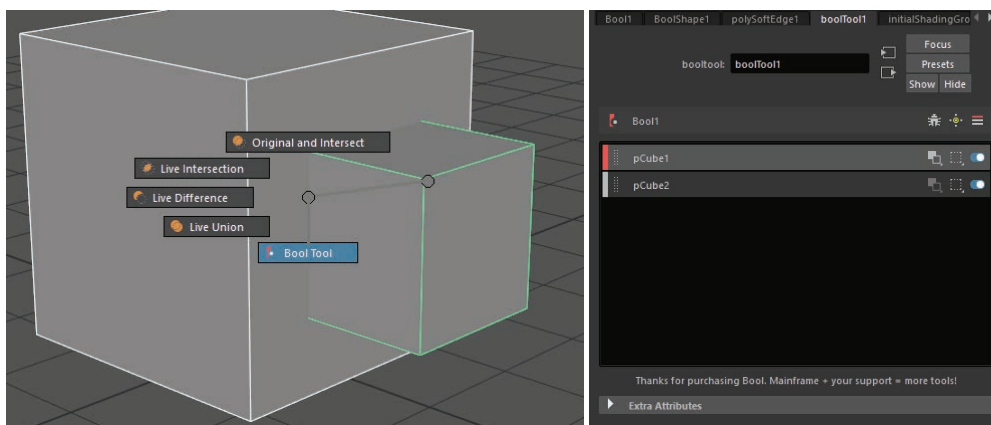
For open Massive Attribute Editor UI use *CTRL + K* shortcut or *Z + MMB > Rigging > Massive Attribute*



Bool [\(Video\)](#)

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

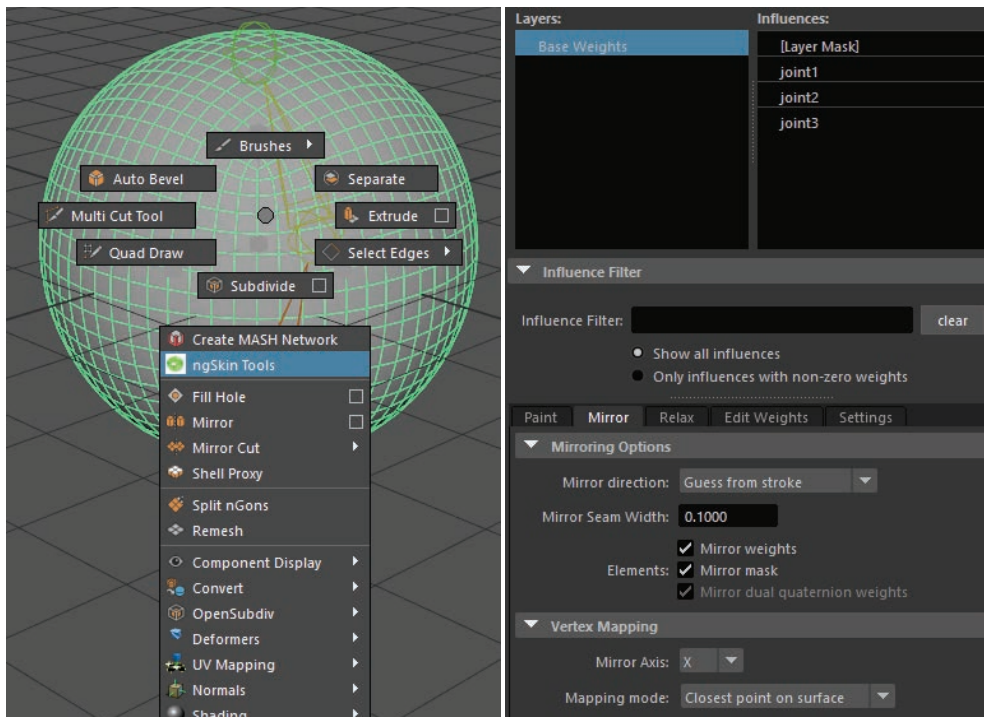
For use Bool, select two or more meshes and *Z + LMB > Booleans > Bool Tool*



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**



Uninstall

May9 Pro do not override any of native Maya files so for uninstall just disable the included plug-ins and set one of the standard workspace, or run this: `source May9_uninstall.mel`

Release notes

Tested and develop on Maya 2018 and Maya 2017 Update 4 plus MtoA 2.1.0.

May9 Workspaces do not auto save, so is needed manually save the workspace changes.

Useful links

Facebook page: fb.com/May9Prefs

YouTube channel: youtube.com/c/May9

May9 Pro Git repository: github.com/DavideAlidosi/May9

Credits and license

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

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

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

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

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

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