

MAY 9

USER GUIDE

NEXT

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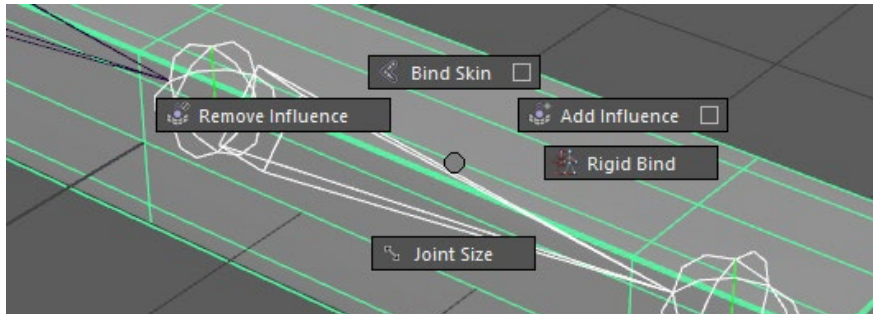
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What is May9 Next

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):

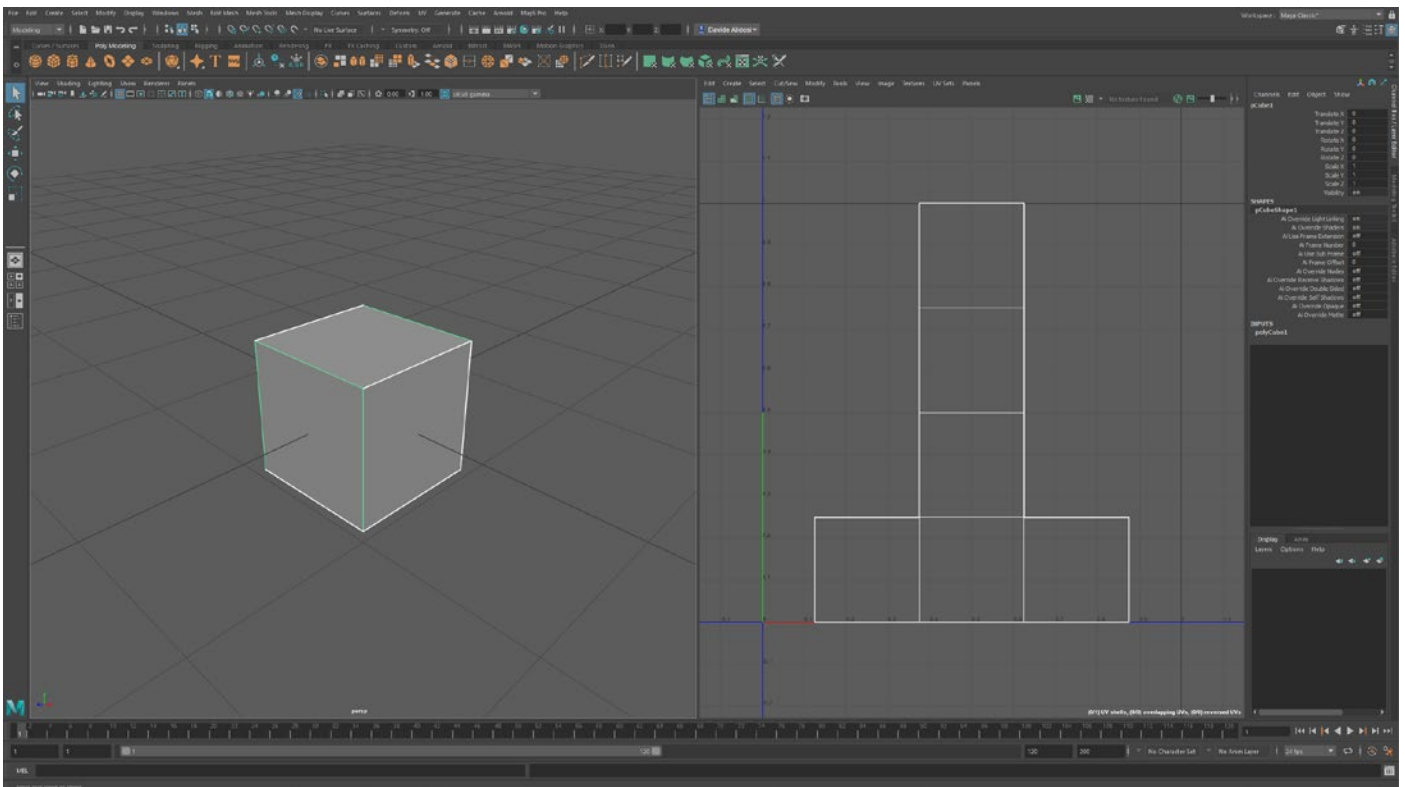


In addition to the contextual workflow describe above, *May9 Next* include: [contextual hotkeys](#), [layouts](#), [scripts](#), [presets](#), and [optional hotkeys](#).

Basic usage

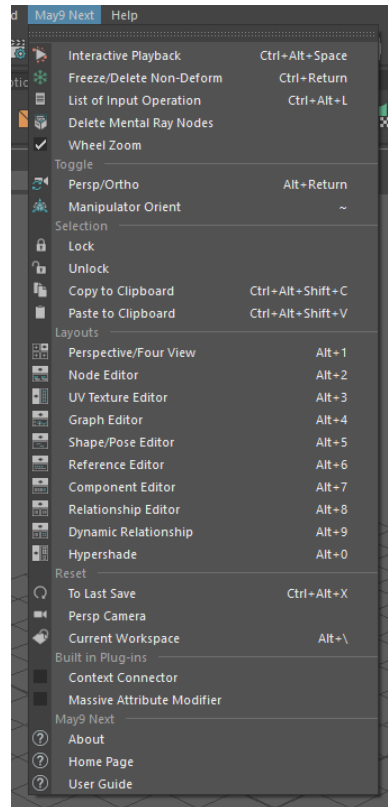
May9 Next Layouts

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:



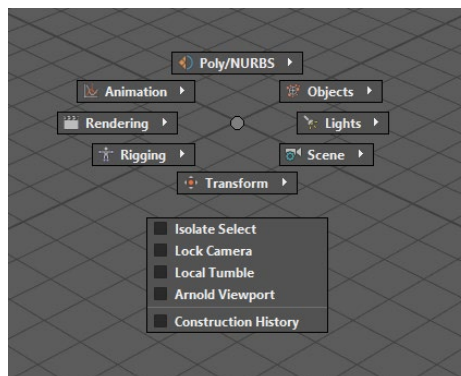
May9 Next drop-down menu

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



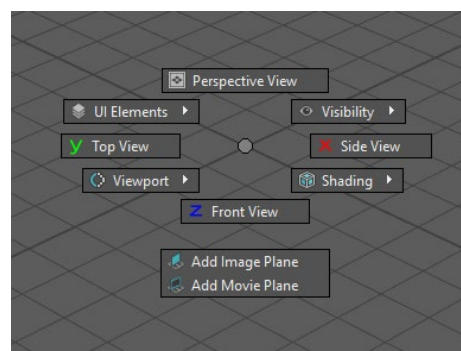
All MM

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:



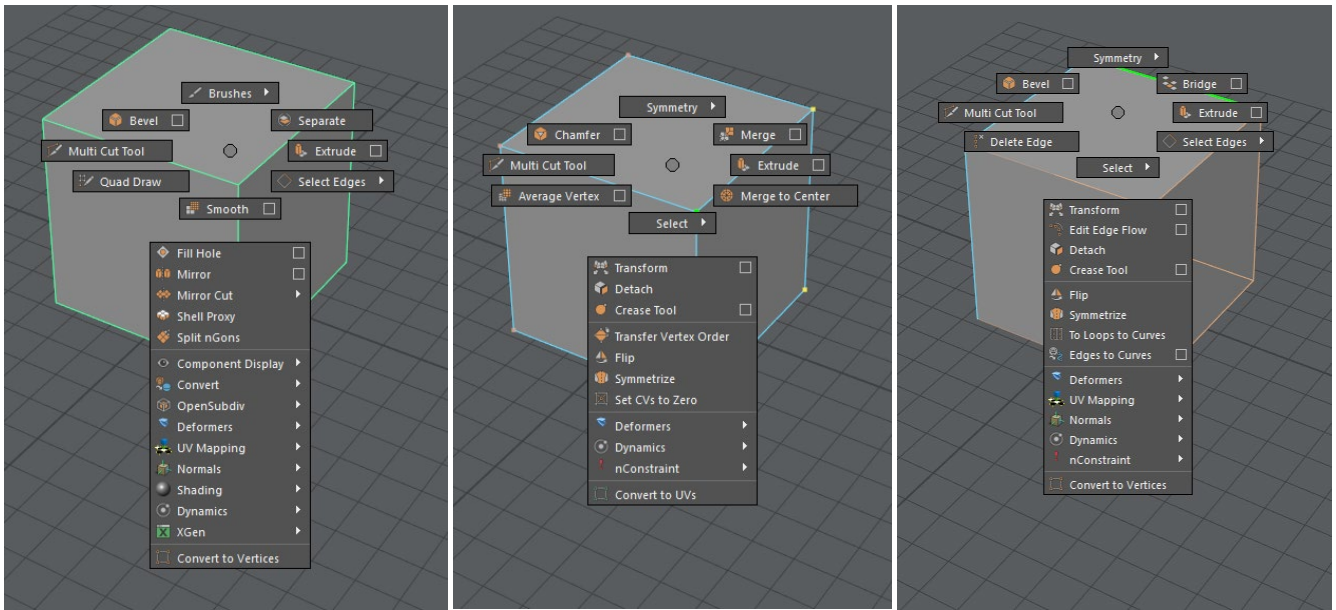
Maya Window MM

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



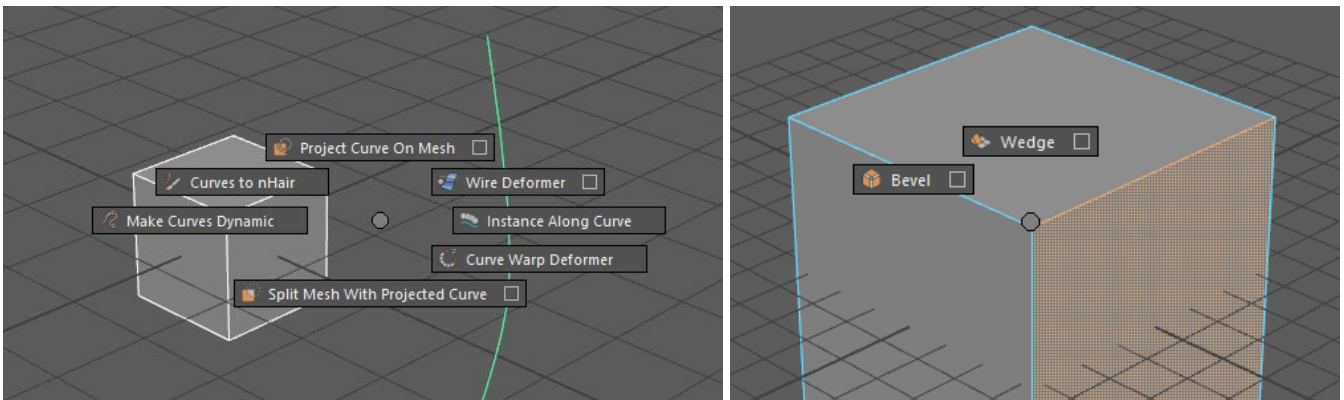
Contextual single selection MM

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



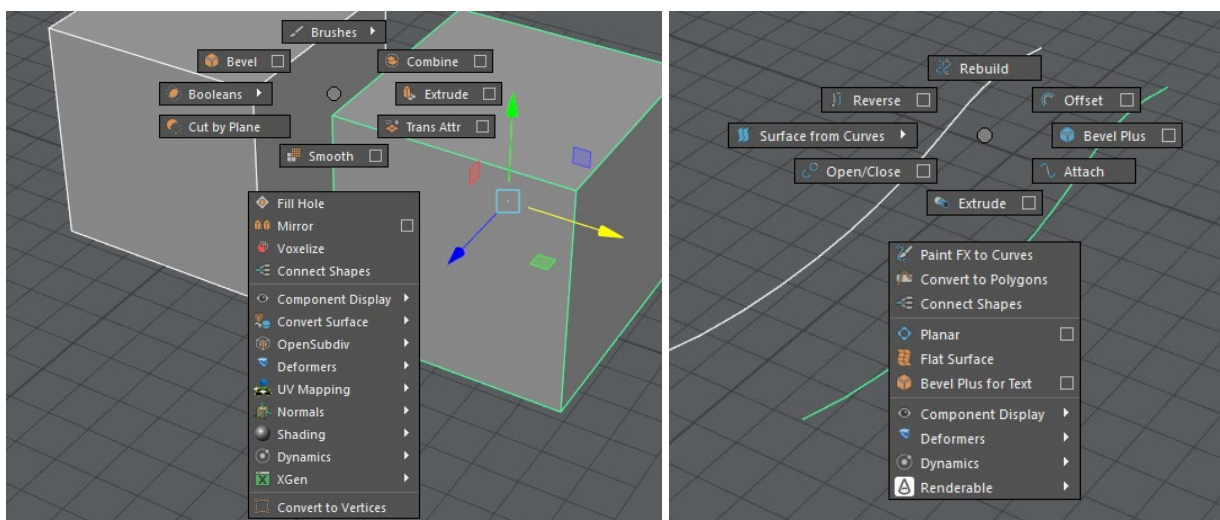
Contextual multi selection MM

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



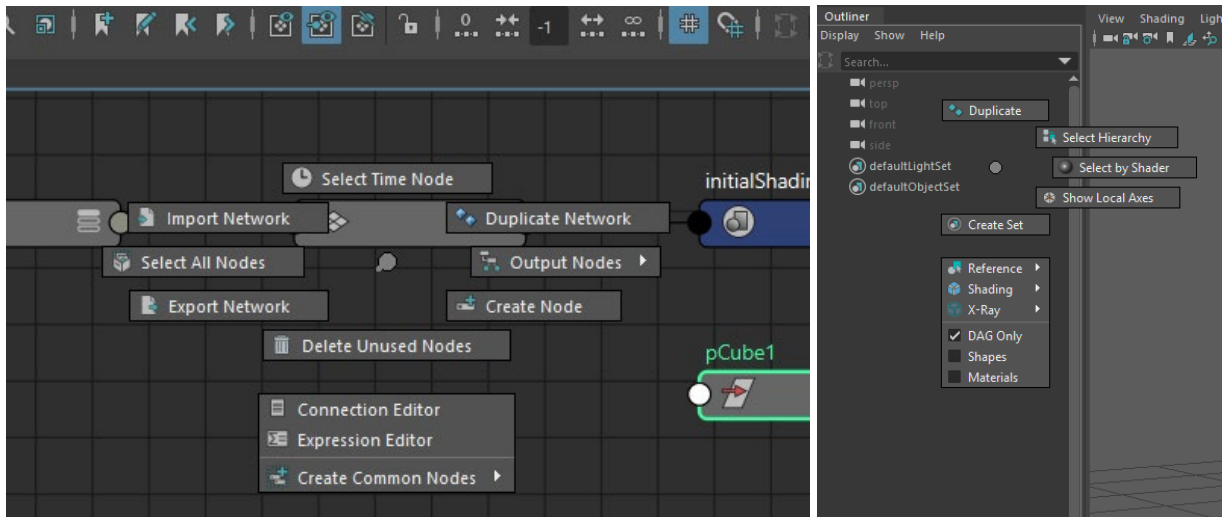
Contextual multi selection of the same object type MM

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



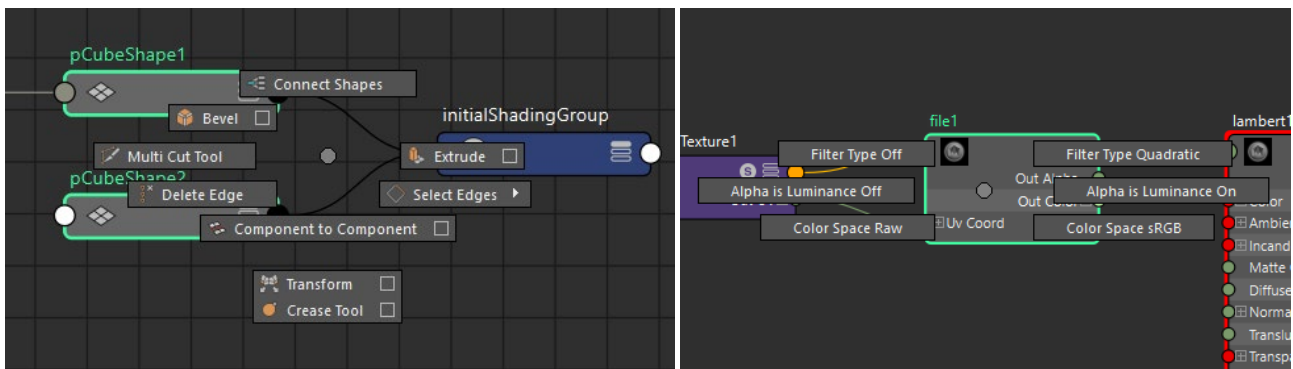
Contextual panel MM

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



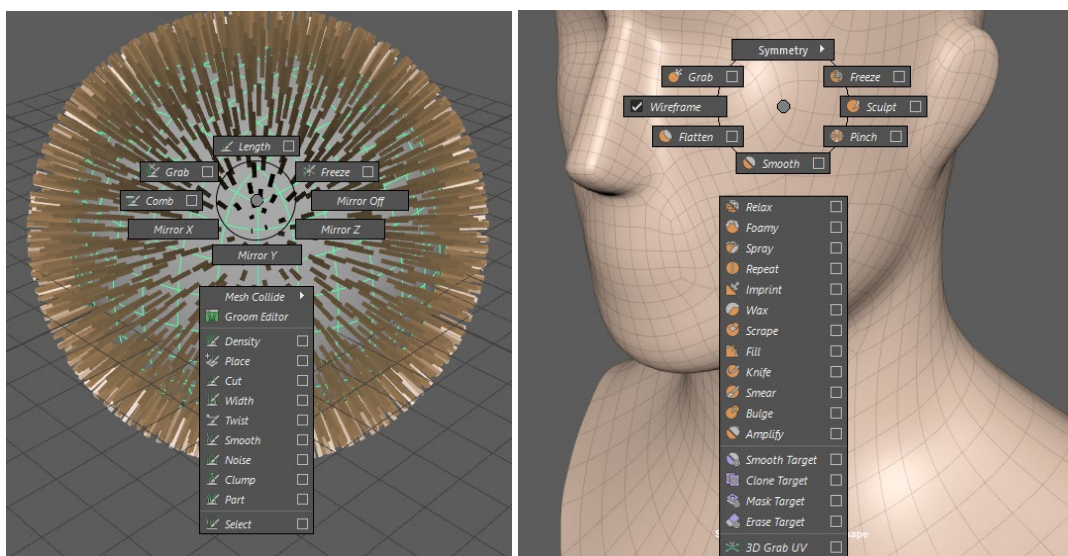
Contextual node selection in editor panels

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*, *Paint Attribute*, *Paint Skin*, *Legacy Artisan Sculpt*, *Create Particle*, *Paint FX*, *Grease Pencil*, *Multi Cut*, *Quad Draw*, *Poly Crease*, *Sculpt Brushes*, *XGen Groom Paint*, *Create Particle*, *Target Weld* 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 + 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 + 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

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

- Membrane deformer
- Mirror Cut tool
- Legacy curves-based text
- Remesh command
- Paint Effects 2D Panel

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
- Custom Hypershade layout

Important note: after uninstallation previous preferences are restored.

Custom Scripts

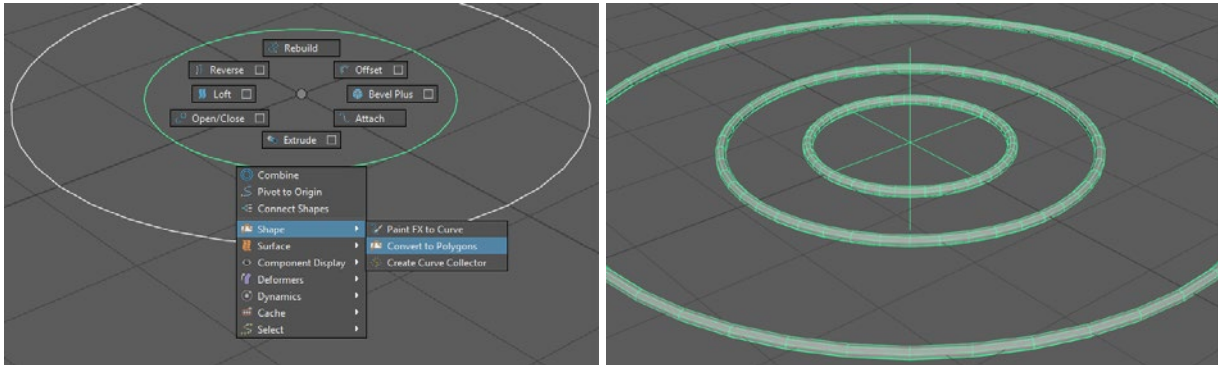
Under the hood of *Maya9 Next* there are hundreds of MEL scripts that support the contextual workflow, but there's also some ones that add new features to *Autodesk Maya*.

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:

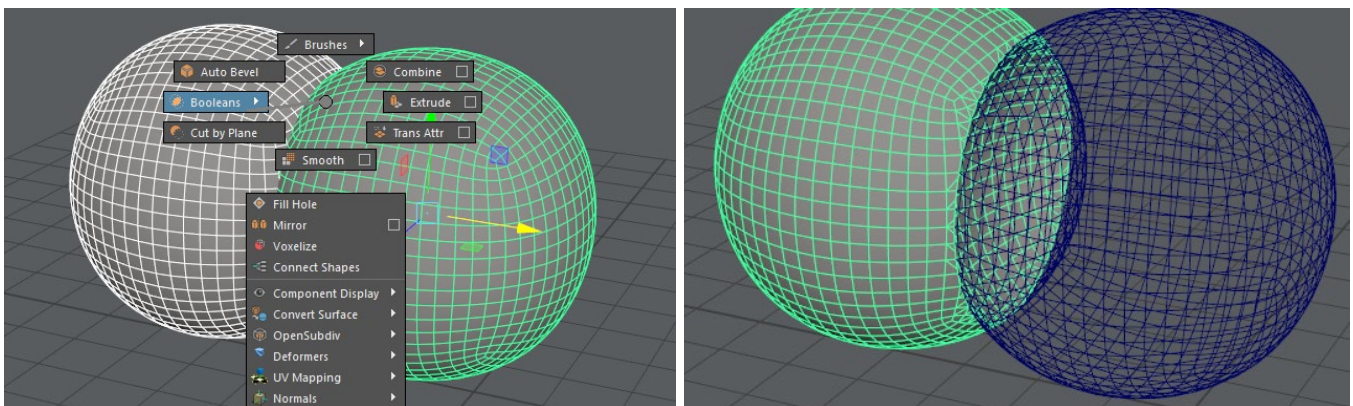
- 1) Select a curve or multiple curves
- 2) **Z + LMB > Shape > Convert to Polygons**



da_interactiveBooleans (video)

This script makes the Polygonal Boolean process more interactive:

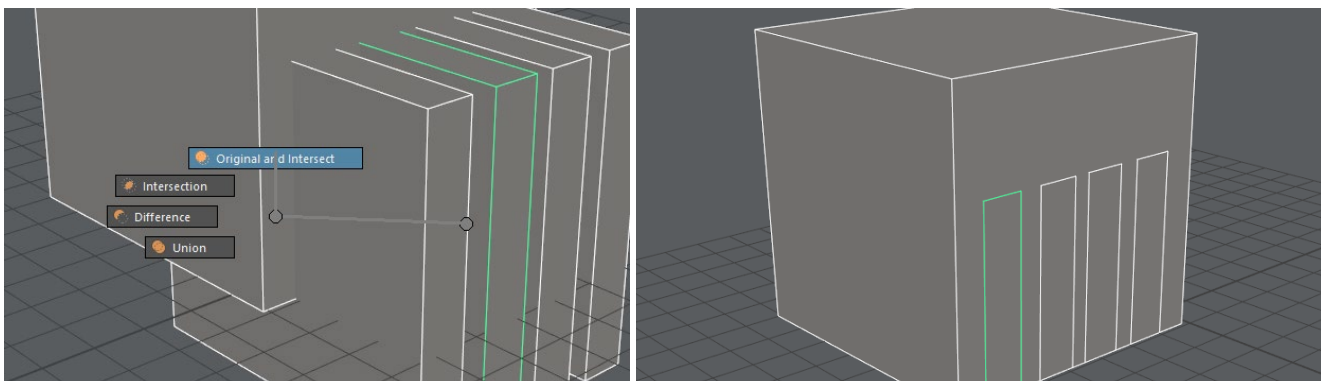
- 1) Select two or more polygons objects
- 2) **Z + LMB > Booleans**



da_BooleanFullIntersect (video)

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

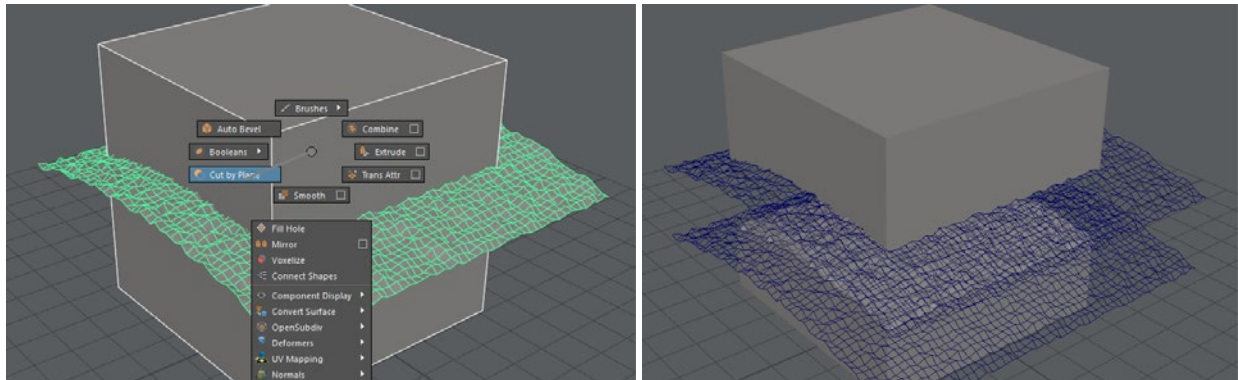
- 1) Select first the main object and after the cutters ones
- 2) **Z + LMB > Booleans > Original and Intersect**



da_PlaneCutter [\(video\)](#)

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

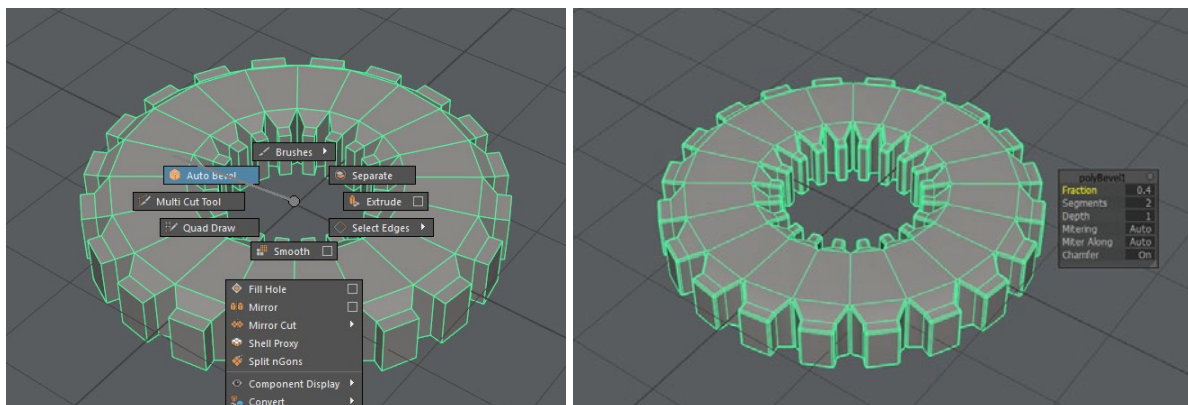
- 1) Select first the main object and after the cutter ones
- 2) **Z + LMB > Cut by Plane**
- 3) Select the single or double operator
- 4) Move the cutter or the cutters plane



da_AutoBevel [\(video\)](#)

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

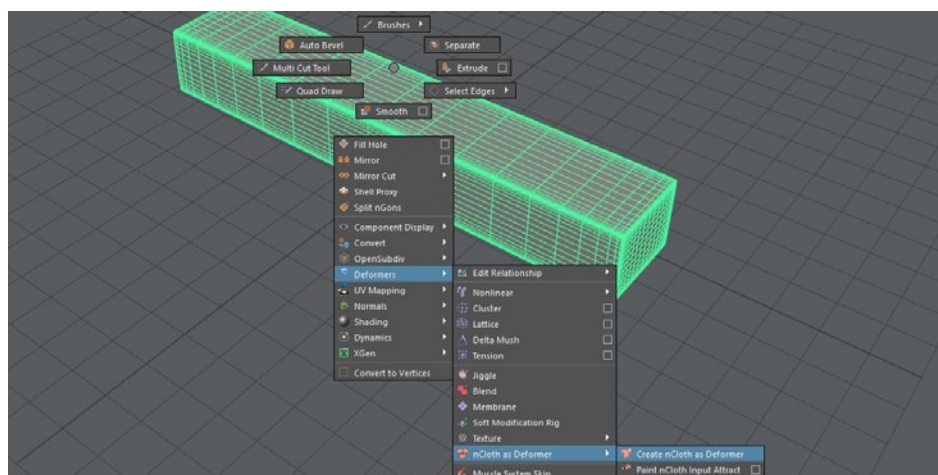
- 1) Select a Polygon
- 2) **Z + LMB > Auto Bevel**



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:

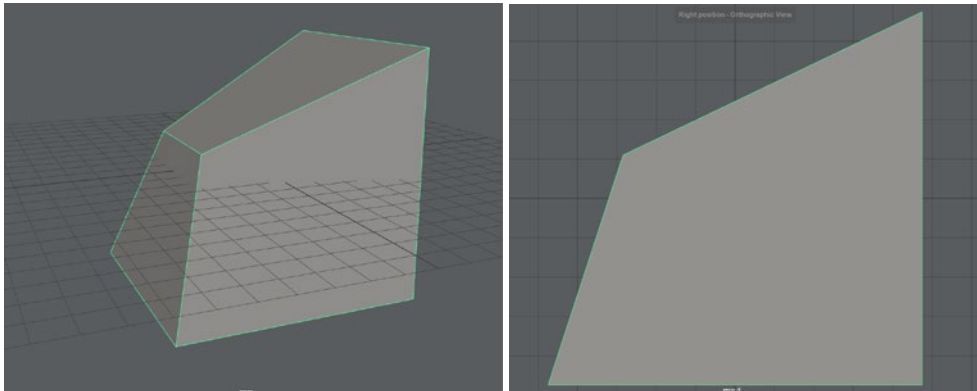
- 1) Select the polygons to deform, it can be the character skin
- 2) **Z +LMB > Deformers >nCloth as Deformer > Create nCloth as Deformer**



da_perspToggle [\(video\)](#)

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

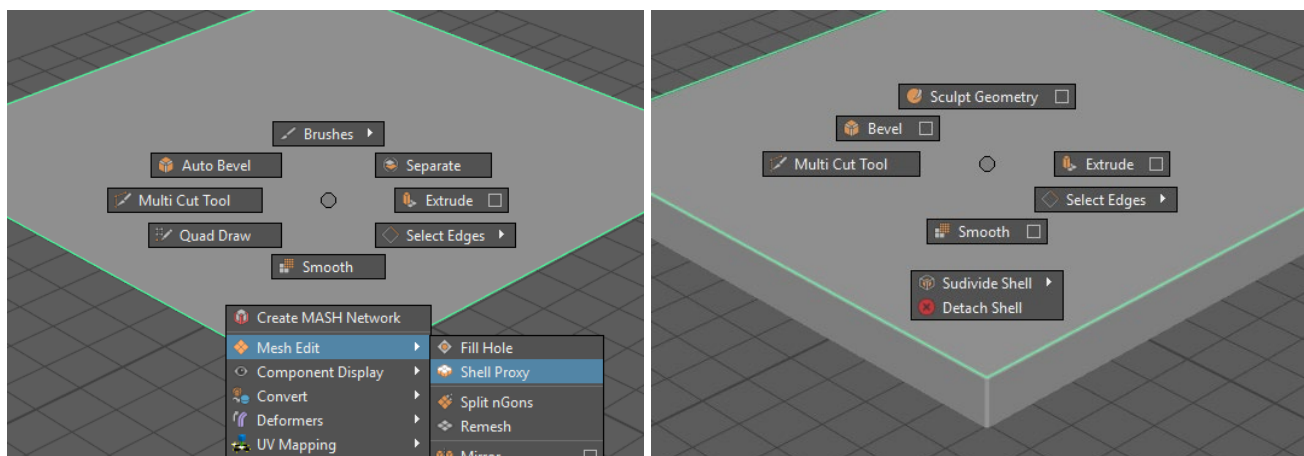
- 1) Move camera
- 2) [Press ALT + Enter](#)



da_shell [\(video\)](#)

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

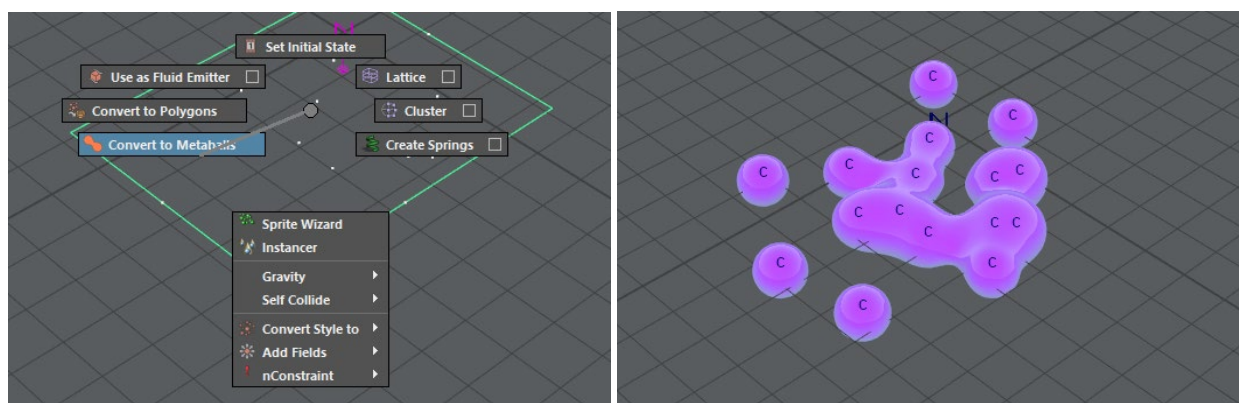
- 1) Select a flat polygon
- 2) [Z + LMB > Mesh Edit > Shell Proxy](#)
- 3) Continue to model or open tool option by using [Z + LMB](#)



da_MetaBalls [\(video\)](#)

This script converts particles to polygonal Metaballs:

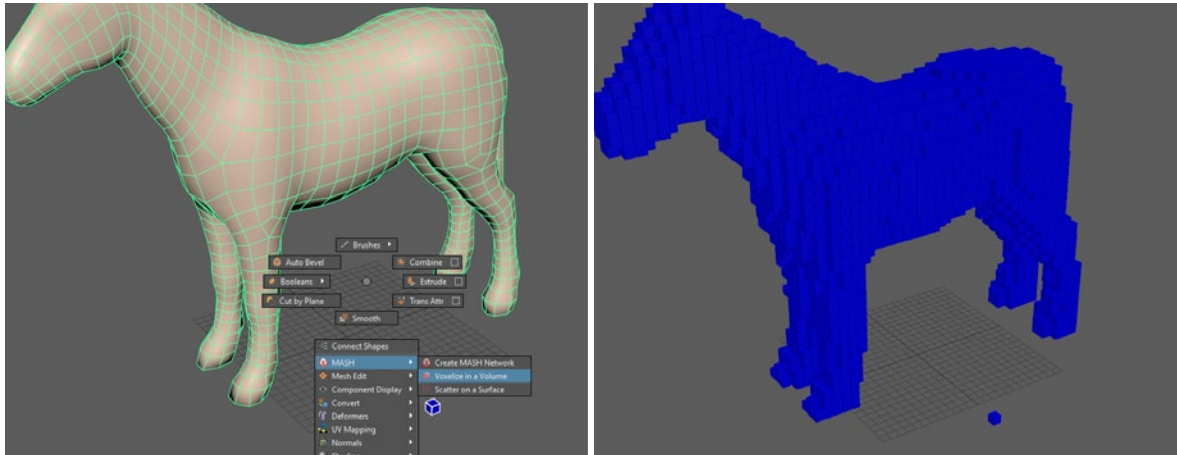
- 1) Select some particles
- 2) [Z + LMB > Convert to Metaballs](#)
- 3) Move single metaballs by selecting relative cluster



da_MashVoxelizer [\(video\)](#)

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

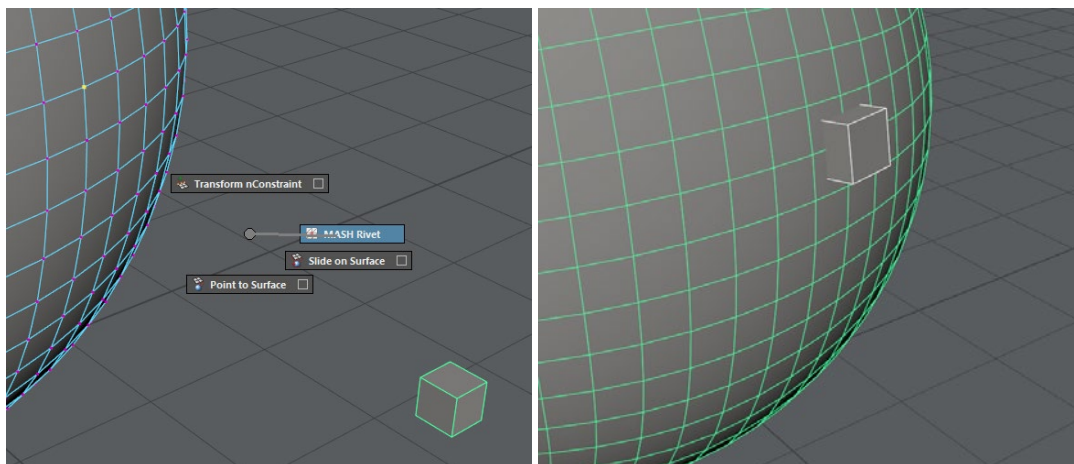
- 1) Select first the filler mesh then the volume mesh
- 2) **Z + LMB** > **MASH** > **Voxelize in a Volume**



da_RivetMash [\(video\)](#)

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

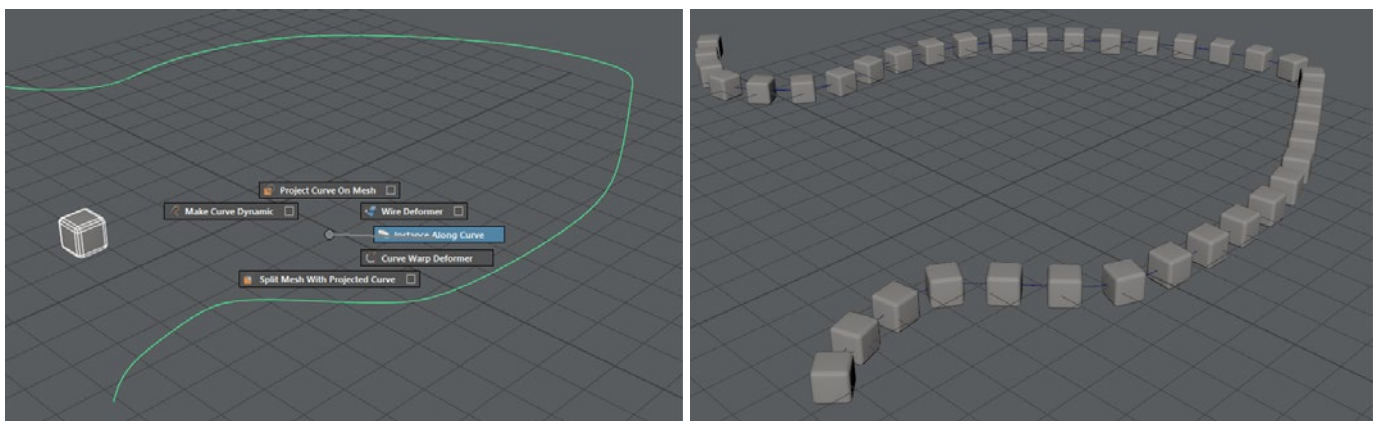
- 1) Select single or multiple components then a polygon
- 2) **Z + LMB** > **Rivet**



da_CurveDistributionMash [\(video\)](#)

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

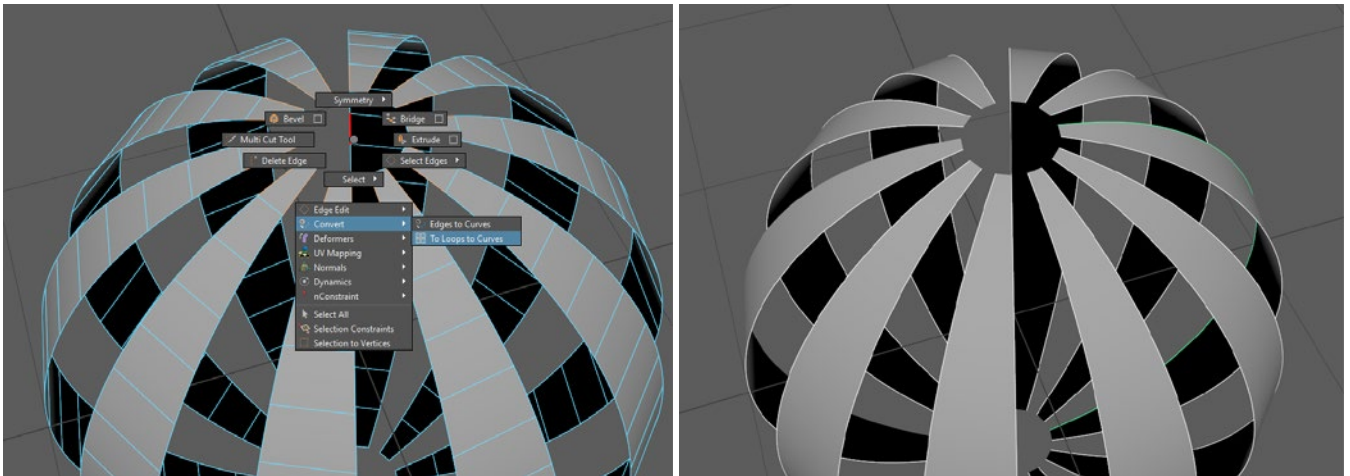
- 1) Select a polygon and then a curve
- 2) **Z + LMB** > **Instance Along Curve**



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:

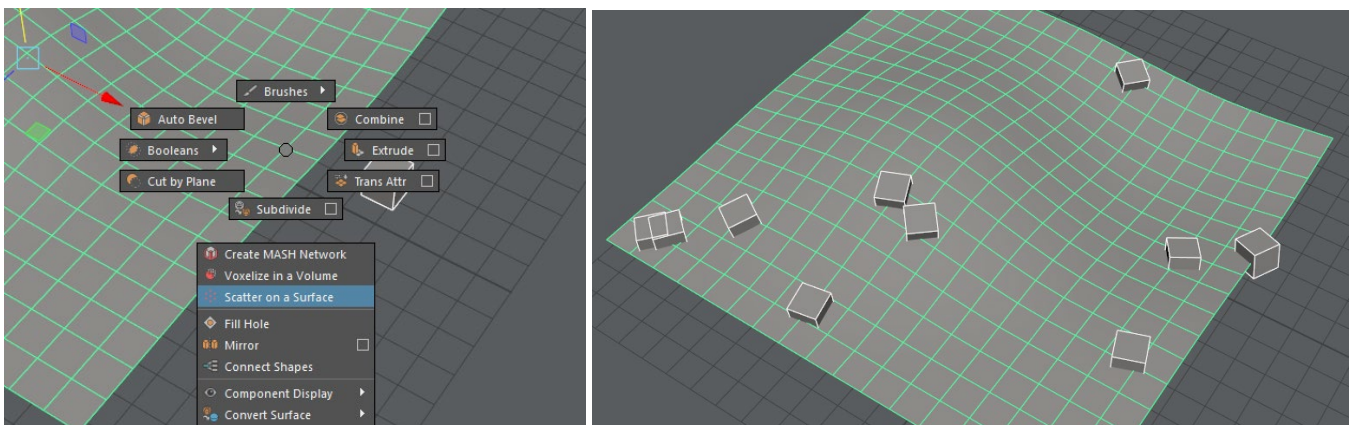
- 1) Select an edge for loop, sometimes this is easier to do in UV texture editor
- 2) **Z + LMB** > *Convert* > *To Loops to Curves*



da_SurfaceScatterMash

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

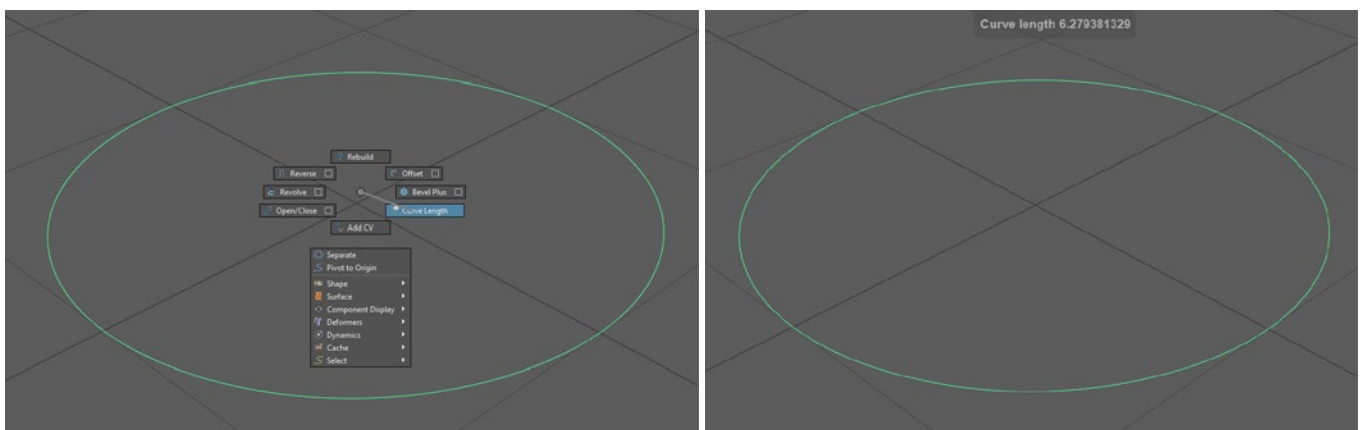
- 1) Select a mesh object then a mesh surface
- 2) **Z + LMB** > *Scatter on a Surface*



da_CurveLength

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

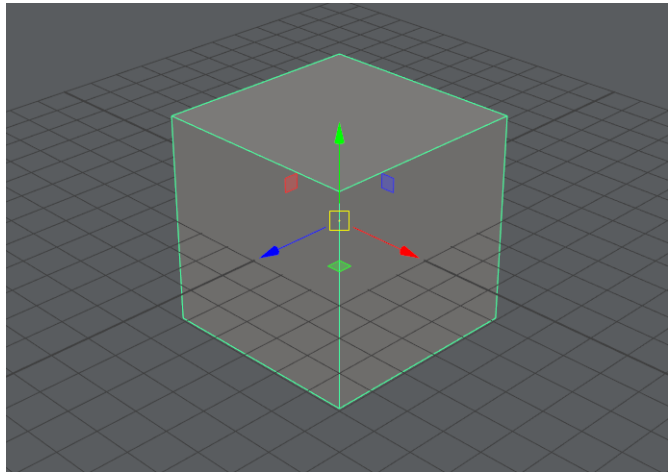
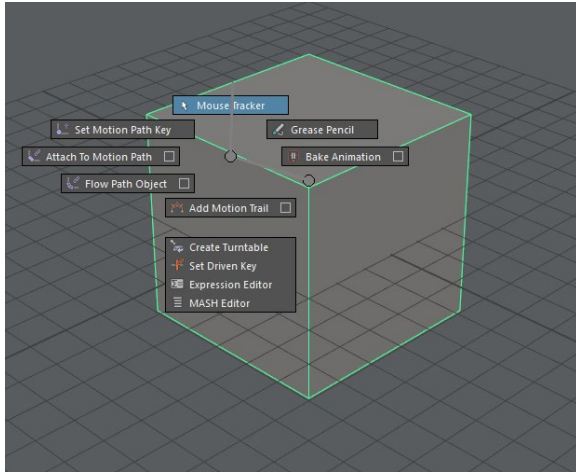
- 1) Select the curve you want to measure
- 2) **Z + LMB** > *Curve Length*



da_MouseTrack

This script tracks the mouse movement and create an animation:

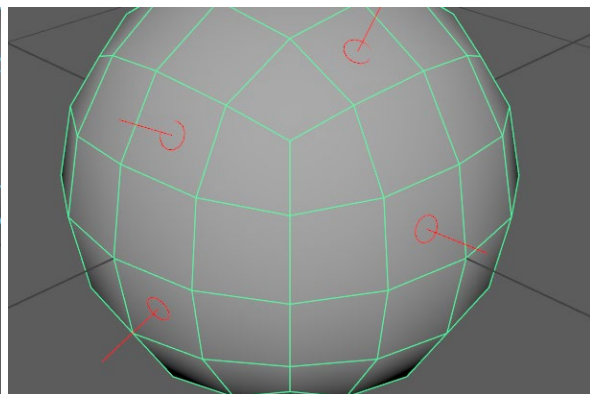
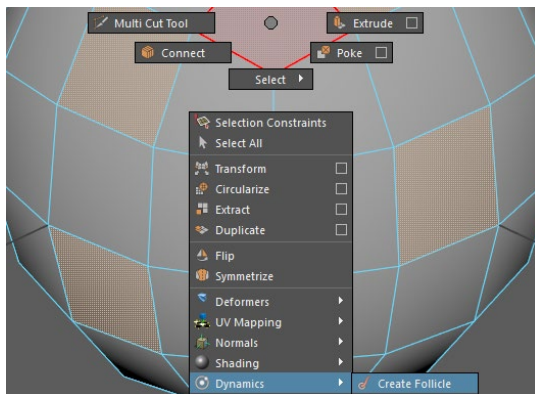
- 1) Select an object
- 2) **Z + MMB** > *Animation* > *Mouse Tracker*
- 3) Manipulate the object by using manipulators
- 4) Press **Esc** for stop the tracking



da_FacesFollicles

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

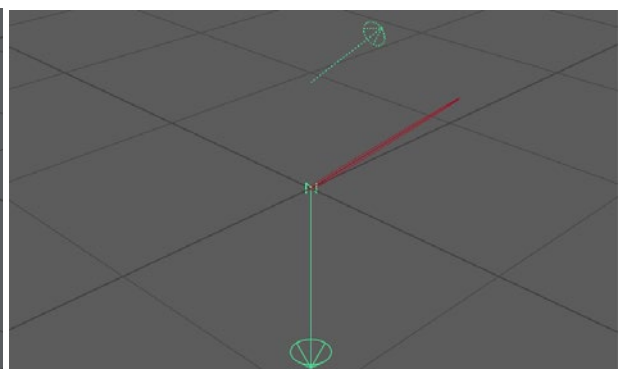
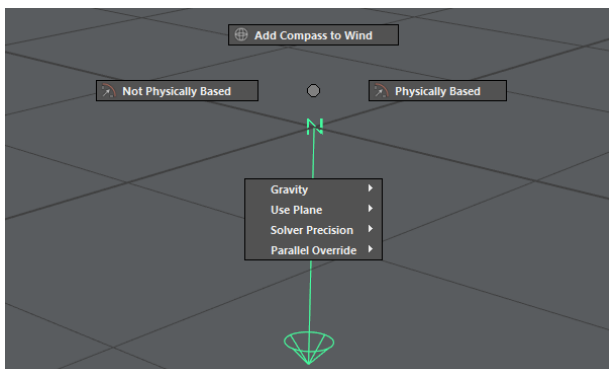
- 1) Select one or more faces
- 2) **Z + LMB** > *Dynamics* > *Create Follicle*



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*

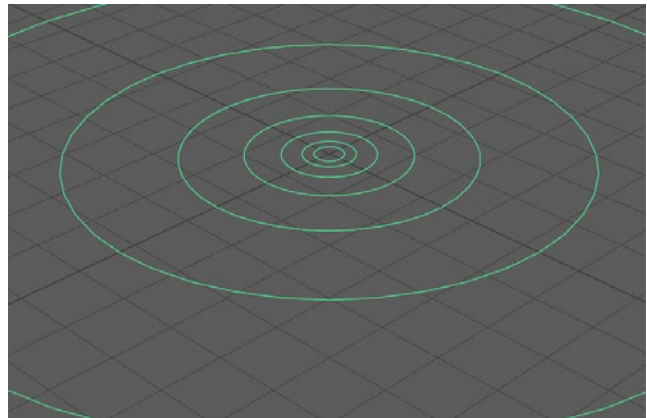
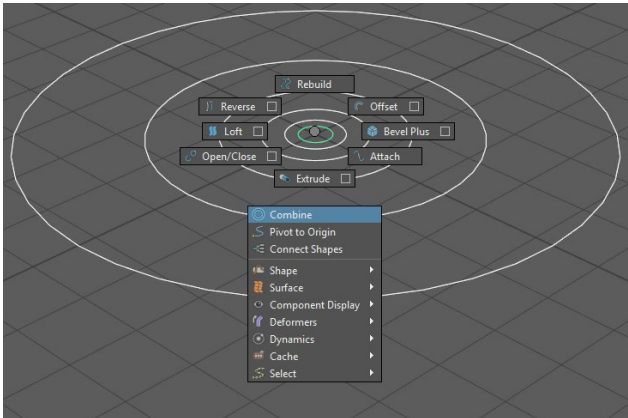


Alternatively, is possible generate a standalone compass by using **Z + MMB** > *Compass*

da_CombineCurves

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

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

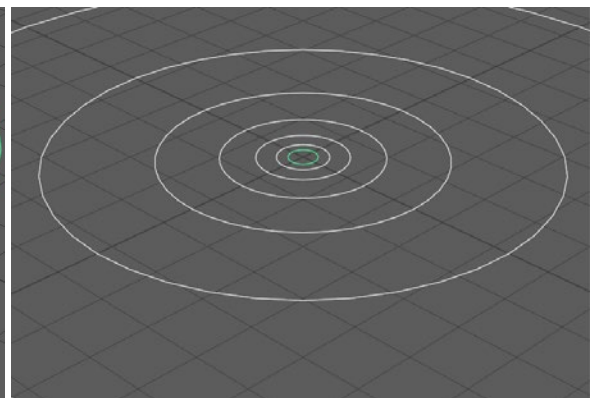
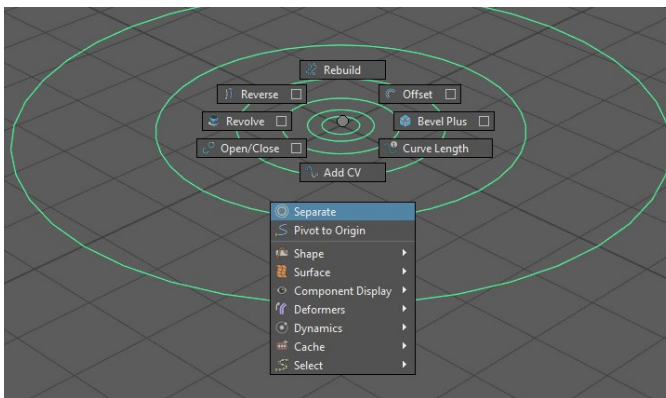


Note: do not combine already combine curves, always first separate the combined curves then combining the curves again.

da_SepareCurves

This script separate combined curves:

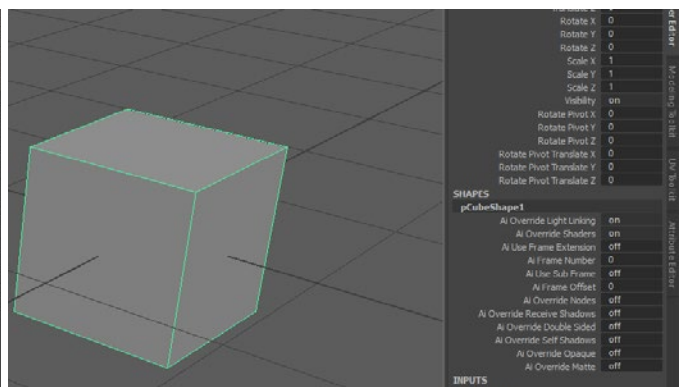
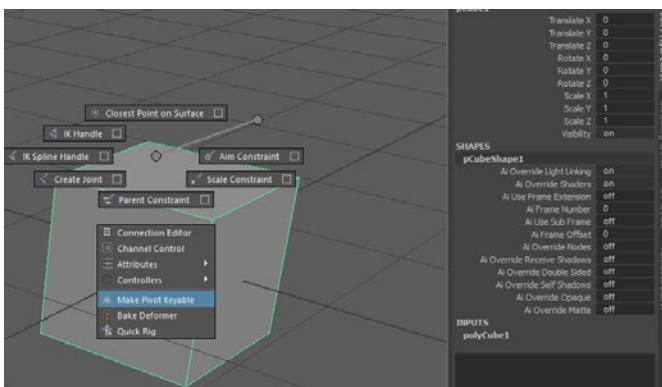
- 1) Select combined curves
- 2) **Z + LMB > Separate**



da_pivotKeyable

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

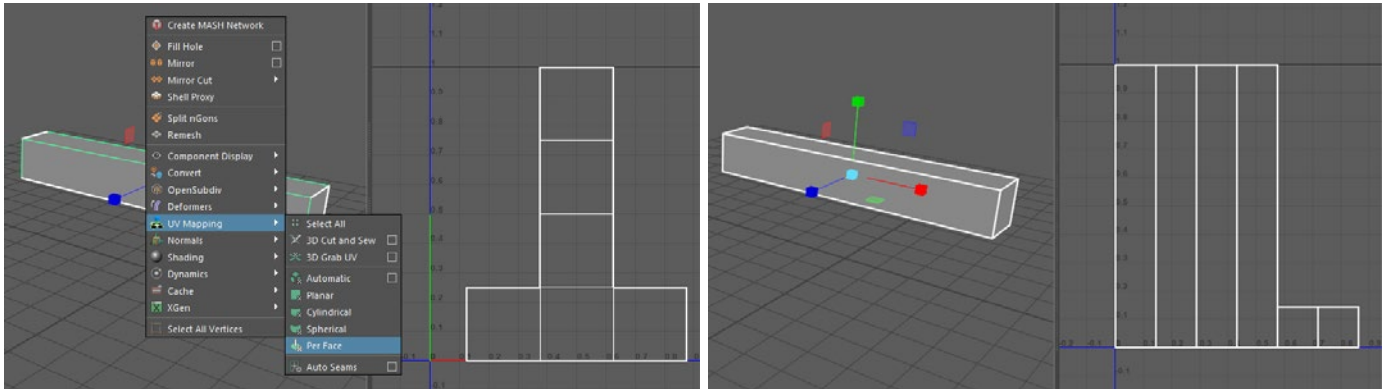
- 1) Select an object
- 2) **Z + MMB > Rigging > Make Pivot Keyable**
- 3) Animate the object as usual



da_MapFacesUV

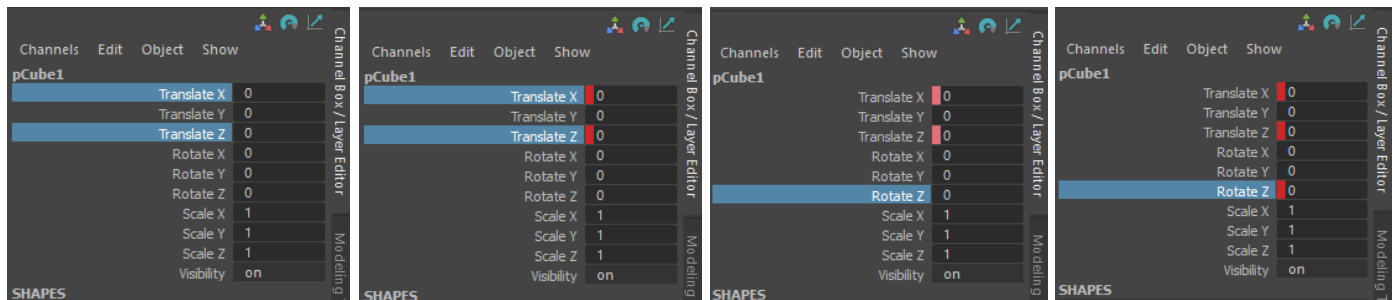
This script maps any single faces of a mesh as separate planar UV shell:

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



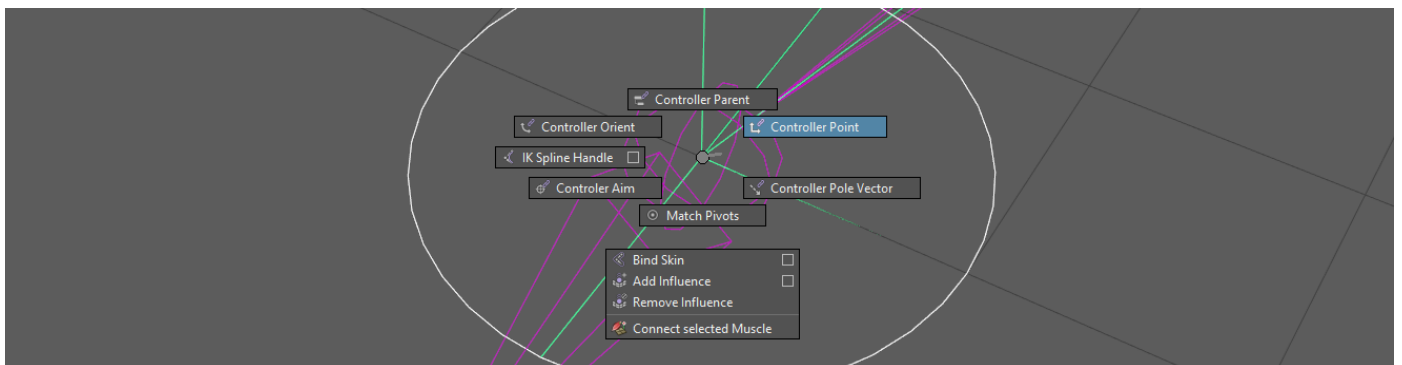
da_KeyKeyedOnly

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

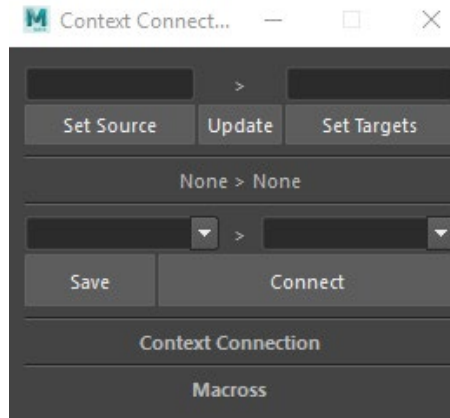
Third-party plug-ins

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*.

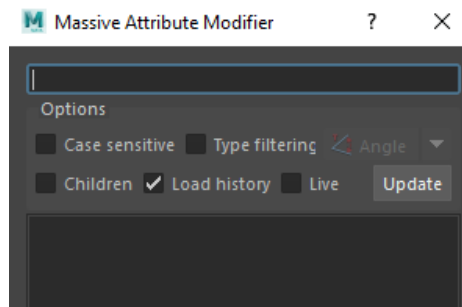
For open Context Connection UI use *CTRL + J* shortcut or *Z + MMB > Rigging > Context Connector*



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*.

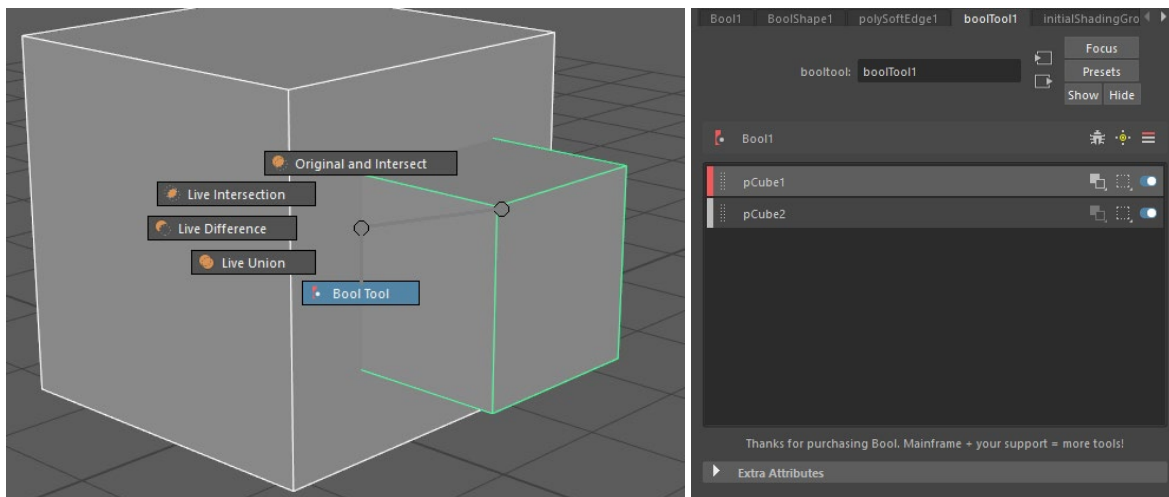
For open *Massive Attribute Modifier* UI use *CTRL + K* shortcut or *Z + MMB > Rigging > Massive Attribute Modifier*



Bool [\(Video\)](#)

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

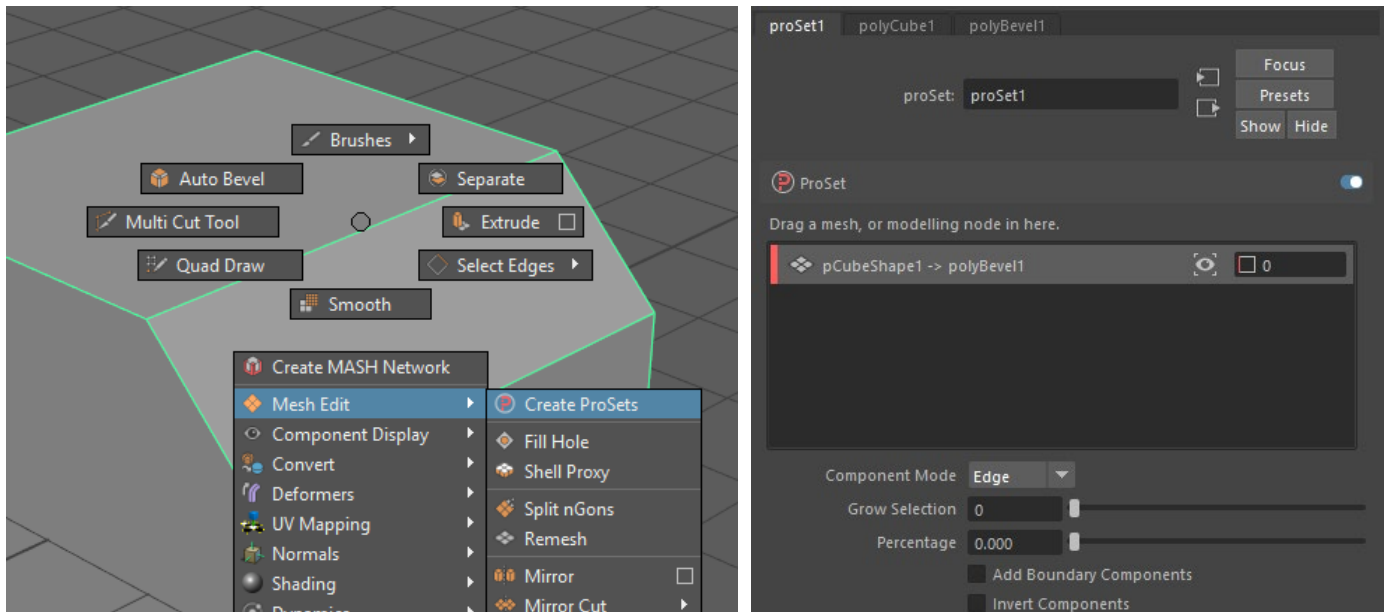
For use *Bool*, select two or more meshes and *Z + LMB > Booleans > Bool Tool*



ProSets [\(Video\)](#)

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

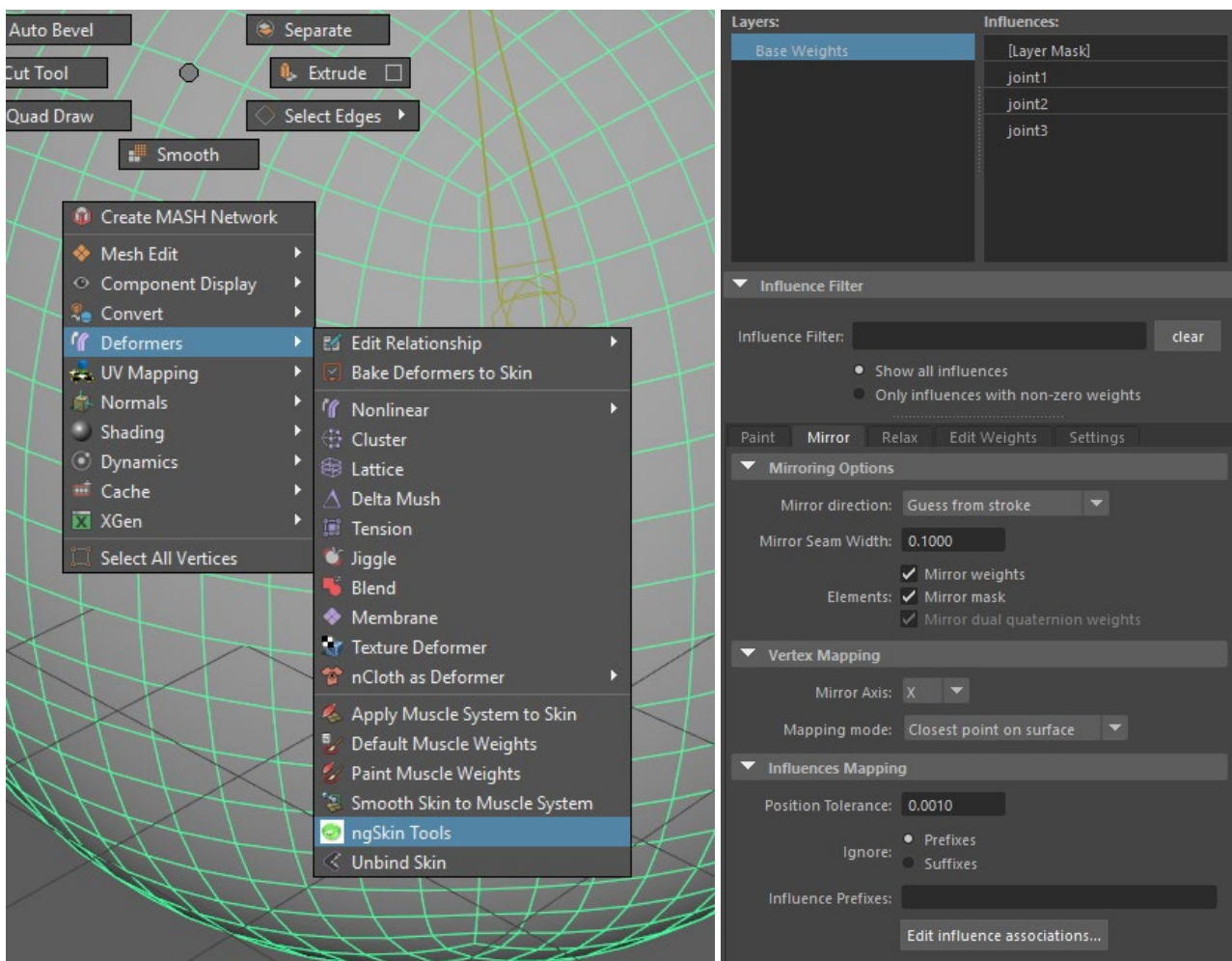
For use *ProSets*, select a mesh and **Z + LMB > Mesh Edit > Create ProSets**



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**



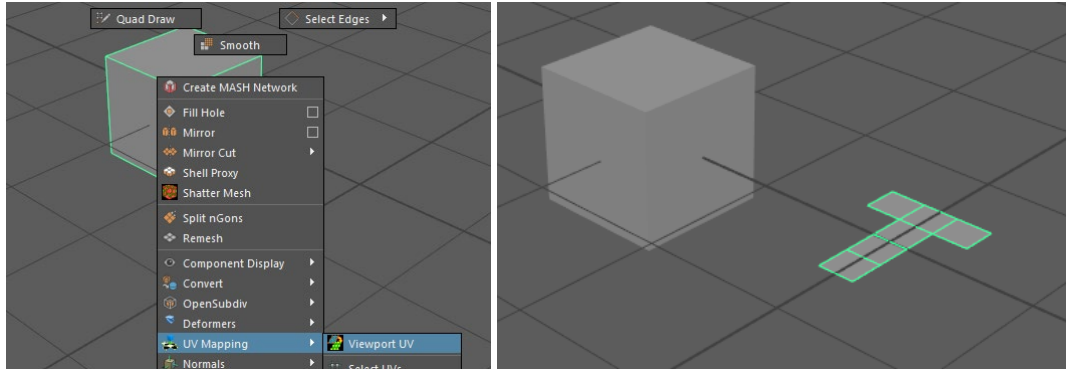
SOuP

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:

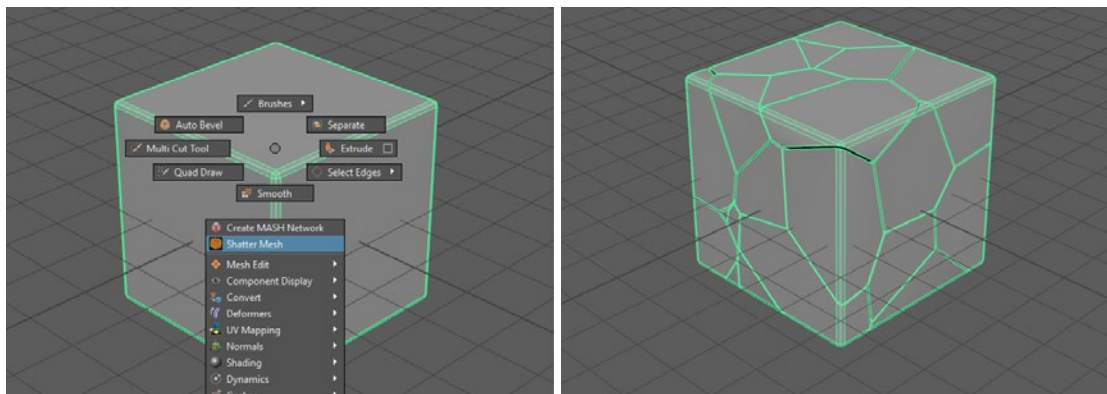
- 1) Select a mesh
- 2) **Z + LMB** > *UV Mapping* > *Viewport UV*



da_ShatterMesh

This script shatters a mesh:

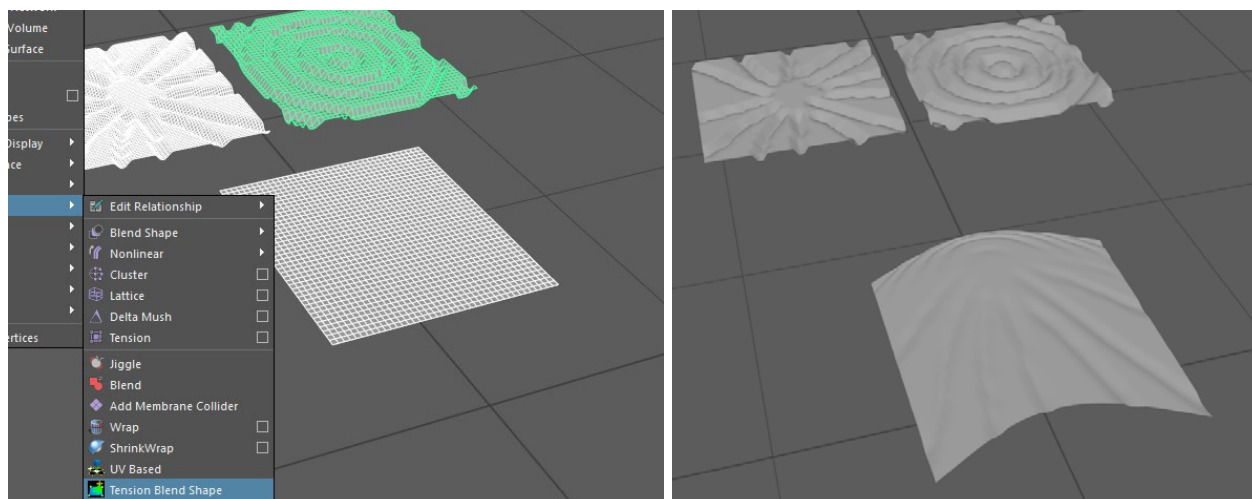
- 1) Select a mesh
- 2) **Z + LMB** > *Shatter Mesh*



da_TensionBlendShape

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

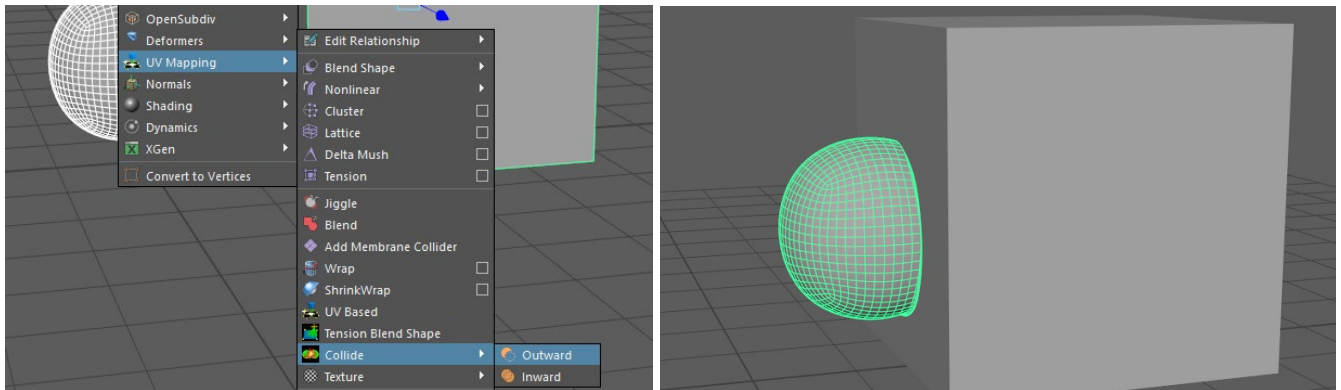
- 1) Select: a base mesh, a stretch one and a compress one
- 2) **Z + LMB** > *Deformers* > *Tension Blend Shape*



da_CollideOutward and da_CollideInward

These scripts create a collision deformer between meshes:

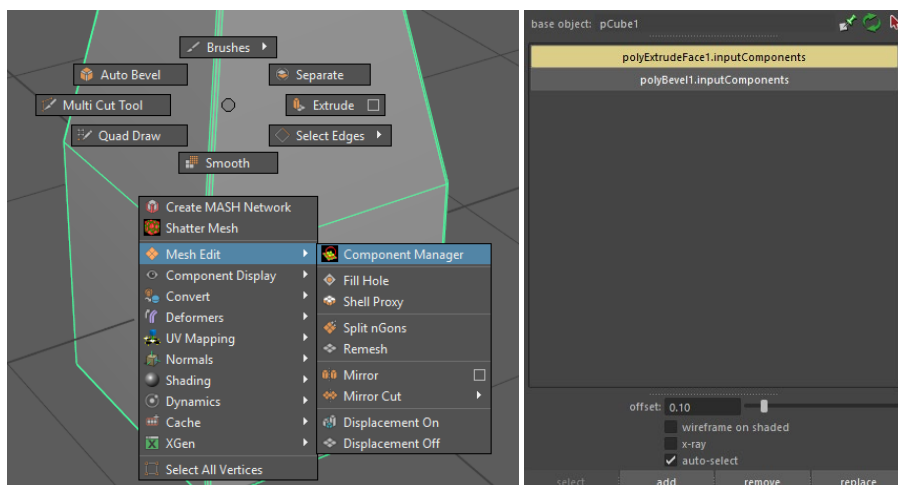
- 1) Select a collide mesh and collision mesh
- 2) **Z + LMB** > *Deformers* > *Collide* > *Outward or Inward*



Component Manager (Video)

This tool makes modeling tools procedural:

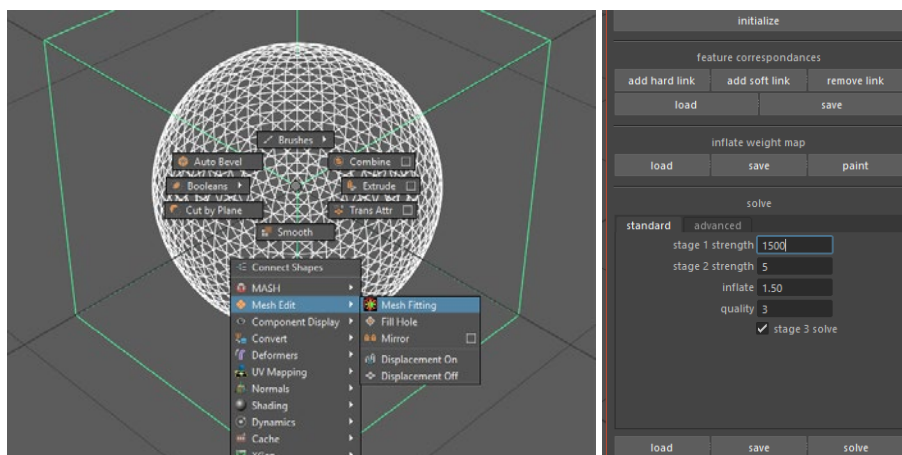
- 1) Select a mesh
- 2) **Z + LMB** > *Mesh Edit* > *Component Manager*
- 3) Select one of the existing modeling operator and add or remove desired components



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 [modules](#) 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* 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 2018.5* and *Autodesk Maya 2017.5*.

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_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 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 Trail
- 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