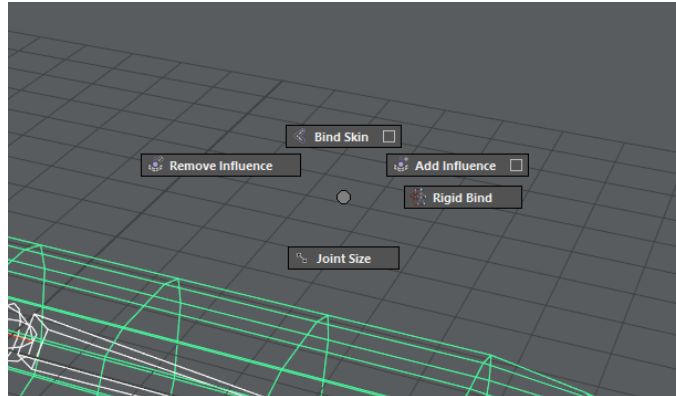


May9 Pro 2.0 User Guide

What is May9 Pro

May9 Pro is an alternative user experience for *Autodesk Maya*, is designed to improve the daily workflow and minimize the needed to learn the native position of commands.

The main 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 a set of preferences, layouts and hotkeys.

May9 Pro is targeted to anyone, from beginner to expert, from schools to studios.

May9 Pro is an open source project based on MEL and released under MIT license. In addition, *May9 Pro* contains Andrey Menshikov's *MMtoKey* to manage Marking Menus.

Installation

There is two way to install *May9 Pro*, the first is the more easy and common and is recommend to anyone that not have already custom preferences. The second one is more technical and is indicated to anyone want use *May9 Pro* over an existing configuration.

The easy way

Windows

- 1) If is open close Maya
- 2) Go to folder: \Users\<username>\Documents\maya\
- 3) If exist rename folder 2017 or 2018 in to 2017_Bak or 2018_Bak
- 4) Copy folder 2017 or 2018 of this archive in: \Users\<username>\Documents\maya\

OS X

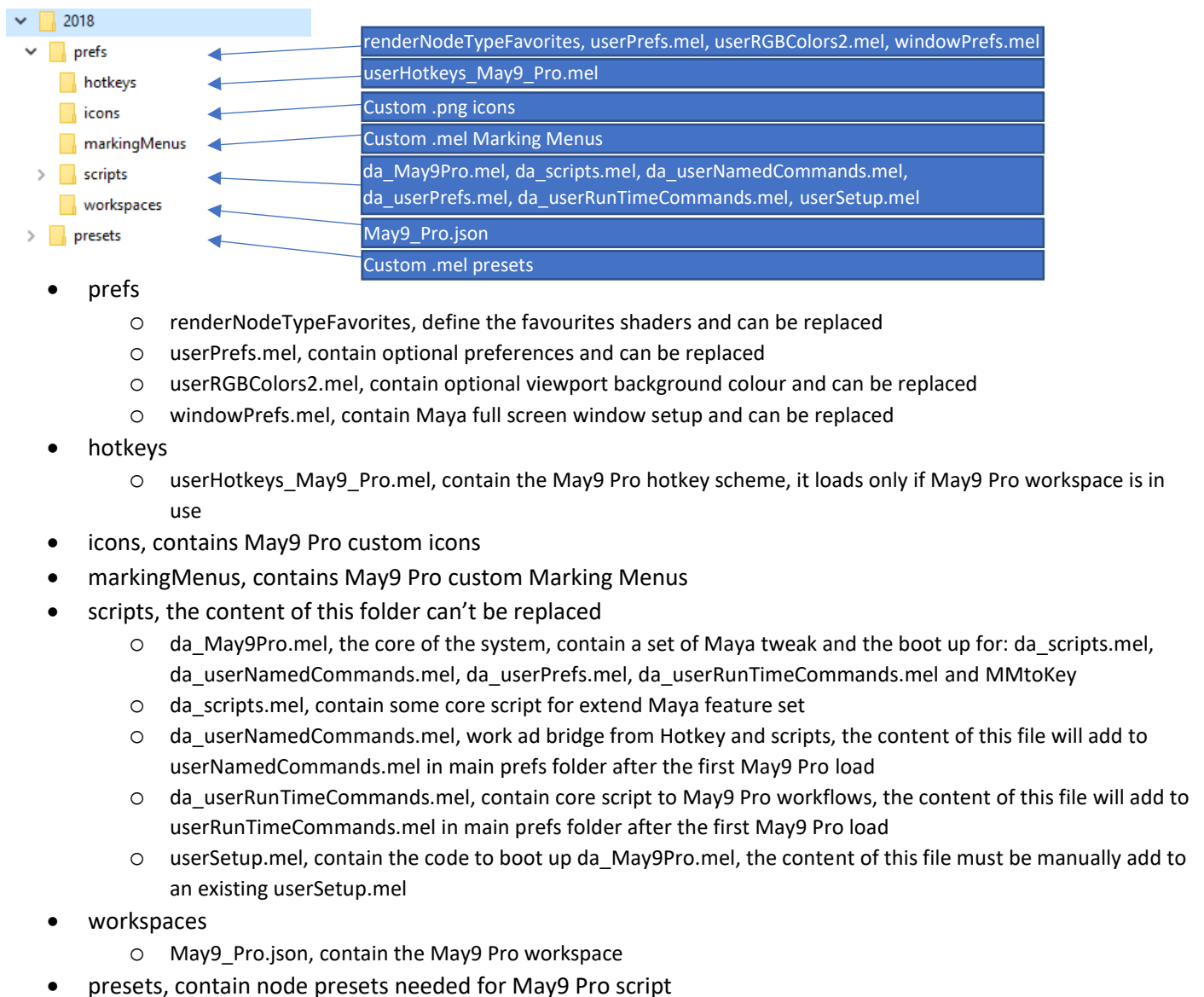
- 1) If is open close Maya
- 2) Go to folder: /Users/<username>/Library/Preferences/Autodesk/maya/
- 3) If exist rename folder 2017 or 2018 in to 2017_Bak or 2018_Bak
- 4) Copy folder 2017 or 2018 of this archive in: /Users/<username>/Library/Preferences/Autodesk/maya/

Linux

- 1) If is open close Maya
- 2) Go to folder: ~<username>/maya/
- 3) If exist rename folder 2017 or 2018 in to 2017_Bak or 2018_Bak
- 4) Copy folder 2017 or 2018 of this archive in: ~<username>/maya/

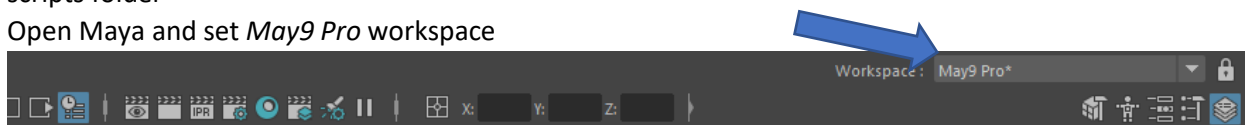
The custom way

For better understand how to merge *May9 Pro* to an already existing configuration, is needed to know the actual project structure:



A practical case

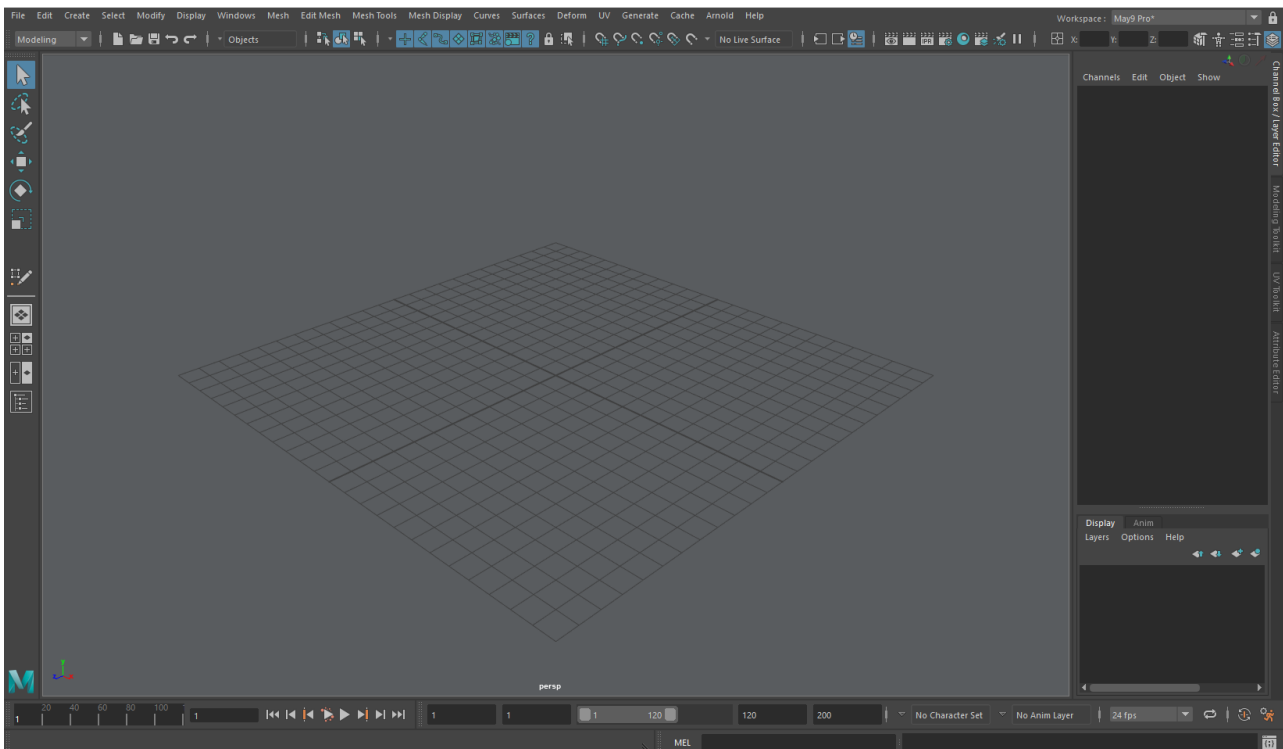
1. If open close Maya
2. Copy presets folder in Maya 2017 or 2018 directory
3. Copy these folders: hotkeys, icons, markingMenus, workspace in your prefs directory
4. Copy these files: da_May9Pro.mel, da_scripts.mel, da_userNamedCommands.mel, da_userPrefs.mel, da_userRunTimeCommands.mel in your scripts directory
5. Add this line `source da_May9Pro.mel` to your userSetup.mel file, or if the file not exist copy it from *May9 Pro* scripts folder
6. Open Maya and set *May9 Pro* workspace



Usage

May9 Pro Workspace

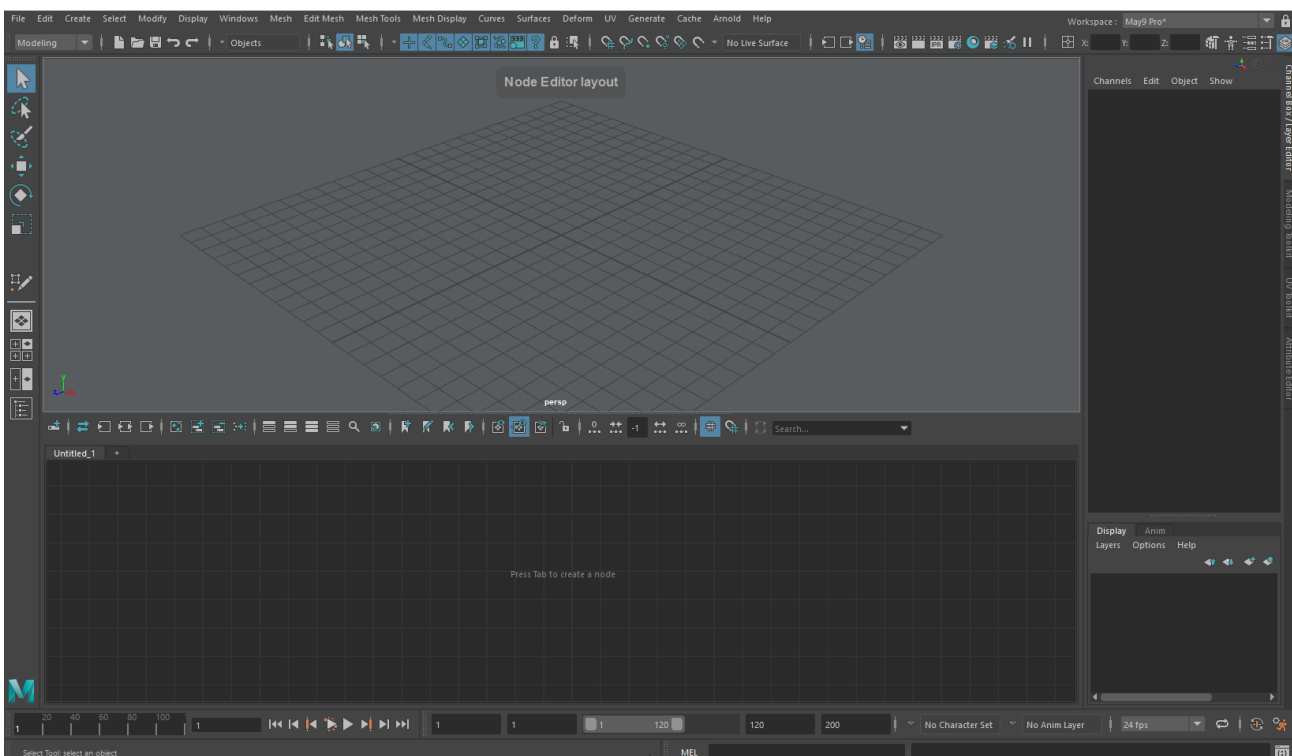
The *May9 Pro* Workspace is designed to maximize the Viewport area and for work on a single display, so all the UI element are docked to maintain the work area organized and clean.



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

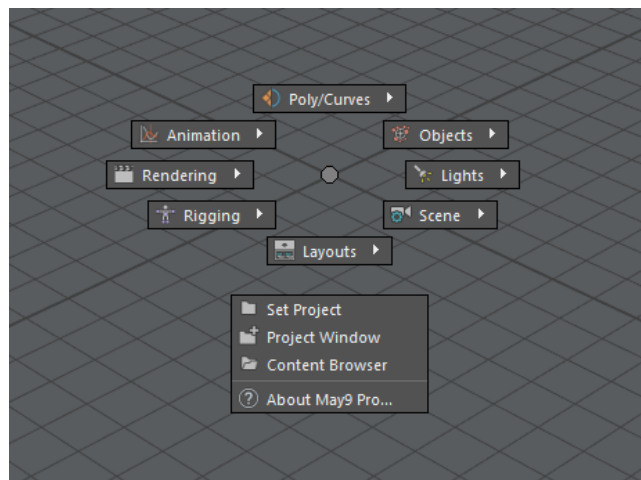
May9 Pro Layouts

The *May9 Pro* Layouts are designed to be integrated in the *May9 Pro* Workspace, for open up one of the ten Layout available just use an Hotkey from **ALT + 1** to **ALT + 0**, or use the **All MM**:



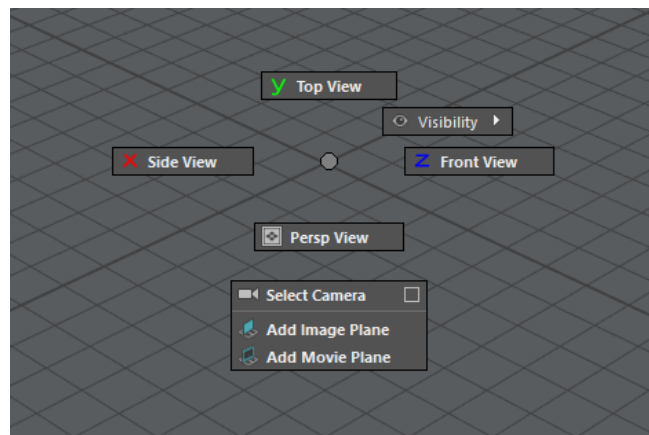
All MM

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**):



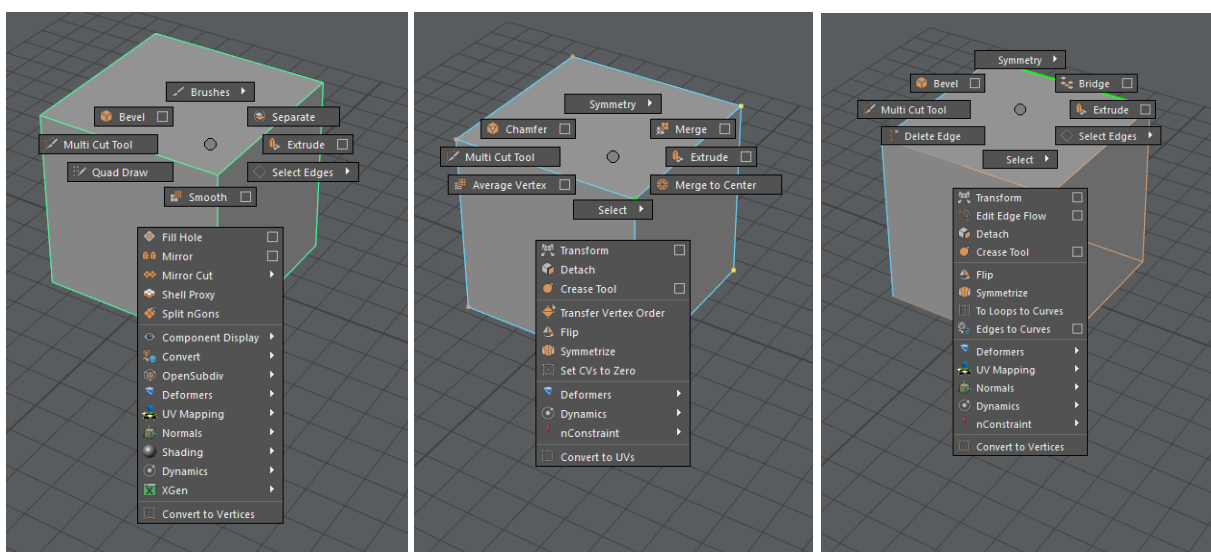
Maya Window MM

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**:



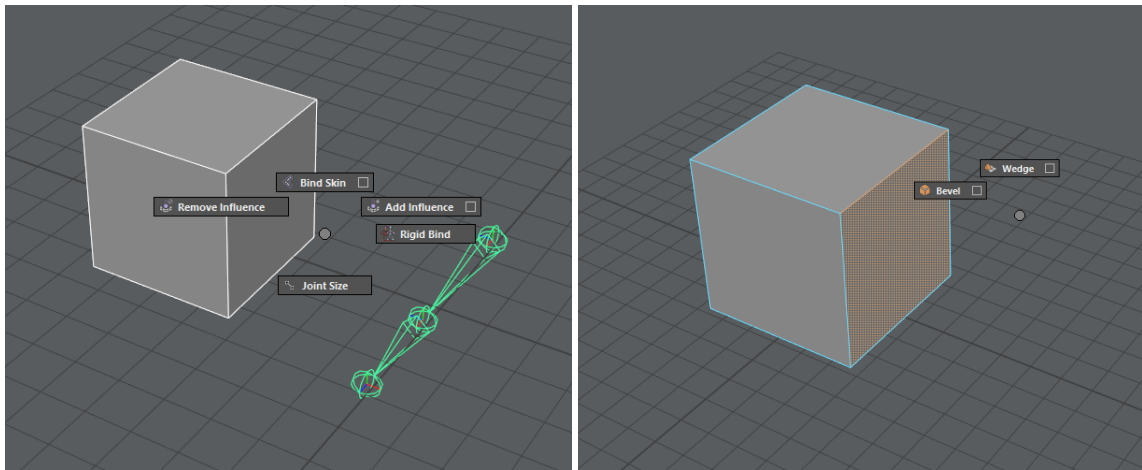
Contextual single selection MM

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



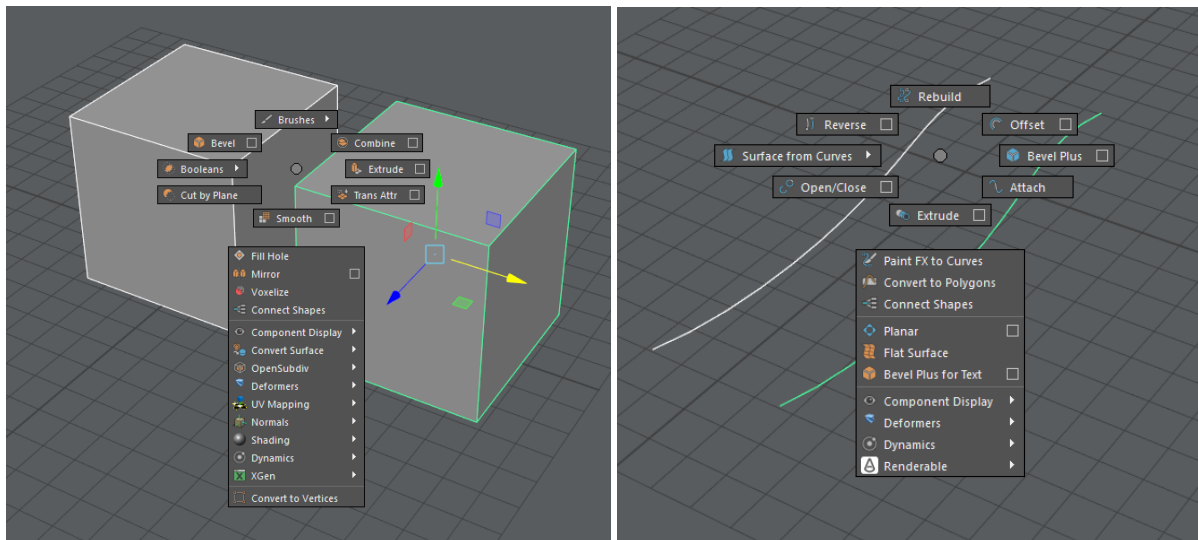
Contextual multi selection MM

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



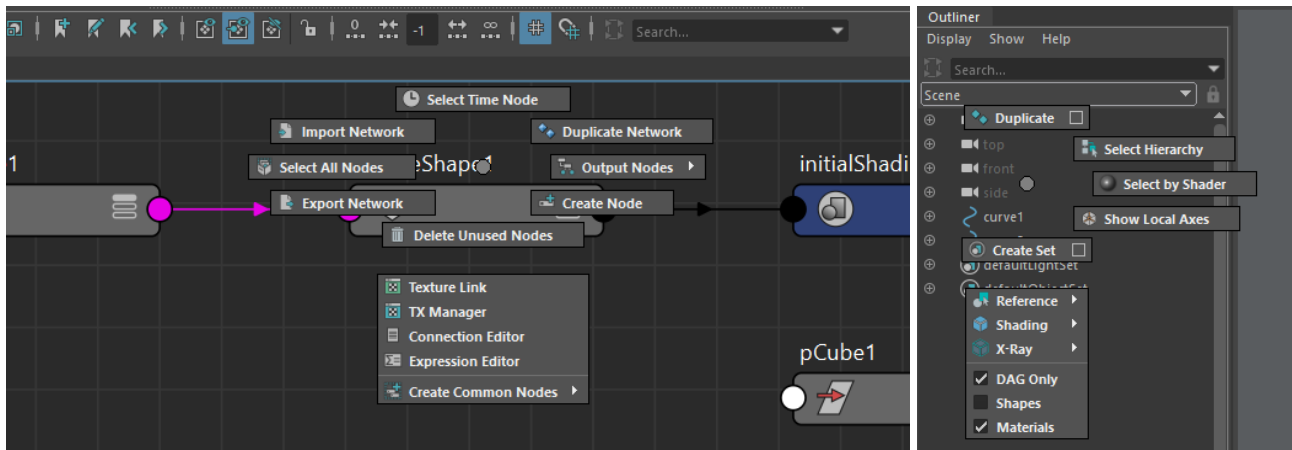
Contextual multi selection of the same object type MM

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



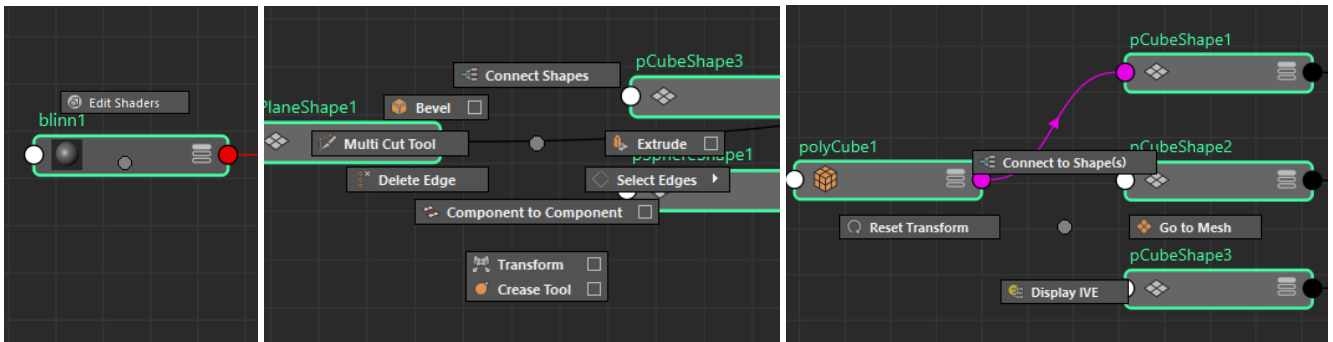
Contextual panel MM

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



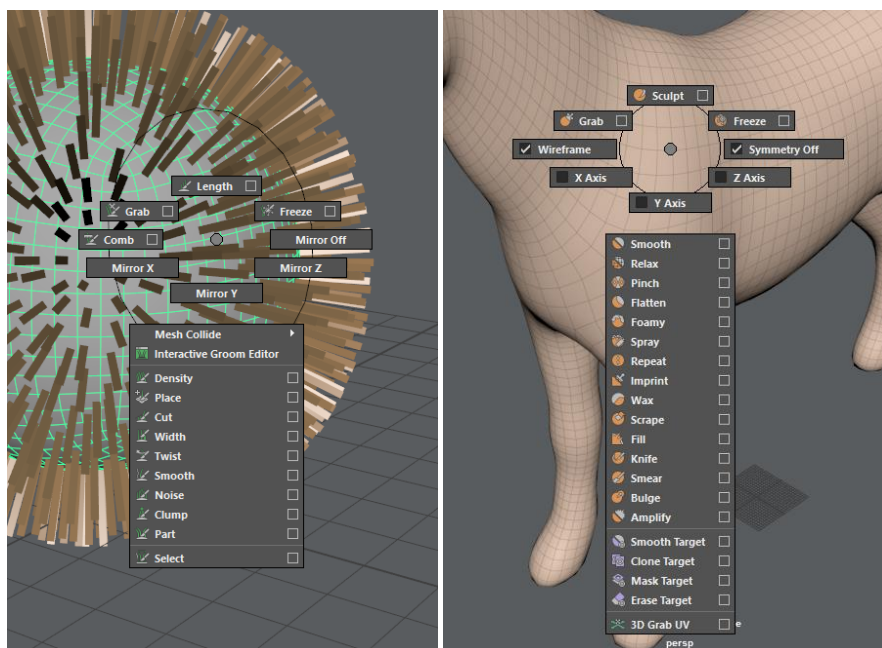
Contextual node selection in Node Editor MM

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 are selected is possible enable the relative Hotkey by pressing and release **Z**.

Contextual multi selection Hotkey

If a multiple object type or component type are selected is possible 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**.

Custom Script

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

da_intPlay [\(video\)](#)

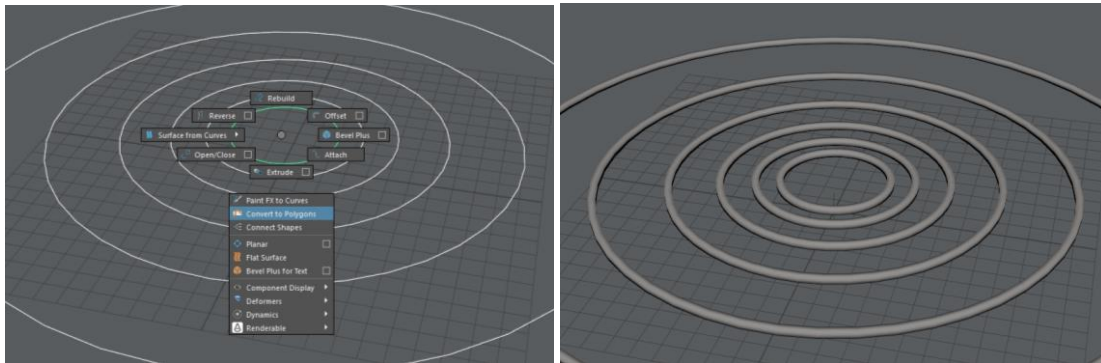
This script add the interactive play button directly to Time Slider



da_curveToPoly [\(video\)](#)

This script make possible the conversion of curves in polygons:

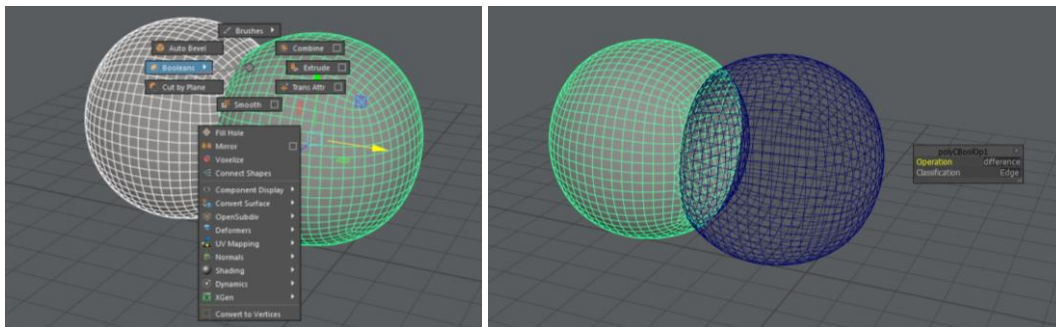
1. Select a curve or multiple curves
2. Z + LMB > Convert to Polygons



da_interactiveBooleans [\(video\)](#)

This script make the Polygonal Boolean process more interactive:

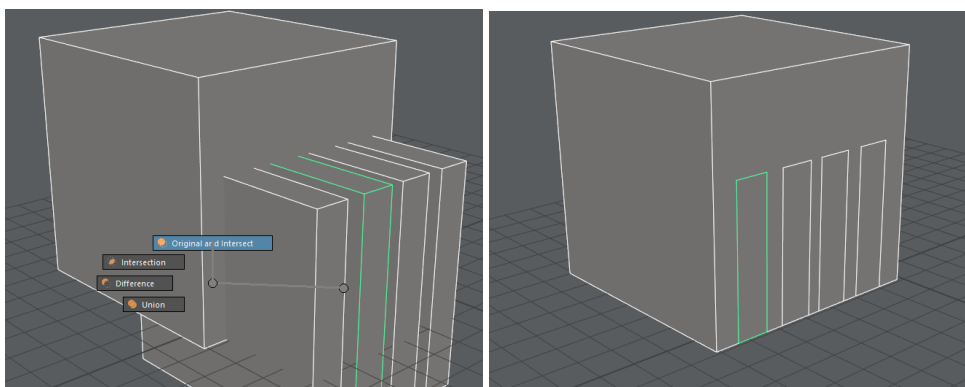
1. Select two or more polygons objects
2. Z + LMB > Booleans



da_BooleanFullIntersect [\(video\)](#)

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

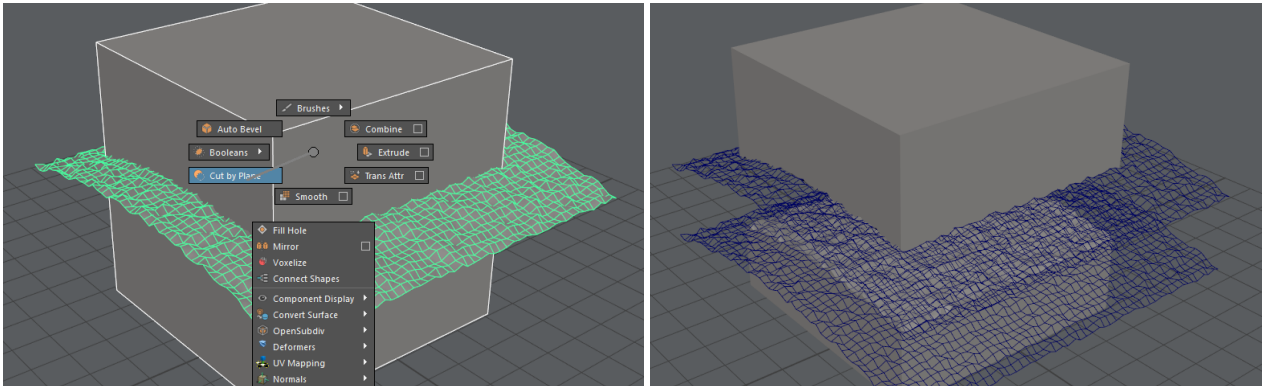
1. Select first the main object and after the cutters ones
2. Z + LMB > Booleans > Original and Intersect



[da_PlaneCutter \(video\)](#)

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

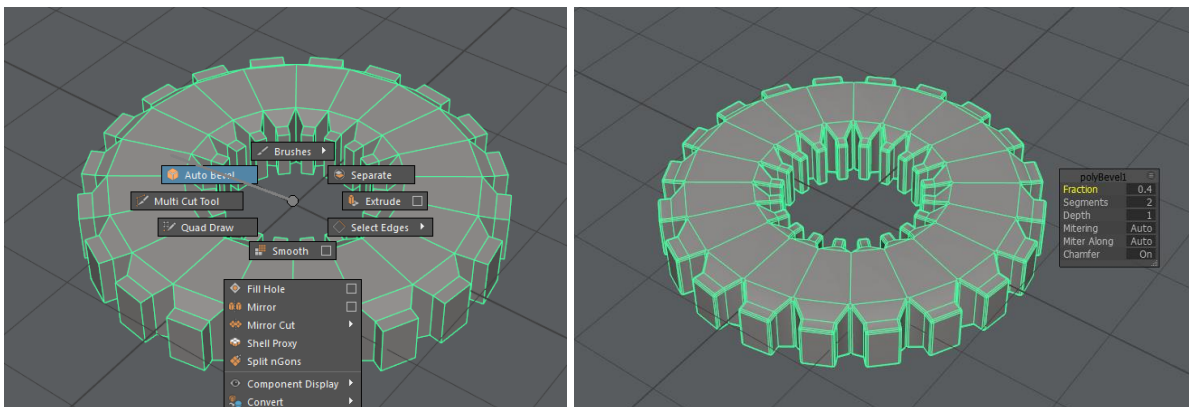
1. Select first the main object and after the cutter ones
2. Z + LMB > Cut by Plane
3. Select the single or double operator
4. Move the cutter or the cutters plane



[da_AutoBevel \(video\)](#)

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

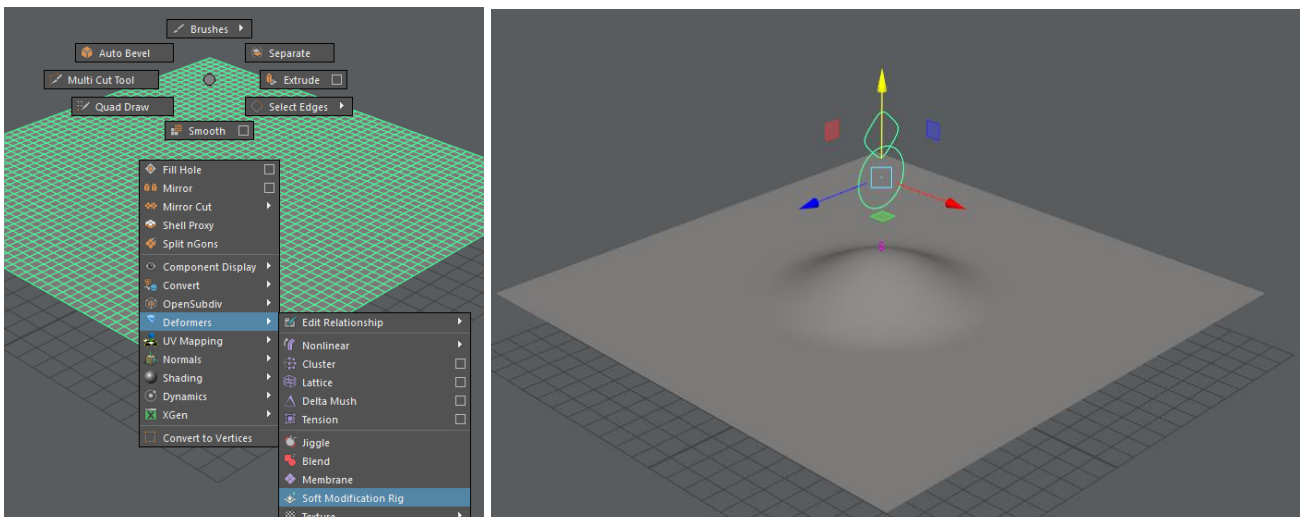
1. Select a Polygon
2. Z + LMB > Auto Bevel



[da_SoftSelectionRig \(video\)](#)

This script create a rig on a soft selection deformer, to make it animable:

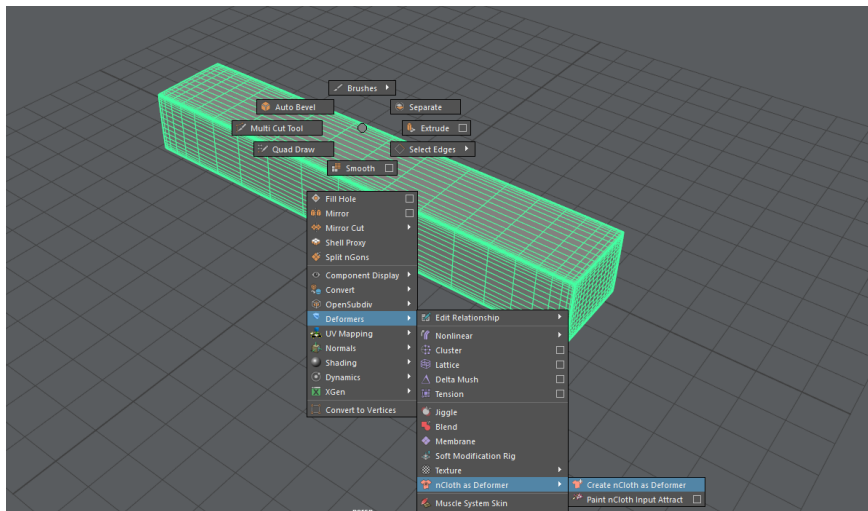
1. Select a Polygon
2. Z + LMB > Deformers > Soft Modification Rig



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:

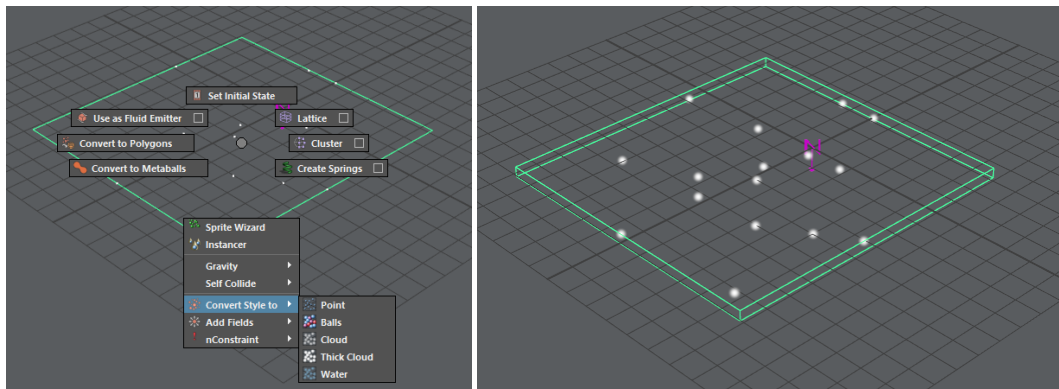
1. Select the polygons to deform, it can be the character skin
2. Z +LMB > Deformers >nCloth as Deformer > Create nCloth as Deformer



da_nParticleConverter [\(video\)](#)

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

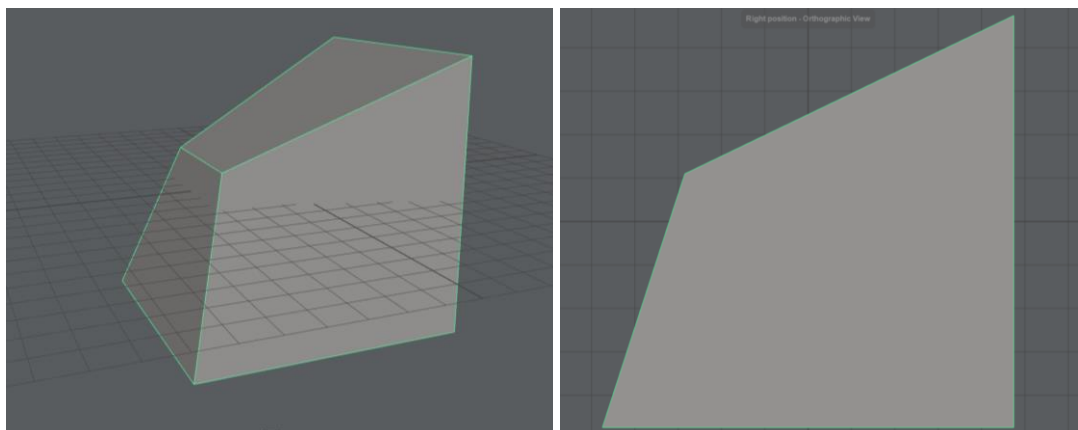
1. Create some particle
2. Z + LMB > Convert Style to



da_perspToggle [\(video\)](#)

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

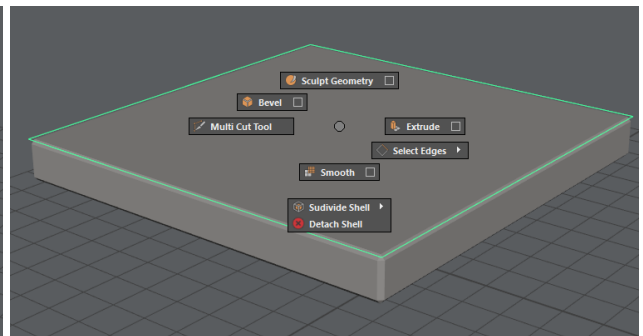
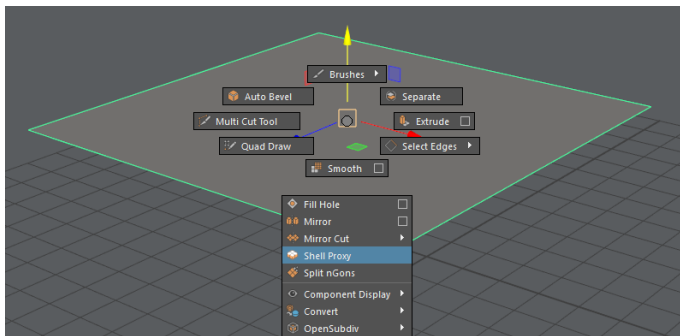
1. Move camera
2. Press ALT + Enter



da_shell [\(video\)](#)

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

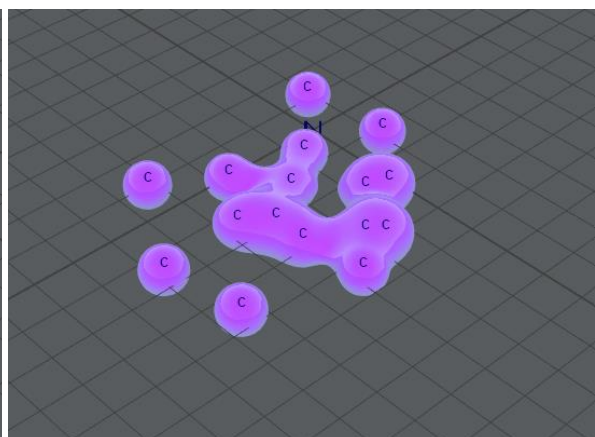
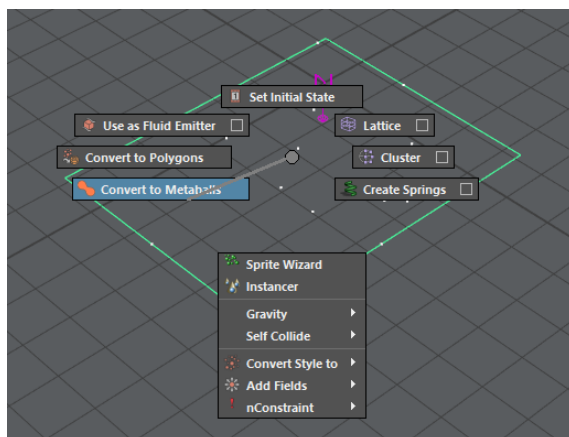
1. Select a flat polygon
2. Z + LMB > Shell Proxy
3. Continue to model or open tool option by using Z + LMB



da_ConvertToMetaballs [\(video\)](#)

This script convert particles to polygonal Metaballs:

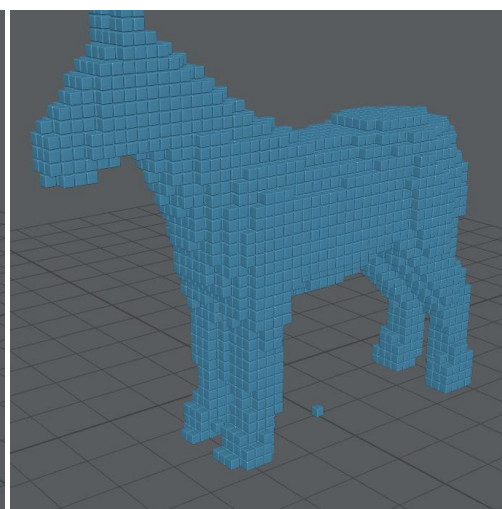
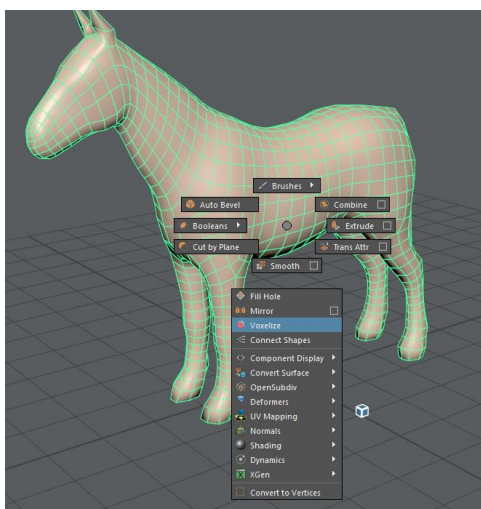
1. Select some particles
2. Z + LMB > Convert to Metaballs
3. Move single Metaballs by selecting relative cluster



da_MashVoxelizer [\(video\)](#)

This script use MASH to voxelize an arbitrary mesh inside of another mesh:

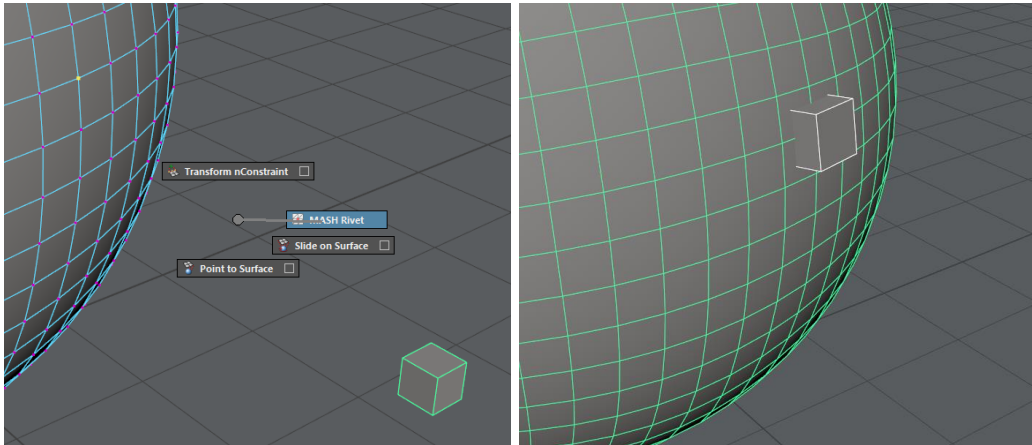
- 1) Select first the fill mesh then the volume mesh
- 2) Z + LMB > Voxelize



da_RivetMash [\(video\)](#)

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

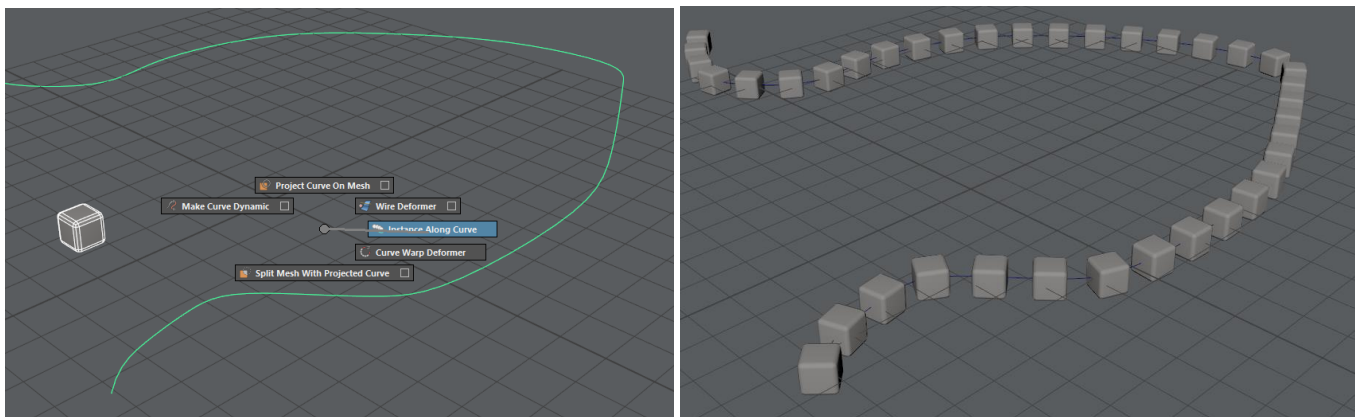
- 1) Select single or multiple components then a polygon
- 2) Z + LMB > MASH Rivet



da_CurveDistributionMash [\(video\)](#)

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

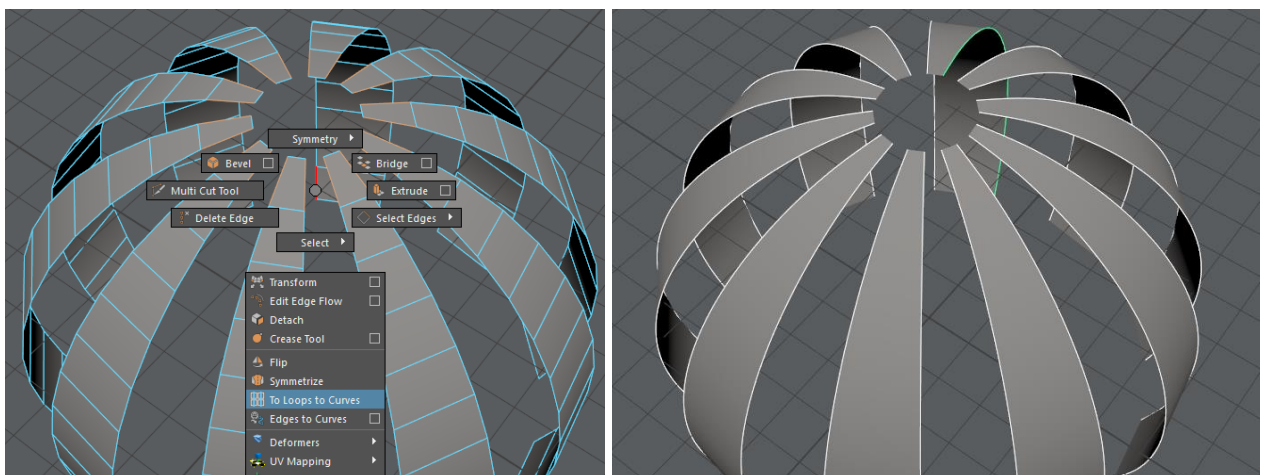
- 1) Select a polygon and then a curve
- 2) Z + LMB > Instance Along Curve



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 more easy to do in UV texture editor
- 2) Z +LMB > To Loops to Curves



New 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 + 2 = 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 Editor

ALT + 6 = Set Layout Pose Editor

ALT + 7 = Set Layout Component Editor

ALT + 8 = Set Layout Relationship Editor

ALT + 9 = Set Layout Dynamic Relationship Editor

ALT + 0 = Set Layout Reference Editor

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

? = Find Maya Menu

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

Main preferences change

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

- Two side lighting is enable (as in Maya 2014)
- Animate Camera Transition is enable (as in Maya 2014)
- Interactive Creation is enable (as in Maya 2015)
- Anti-aliasing and the Floating Point Render are enable by default in VP 2.0
- Playback Speed is set to Play Every Frame, Max Real-time
- X-Ray Active Component is enable
- Hidden attribute in connections exposed
- Membrane Deformer exposed
- Legacy Subdivision Surface exposed
- Legacy Mirror Cut tool exposed
- Hotbox have no transparency
- Incremental save is enable and limited to 5 increments
- Brush optimization
- Paint Skin Tool now use custom colors
- Script Editor have enable the Command Completion
- Disable Mouse Wheel Zoom
- HDR and EXR file is set to Raw colorspace for prevent Arnold double expose
- Fix PaintFX Preset Blending bug
- Two Bone IK and Spring IK are preload
- PreSelect Highlight is on by default in Graph Editor
- Wireframe visibility on Sculpting Tool is on by default
- Panel tool bar is hidden
- Status line is fully expanded
- Initial Shading Group colour is darker and contrasted
- Enable Highlight connection on selected node in Node editor (only Maya 2018)
- Channel Box settings are set to slow (only Maya 2018)

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.