

MAY 9

USER GUIDE

NEXT

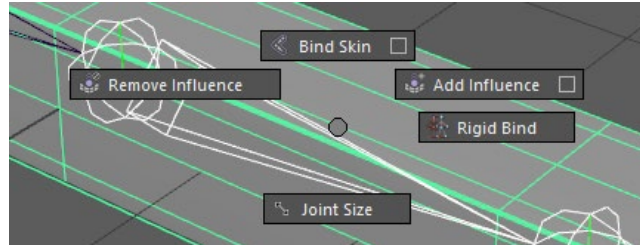
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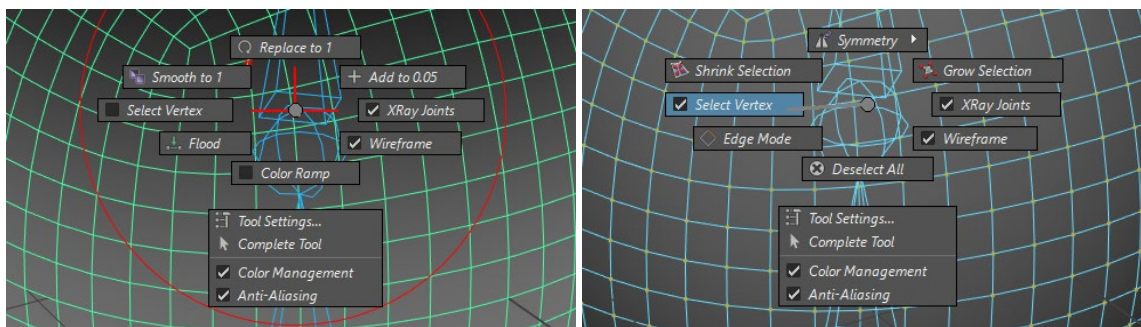
## WHAT IS MAY9 NEXT

*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 *Autodesk Maya* 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):



The most advanced included MMs are programmed to be polymorphic, so their design can change in base of: **selection type or size**, **UI panel**, **tool preferences** or **application preferences**.

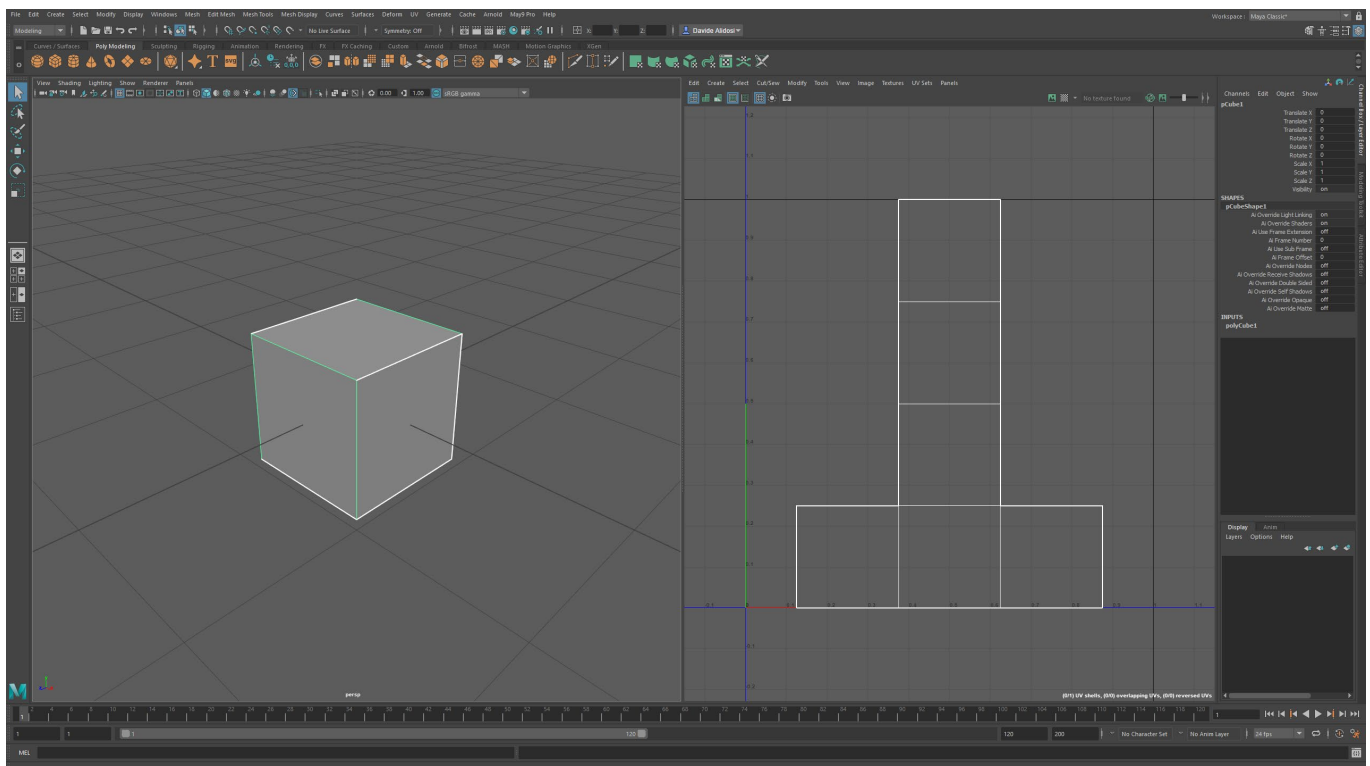


In addition *May9 Next* also include: **contextual hotkeys**, **layouts**, **scripts**, **presets**, and **optional hotkeys**.

## BASIC USAGE

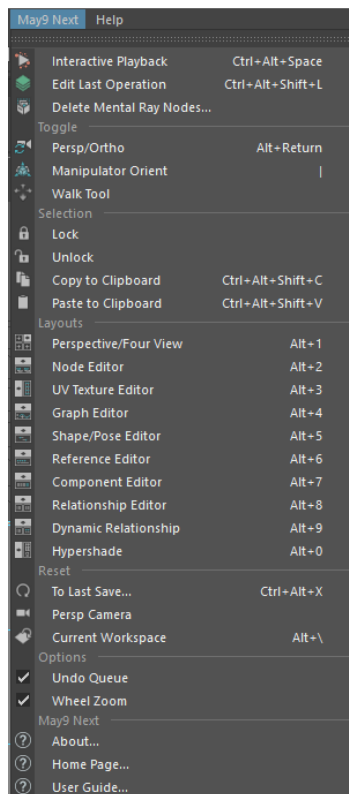
### MAY9 NEXT LAYOUTS

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:



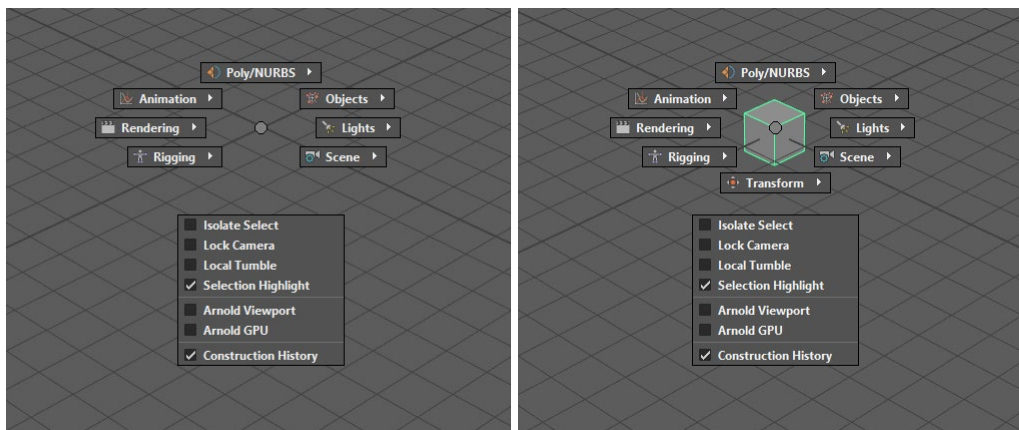
## MAY9 NEXT DROP-DOWN MENU

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



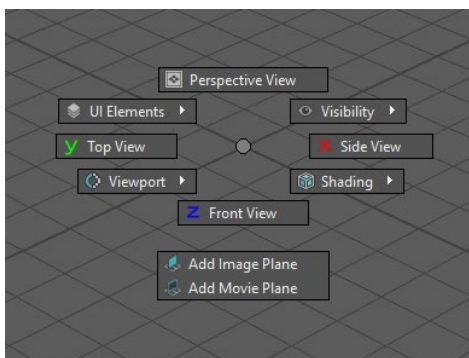
## ALL MM

*All MM* is the foundation of *May9 Next*, is a polymorphic Marking Menu available by pressing **Z + Middle Mouse Button** (from now **MMB**) and use **bold** style:



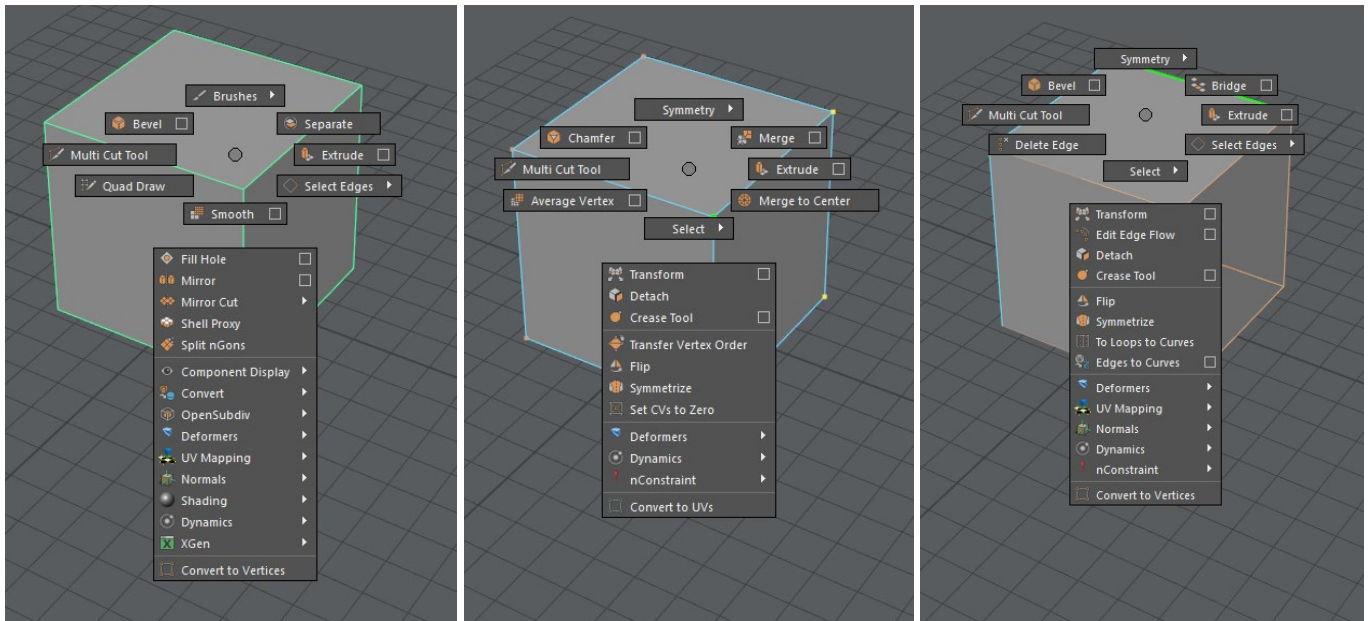
## MAYA WINDOW MM

*Maya Window MM* is available over the Viewport and there isn't selection, is available by pressing **Z + Left Mouse Button** (from now **LMB**):



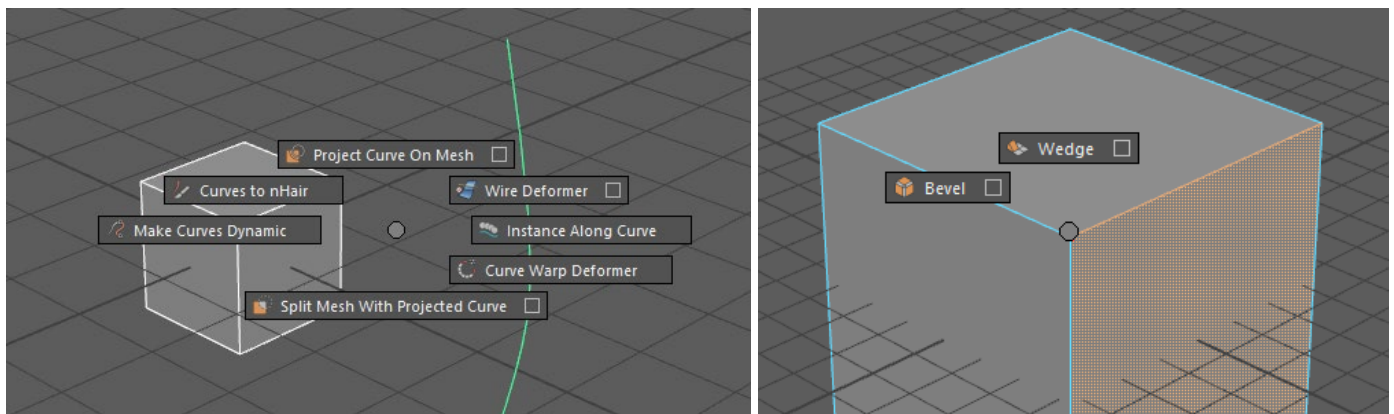
## CONTEXTUAL SINGLE SELECTION MM

When a single object or component type is selected press **Z + LMB** to enable the relative contextual MM:



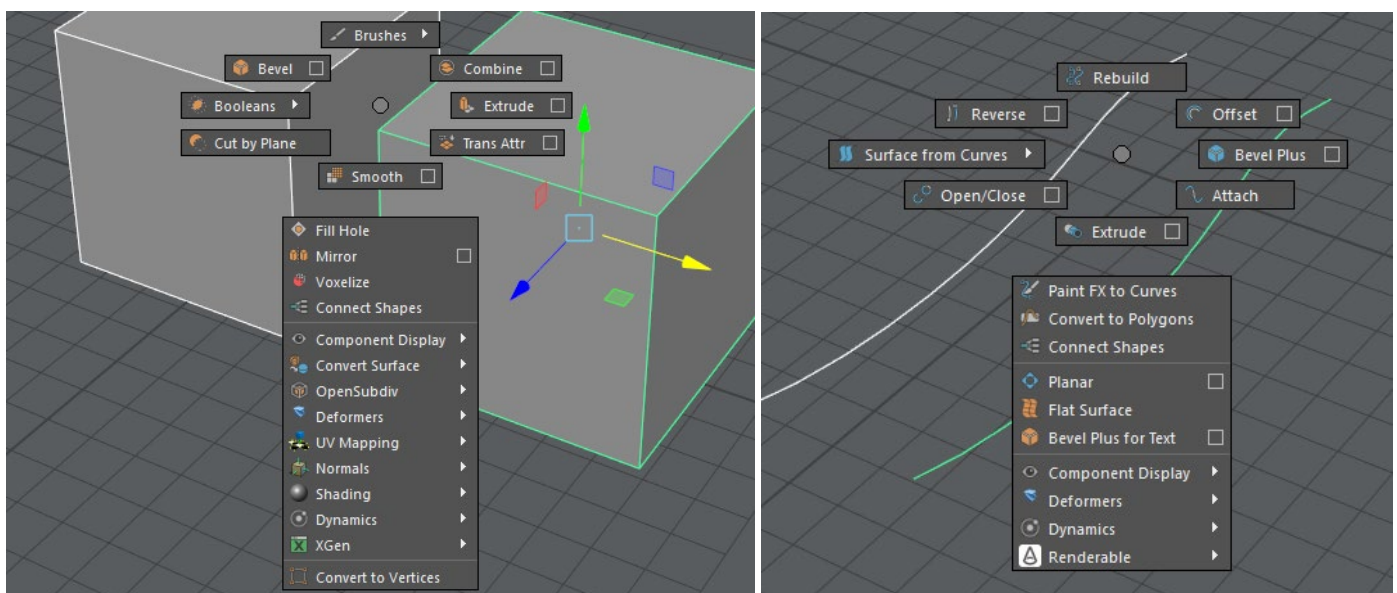
## CONTEXTUAL MULTI SELECTION MM

When a multiple object type or component type is selected press **Z + LMB** to enable the relative contextual MM:



## CONTEXTUAL MULTI SELECTION OF THE SAME OBJECT TYPE MM

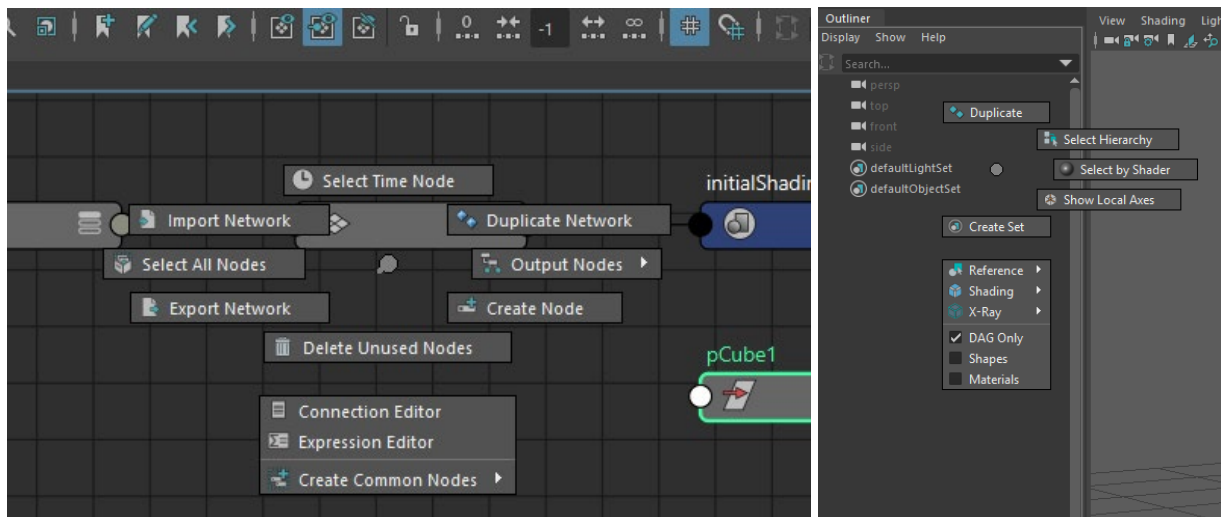
When a multiple object of the same type is selected press **Z + LMB** to enable the relative contextual MM:





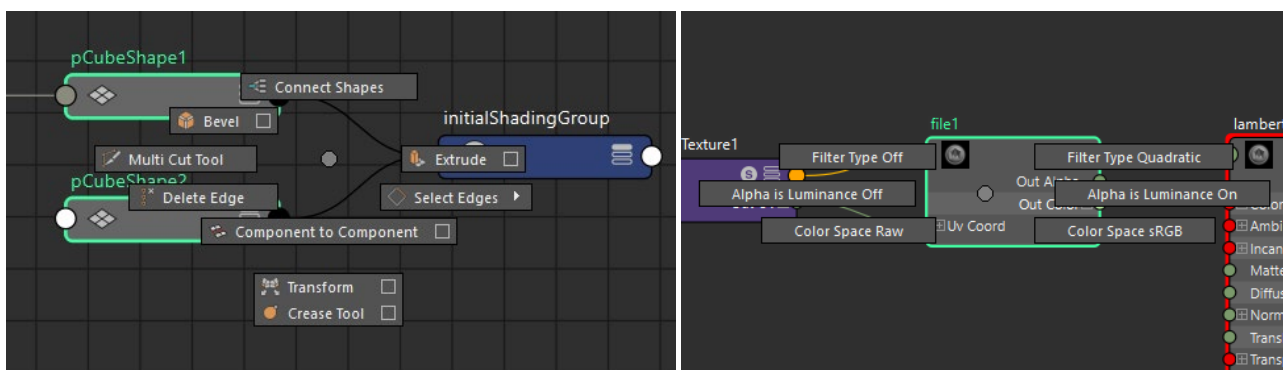
## CONTEXTUAL PANEL MM

When the mouse is over a panel press **Z + LMB** to enable the relative contextual MM:



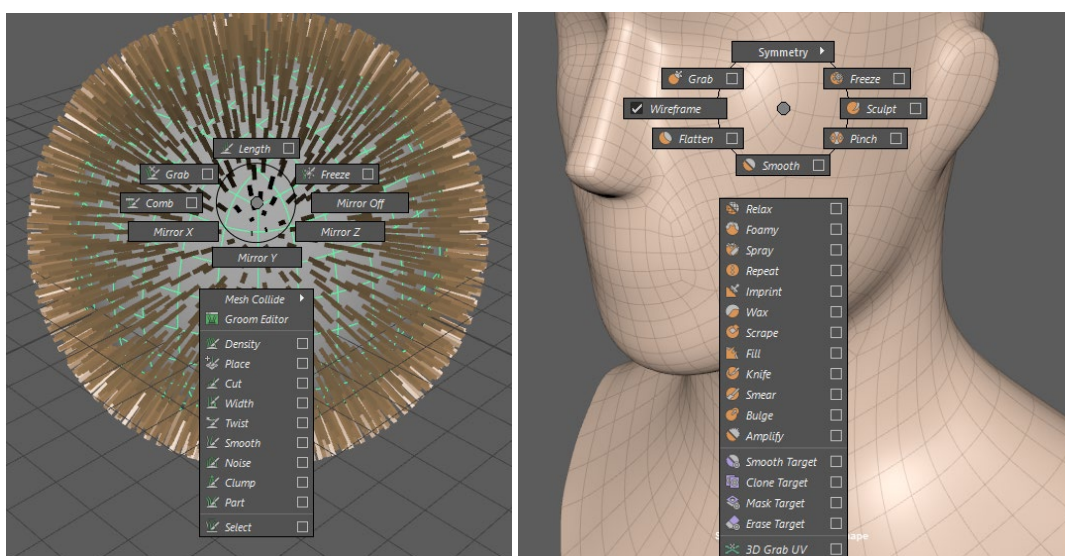
## CONTEXTUAL NODE SELECTION IN EDITOR PANELS

When a single node, a combination of the same type nodes or a combination of different type nodes are selected into an editor panel press **Z + LMB** to enable the relative contextual MM:



## CONTEXTUAL TOOL MM

When a supported Tool is in use press **Z + MMB** to enable the relative contextual MM, this kind of MMs use *italic style*:



These are the tool supported by Contextual Tool MM: *3D Paint, Paint Attribute, Paint Skin, Legacy Artisan Sculpt, Create Particle, Paint FX, Grease Pencil, Multi Cut, Quad Draw, Connect, Poly Crease, Sculpt Brushes, XGen Groom Paint, Create Particle, Target Weld, IK Handle, IK Spline Handle, Edit Membership, Walk and UV Brushes.*

## CONTEXTUAL SINGLE SELECTION HOTKEY

If a single object or component type is selected press and release **Z** for enable the relative contextual Hotkey.  
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 press and release **Z** for enable the relative contextual Hotkey.

## CONTEXTUAL MULTI SELECTION OF DIFFERENT OBJECT TYPE HOTKEY

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

## CONTEXTUAL PANEL HOTKEY

If the mouse is over a panel press and release **Z** for enable the relative contextual Hotkey.

## 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 + 1** = Smooth Off

**CTRL + ALT + 2** = High Quality Smooth

**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 + I** = Toggle Isolate Select

**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 + S** = Set Smart Keyframe

**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 + L** = Edit Last Operation

**CTRL + SHIFT + ALT + MMB** = Mouse Over MM

**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** = Connection Editor

**CTRL + K** = Channel Control

**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

`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  
`~` = 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` = High Quality 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 following is the *Autodesk Maya* hidden tools exposed in *Maya9 Next*:

- Membrane deformer
- Mirror Cut tool
- Legacy curves-based text
- Remesh command
- Retopo command on *Autodesk Maya 2018* and *Autodesk Maya 2019*
- Paint Effects 2D Panel
- Rigid skin bind
- Legacy Light Editor on *Autodesk Maya 2018* and *Autodesk Maya 2019*

## CHANGED PREFERENCES

The following is the *Autodesk Maya* preferences changed in *Maya9 Next*:

- Double variable warning is disable
- Connection Editor display hidden attributes
- Custom Hypershade layout

*Important note:* after uninstallation previous preferences are restored.



## CUSTOM SCRIPTS

*May9 Next* contained 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](#).

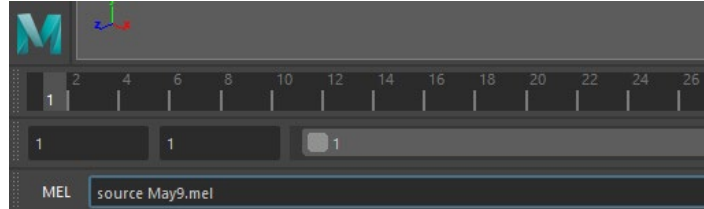
## CUSTOM PRESETS

*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

## INSTALLATION (VIDEO)

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



## UPDATE

1. Close *Autodesk Maya* if open
2. Copy *modules* folder present in this archive in:
  - a. Windows: `\Users\<username>\Documents\maya`
  - b. Mac OS: `/Users/<username>/Library/Preferences/Autodesk/maya`
  - c. Linux: `~<username>/maya`
3. Open *Autodesk Maya*

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

## UNINSTALLATION

1. In *Autodesk Maya* run *source May9\_uninstall.mel* as *MEL* command
2. Restart *Autodesk Maya*

*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

*May9 Next* required *Autodesk Maya 2017 update 3* and newer.

Tested and develop on *Autodesk Maya 2019* and *Autodesk Maya 2018.6*.

*Autodesk Arnold MtoA 3.2.0* is not a requirement but is highly suggested.

## CREDITS AND LICENSE

*May9 Next* is made by *Davide Alidosi* and licensed under MIT license.

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

## CHANGELOG

### NEXT.1.2 (2019/04/25)

- Add support to Curve Edit Points
- Add support to Surface Point
- Add support to Volume Axis Field
- Add String to Expression script
- Add Rigged Sculpt deformer script
- Add Locator on Curve script
- Add Locator on Surface script
- Add Volume Field to Curve script
- Add Rigged Cluster script
- Add Rivet to CVs script
- Improve support to Expression
- Improve Locator support
- Improve References support
- Improve nHair support
- Fix Smooth UV script
- Minor fixes and improvements

### NEXT.1.1 (2019/04/10)

- Add Select Object from animation curve script
- Add Select Layer Objects script
- Assign Select Layer Objects to CTRL + SHIFT + L
- Improve UV editor no click command
- Improve contextual MMs when MtoA is not loaded
- Fix MMs error if MtoA is not loaded
- Minor fixes and improvements

### NEXT.1.0 (2019/04/05)

- All\_MM is now a polymorphic Marking Menu
- Add support to Arnold MtoA 3.2
- Add support to Quick Rig
- Add Toggle Pivot Visibility script
- Add support to 2D Placement node
- Assign Edit Last Operation to CTRL + SHIFT + ALT + L
- Improve May9 core engine
- Improve Bifrost render support
- Improve UV support
- Minor fixes and improvements

### NEXT.0.7 (2019/03/22)

- Add ellipsis if a command opens an options window
- Add Selection Size script
- Add support to Edit Membership Tool
- Improve All Marking Menu and Main menu
- Improve deformers support
- Improve MMs consistency
- Improve support to Interactive Playback
- Improve Maya Software support
- Improve and Fix Portal Light support
- Fix Dynamic Field support
- Minor fixes and improvements

### NEXT.0.6 (2019/03/10)

- Add Kill Volume for nParticles
- Assign Mouse Over MM to CTRL + SHIFT + ALT + MMB, to avoid transform component hotkey overwrite
- Improve installation and un-installation process
- Improve support to Bifrost
- Improve support to Nucleus
- Improve cache support
- Improve UV support
- Fix critical error that prevent loading of the plug-in after an update on Maya 2018
- Fix long initialization and installation time on Maya 2018
- Minor fixes and improvements

#### NEXT.0.5 (2019/03/05)

- Add support to Asset
- Add support to Character Set
- Add Mouse Over MM script
- Add Bind Rigid Skin script
- Add toggle Undo Queue to May9 main menu
- Assign Mouse Over MM to CTRL + MMB
- Improve Node Editor support
- Improve Hypergraph support
- Improve Walk tool support
- Improve Tool Settings support
- Improve Skin Paint support
- Minor fixes and improvements

#### NEXT.0.4 (2019/02/15)

- Add support to Walk tool
- Add vertex selection toggle script, under Paint Skin MM
- Assign toggle Isolate selected to CTRL + ALT + I
- Improve Skin Paint support
- Improve Skin Cluster support
- Improve modelling support
- Improve Manipulator orient script
- Revert to legacy Light Editor
- Fix Crease tool MM
- Minor fixes and improvements

#### NEXT.0.3 (2019/02/05)

- Add Delta Skin script
- Add Auto Unfold script
- Add UV Mono Shell script
- Improved Mesh light support
- Improved May9 update procedure
- Improved Rigid skin bind support
- Minor fixes and improvements

#### NEXT.0.2 (2019/01/27)

- Add Cache playback and Parallel evaluation support directly in All\_MM
- Add Edge slide support on Vertex MM
- Add Surface slide support on Edge MM and Face MM
- Add custom Soft selection and Symmetry to supported MMs
- Improve UV support
- Improve installation consistency
- Improve Connect tool support
- Minor fixes and improvements

#### NEXT.0.1 (2019/01/20)

- Improve Cache playback support
- Improve curve support
- Improve Clean Topology script
- Improve XGen support
- Fix MMs check boxes errors
- Minor fixes and improvements

#### NEXT.0.0 (2019/01/05)

- Initial Release