

MAY 9 PRO 3

USER GUIDE

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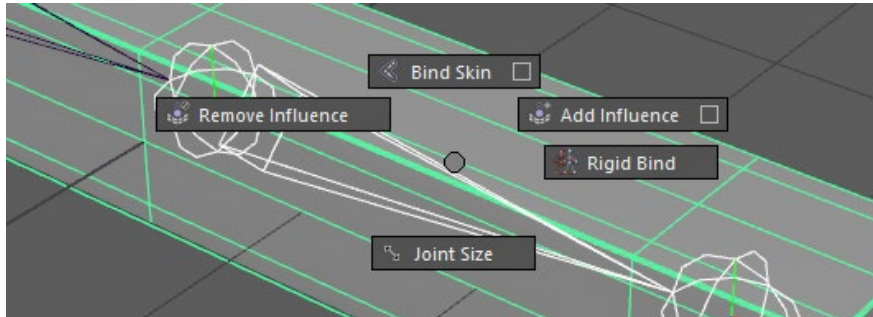
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What is May9 Pro

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

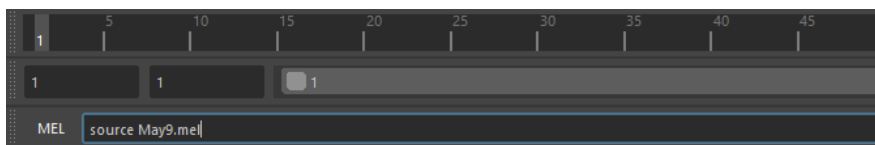
The concept of *May9 Pro* is streamline useful commands into a single keyboard button (**Z**), by predicting them from the context. For example, if you have in selection a mesh and a joint by pressing **Z + Left Mouse Button** (MMB from now) it's appear the follow *Marking Menu* (MM from now):



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

Installation (video)

- 1) If is open close *Autodesk Maya*
- 2) Copy *may9* folder and *may9.mod* present in this archive in:
 - a. Windows: `\Users\<username>\Documents\maya\2018\modules`
 - b. Mac OS: `/Users/<username>/Library/Preferences/Autodesk/maya/2018/modules`
 - c. Linux: `~<username>/maya/2018/modules`
- 3) Open *Autodesk Maya* and run *source May9.mel* as MEL command



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

Update from May9 Pro 3.1

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

1. Copy *may9* folder and *may9.mod* present in this archive in your *Autodesk Maya modules* folder
2. Remove any file that start with *da_* from your actual *2018/presets* folder
3. Remove *May9_Pro.json* from your actual *2018/prefs/workspaces* folder
4. Open *Autodesk Maya* and run *source May9.mel* as MEL command

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

Update from May9 Pro 3.0

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

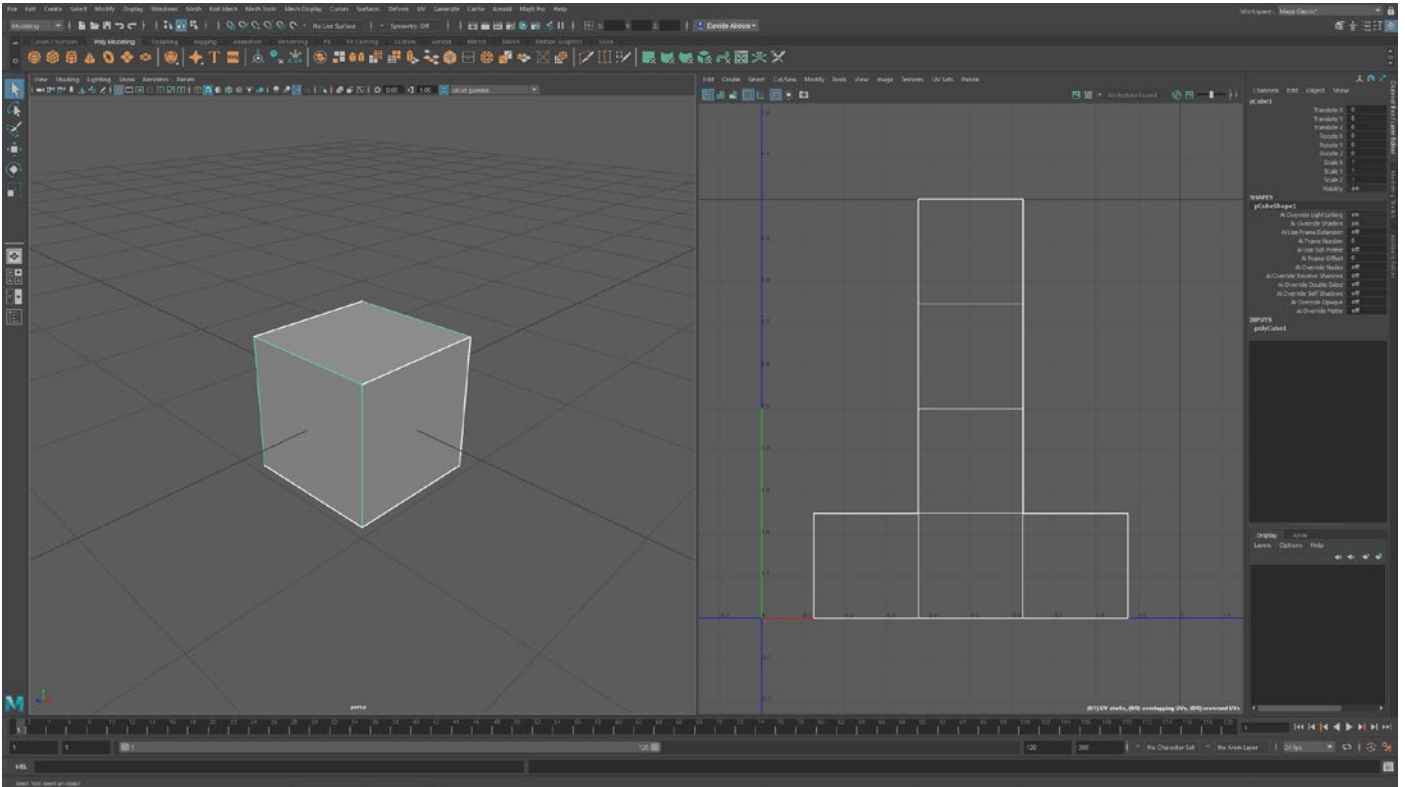
1. Copy *may9* folder and *may9.mod* present in this archive in your *Autodesk Maya modules* folder
2. Remove *userPrefs.mel* from your actual *2018/prefs* folder
3. Remove any file that end with *_MM* from your actual *2018/prefs/marketingMenus* folder
4. Remove any file that start with *da_* from your actual *2018/presets* folder
5. Remove any file that start with *da_* from your actual *2018/presets* folder
6. Remove *May9_Pro.json* from your actual *2018/prefs/workspaces* folder
7. Open *Autodesk Maya* and run *source May9.mel* as MEL command

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

Basic usage

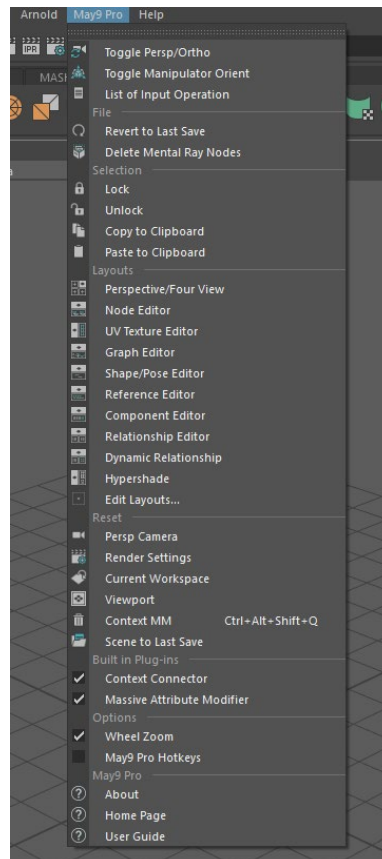
May9 Pro Layouts

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



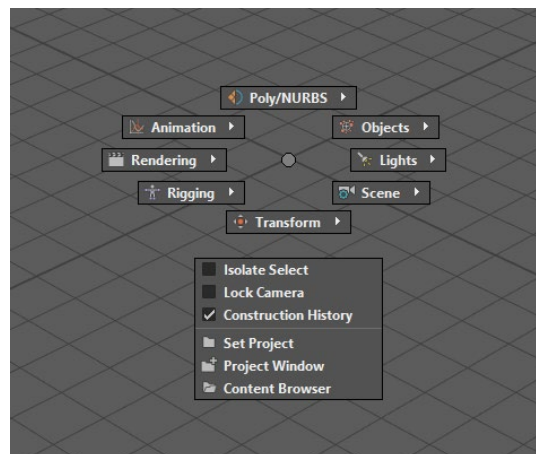
May9 Pro drop-down menu

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



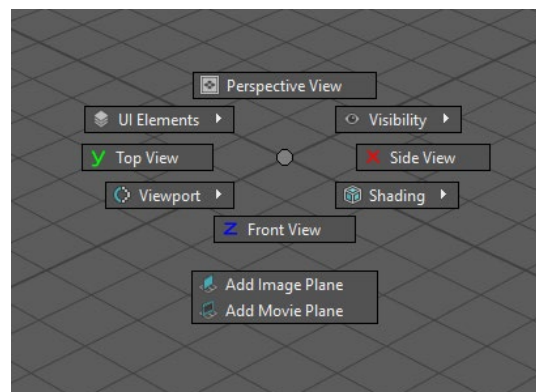
All MM

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



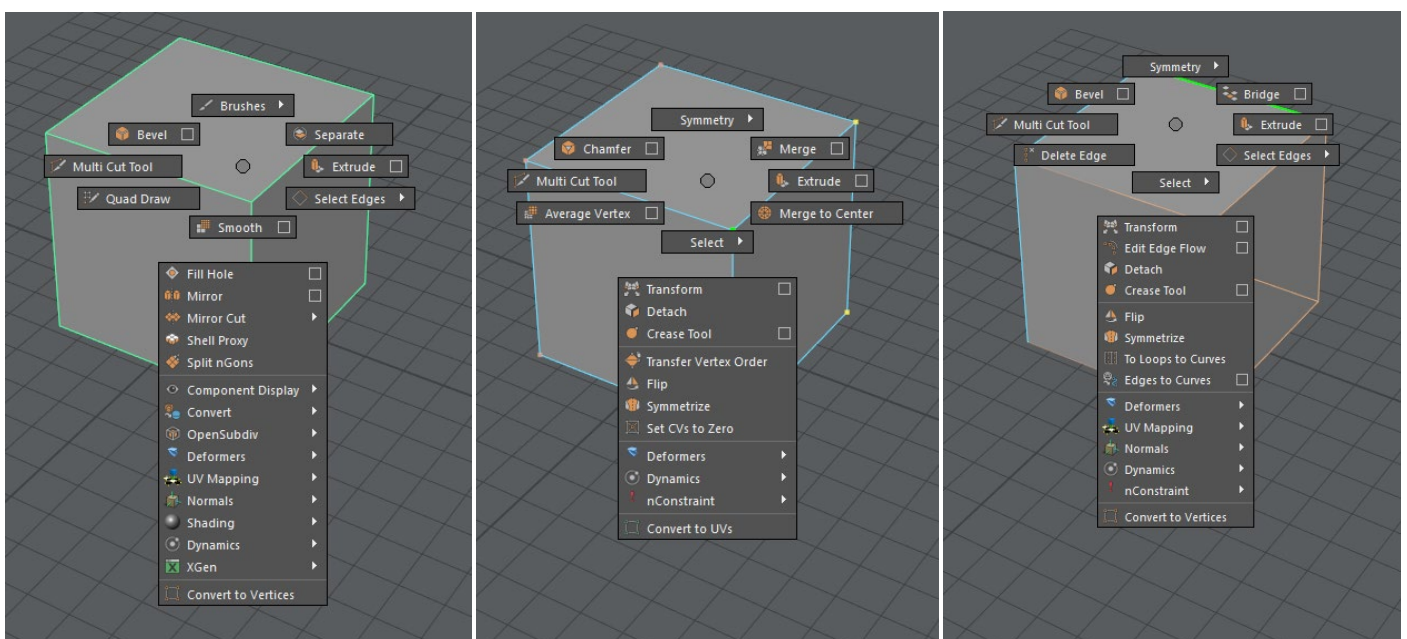
Maya Window MM

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



Contextual single selection MM

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



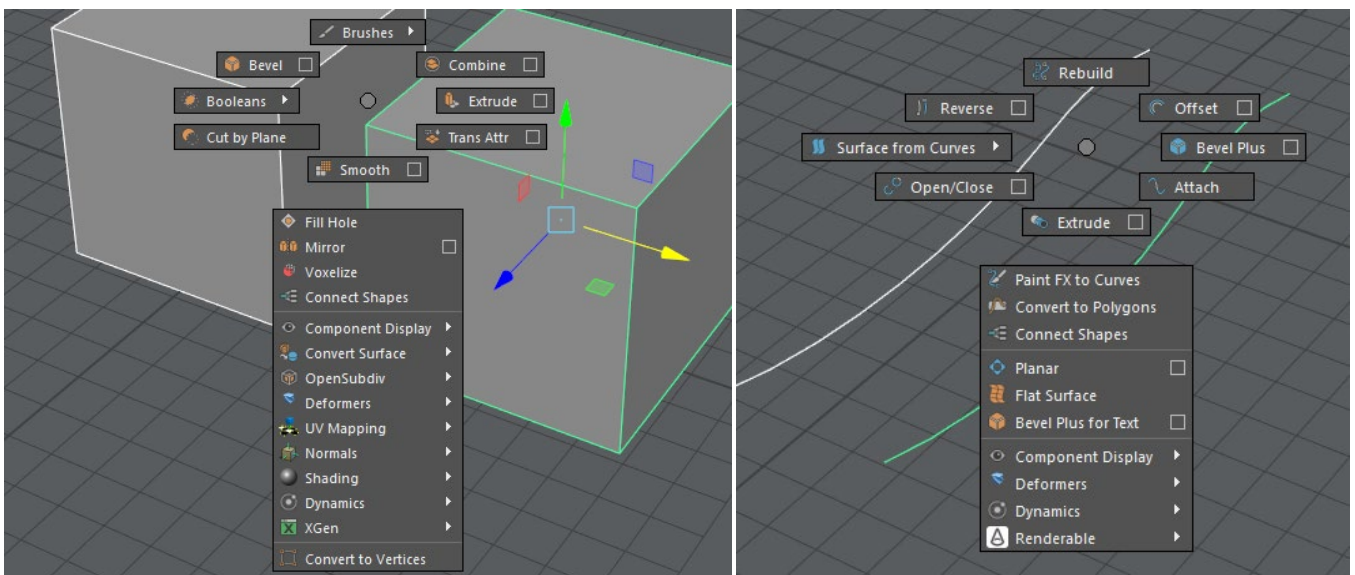
Contextual multi selection MM

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



Contextual multi selection of the same object type MM

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



Contextual panel MM

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



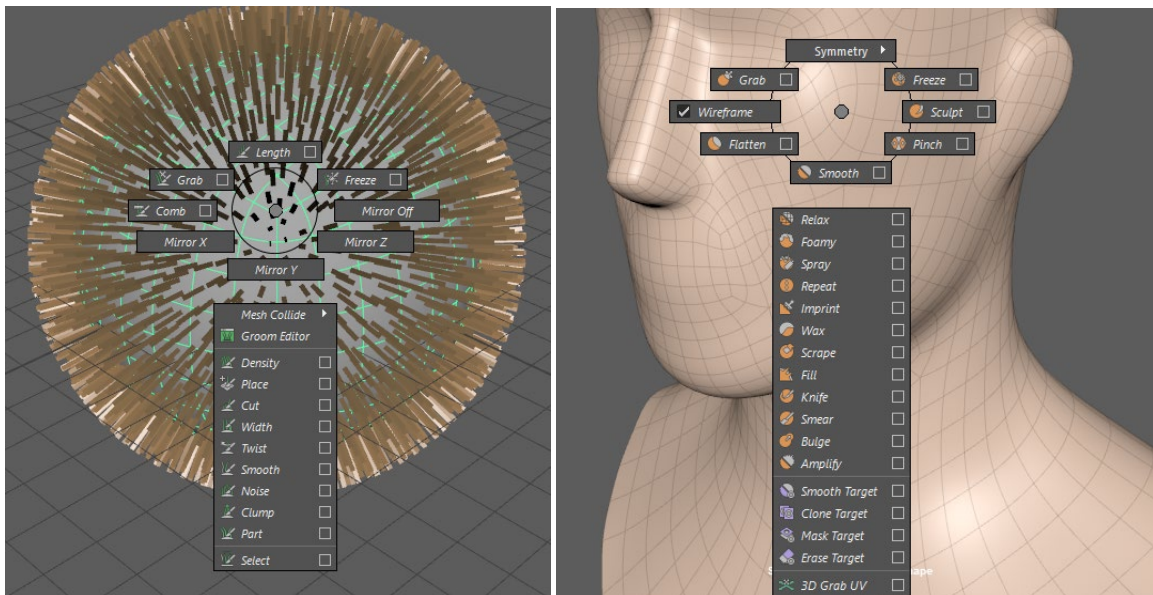
Contextual node selection in editor panels

When a single node, a combination of the same type nodes or a combination of different type nodes are selected in some editor panel is possible enable the relative contextual MM by pressing **Z + LMB**:



Contextual Tool MM

When a supported Tool is selected, is possible enable the relative contextual MM by pressing **Z + MMB**, this kind of MMs use *italic* font style:



These are the tool supported by Contextual Tool MM: *3D Paint tool*, *Paint Attribute*, *Paint Skin Tool*, *Legacy Artisan Sculpt tool*, *Create Particle tool*, *Paint FX tool*, *Grease Pencil tool*, *Multi Cut tool*, *Quad Draw tool*, *Poly Crease tool*, *Sculpt tools*, *XGen Groom Paint tools*, *Create Particle tool* and *UV Brushes*.

Contextual single selection Hotkey

If a single object or component type is selected is possible enable the relative contextual Hotkey by pressing and release **Z**. For example: almost every object types toggle to component mode by using *contextual hotkey*.

Contextual multi selection of the same object type Hotkey

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

Contextual multi selection of different object type Hotkey

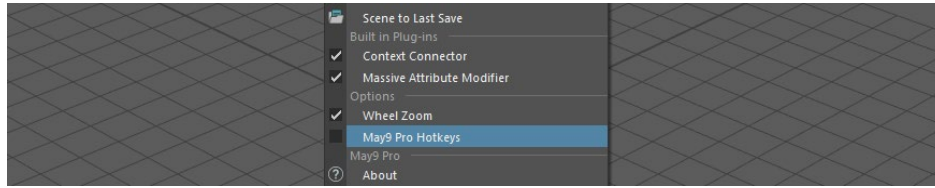
If a multiple object type or component type is selected is enable the relative contextual Hotkey by pressing and release **Z**.

Contextual panel Hotkey

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

Custom Hotkeys

The custom *May9 Pro* hotkeys will be added to current ones by create two new *Hotkey Set* (*Core* and *Pro*), for enable all the included hotkeys *May9 Pro > May9 Pro Hotkeys*.



Added Hotkeys

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

SHIFT + ALT + Space = Playback toggle

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

CTRL + ALT + 8 = Paint Effects Panel

CTRL + ALT + X = Reverse to save

CTRL + ALT + M = Toggle Shelf Tabs

CTRL + ALT + T = Toggle Title Bar

CTRL + ALT + L = List of Input Operation

CTRL + ALT + . = move a keyframe to the next frame

CTRL + ALT + , = move a keyframe to the previous frame

CTRL + ALT + Space = Interactive playback

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

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

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

CTRL + SHIFT + ALT + M = Toggle Shelf

CTRL + SHIFT + ALT + R = Toggle Resolution Gate

CTRL + SHIFT + ALT + Z = MMtoKey Manager

CTRL + SHIFT + ALT + Q = Reset Context MM

CTRL + SHIFT + ALT + S = Key only the already keyed channels

CTRL + SHIFT + ALT + Return = Match Pivot

CTRL + SHIFT + Return = Reset Pivot

CTRL + Return = Delete Non-Deformer History and Freeze Transform

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

CTRL + P = Parent and position

CTRL + J = Context Connector or Connection Editor

CTRL + K = Massive Attribute Editor

ALT + 1 = Set Layout Single Perspective/Four View

ALT + 2 = Set Layout Node Editor

ALT + 3 = Set Layout UV Texture Editor

ALT + 4 = Set Layout Graph Editor

ALT + 5 = Set Layout Shape/Pose Editor

ALT + 6 = Set Layout Reference Editor

ALT + 7 = Set Layout Component Editor

ALT + 8 = Set Layout Relationship Editor

ALT + 9 = Set Layout Dynamic Relationship Editor

ALT + 0 = Set Layout Hypershade

ALT + C = Open Channel Box or toggle it if docked

ALT + A = Open Attribute Editor or toggle it if docked

ALT + M = Open Modelling Toolkit or toggle it if docked

ALT + U = Open UV Toolkit or toggle it if docked (**CMD + U** on OS X)

ALT + O = Open Outliner or toggle it if docked

ALT + T = Open Tools Preference Settings or toggle it if docked

**ALT + ** = Reset Current Workspace

ALT + L = Open Color Picker

ALT + Enter = Toggle perspective to orthographic camera

SHIFT + UP = Side View

SHIFT + RIGHT = Front View

SHIFT + DOWN = Top View

SHIFT + LEFT = Persp View

SHIFT + T = Assign shader if an object is selected or open create node window if not

A + LMB = SOuP Smart Connect (need SOuP installed)

~ = Orient Manipulators Toggle

Home = Reset Transformations

End = Select Hierarchy

K + Drag = Smooth playback mode

CMD + Space = Toggle Full Screen (Mac OS only)

Changed Hotkeys

CTRL + ALT + 3 = Toggle Displacement

CTRL + ALT + ~ = Smoothing Display Show Both

CTRL + ALT + Return = Toggle Pan Zoom

ALT + - = Toggle Color Feedback

ALT + I = Toggle Wireframe in Artisan

SHIFT + N = Full Hotbox Display

Changed Preferences

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

- Exposed hidden Membrane deformer
- Exposed legacy Mirror Cut tool
- Exposed legacy curves based text
- Exposed hidden attribute connections
- Double variable warning is disable
- Input Field is exposed in Status Line
- Hotbox have no transparency

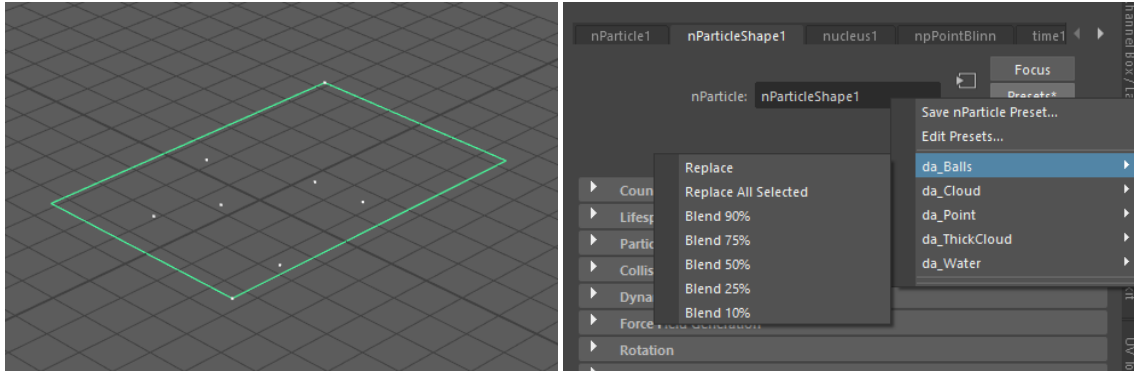
Custom Scripts and Presets

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

nParticle Style Converter

These Presets adds the ability to convert particle to a specific style after their creation:

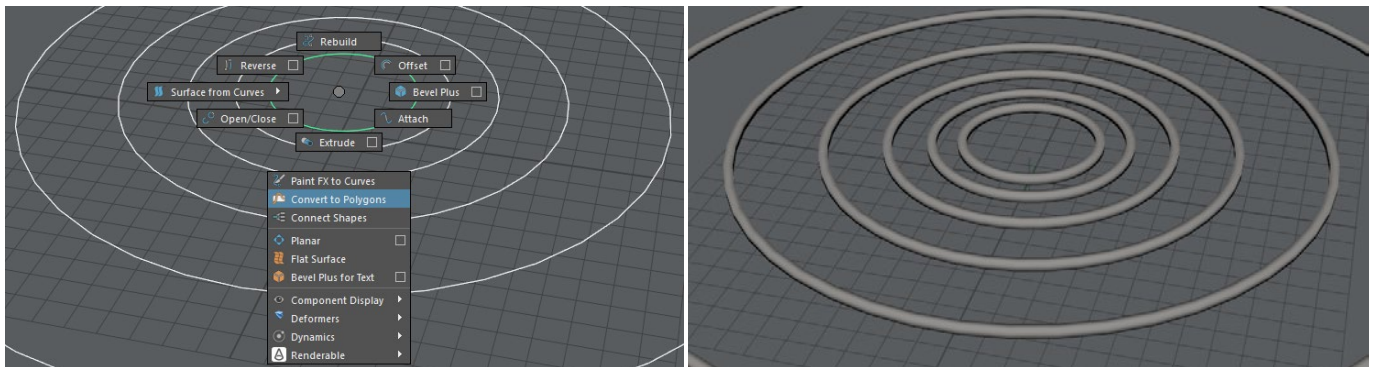
- 1) Select some particle
- 2) If is not, open the *Attribute Editor* (**ALT + A**) and select one of the particle style Presets



da_curveToPoly (video)

This script makes possible the conversion of curves in polygons:

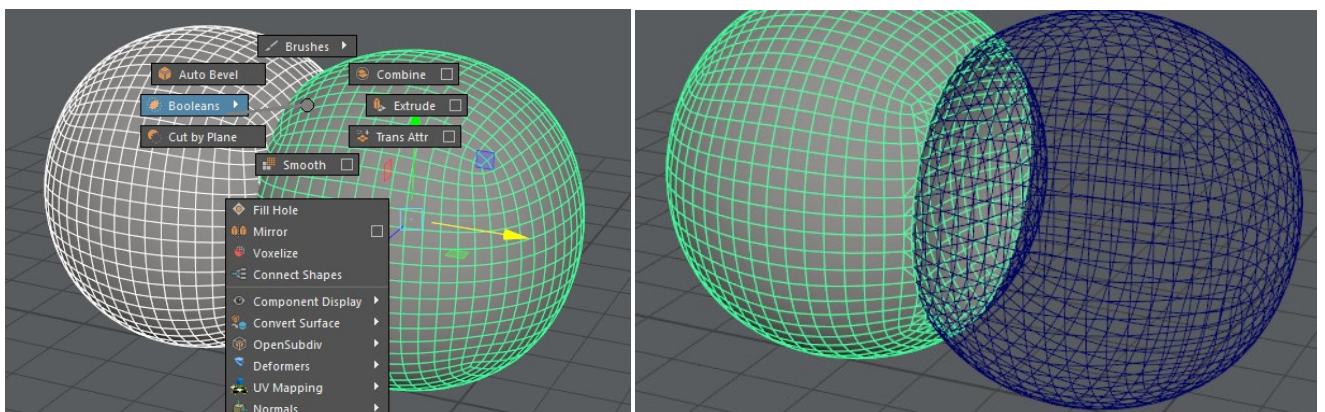
- 1) Select a curve or multiple curves
- 2) **Z + LMB** > *Convert to Polygons*



da_interactiveBooleans (video)

This script makes the Polygonal Boolean process more interactive:

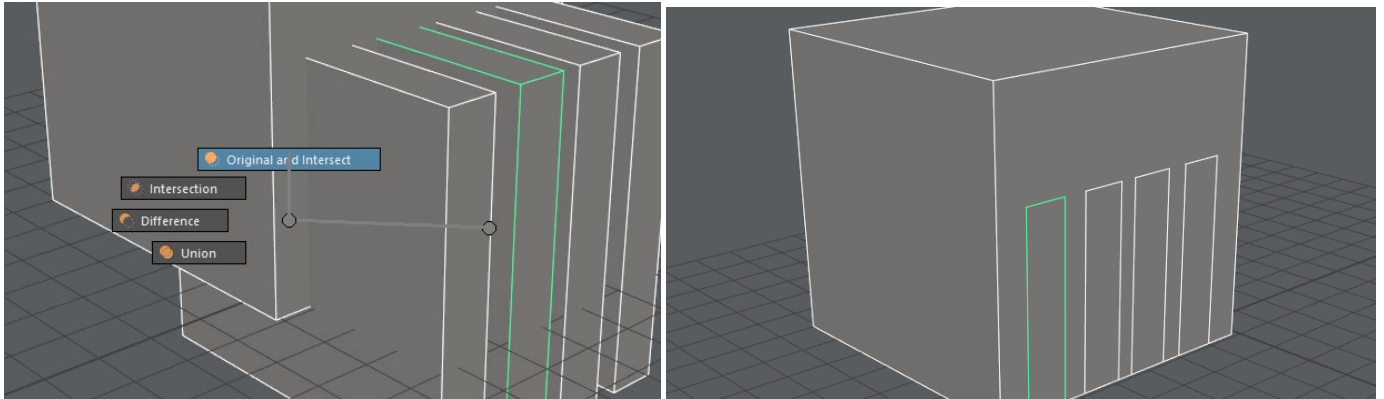
- 1) Select two or more polygons objects
- 2) **Z + LMB** > *Booleans*



da_BooleanFullIntersect (video)

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

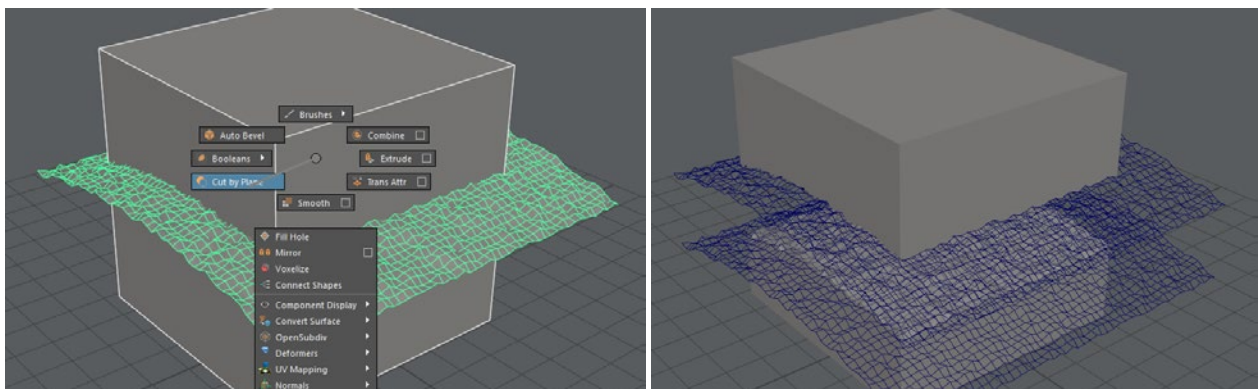
- 1) Select first the main object and after the cutters ones
- 2) **Z + LMB > Booleans > Original and Intersect**



da_PlaneCutter (video)

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

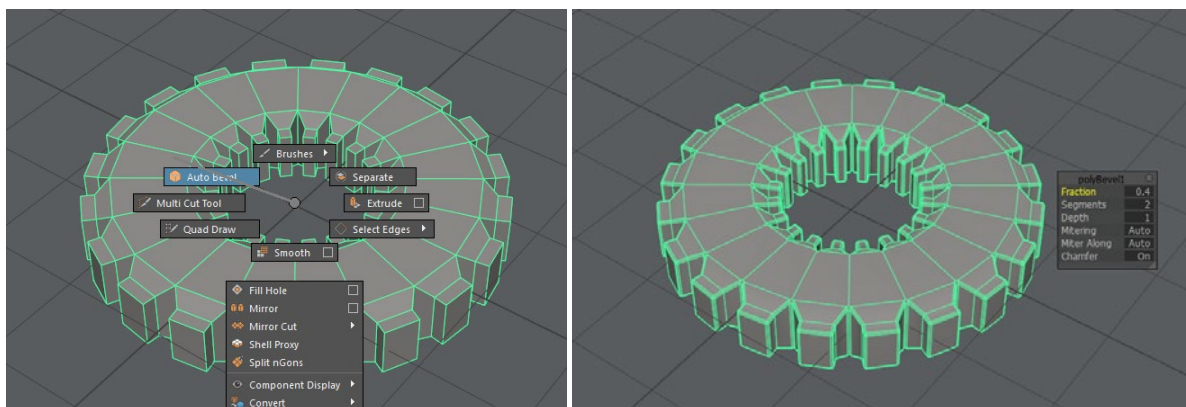
- 1) Select first the main object and after the cutter ones
- 2) **Z + LMB > Cut by Plane**
- 3) Select the single or double operator
- 4) Move the cutter or the cutters plane



da_AutoBevel (video)

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

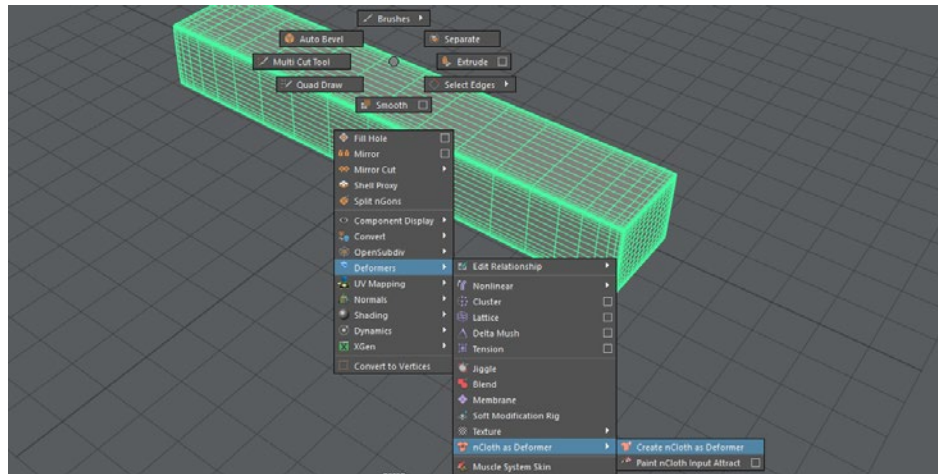
- 1) Select a Polygon
- 2) **Z + LMB > Auto Bevel**



da_ClothAsDeformer [\(video\)](#)

This script set up the current mesh to be deformed by nCloth solver, this can be useful for simulate character self-collision skin or muscle dynamics:

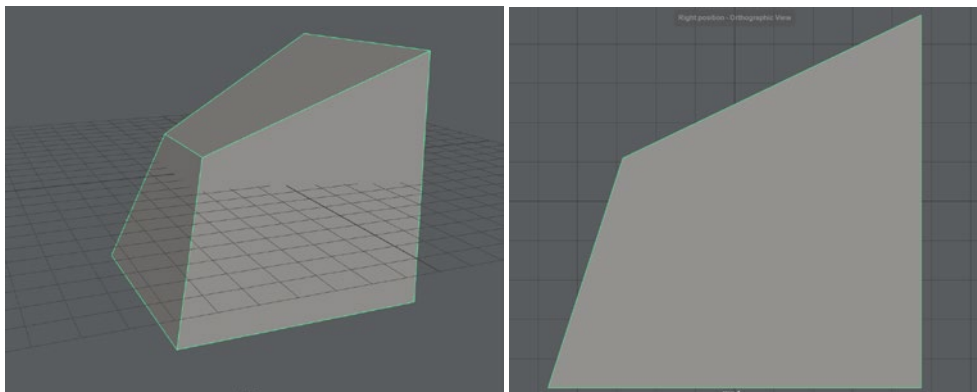
- 1) Select the polygons to deform, it can be the character skin
- 2) **Z + LMB** > *Deformers* > *nCloth as Deformer* > *Create nCloth as Deformer*



da_perspToggle [\(video\)](#)

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

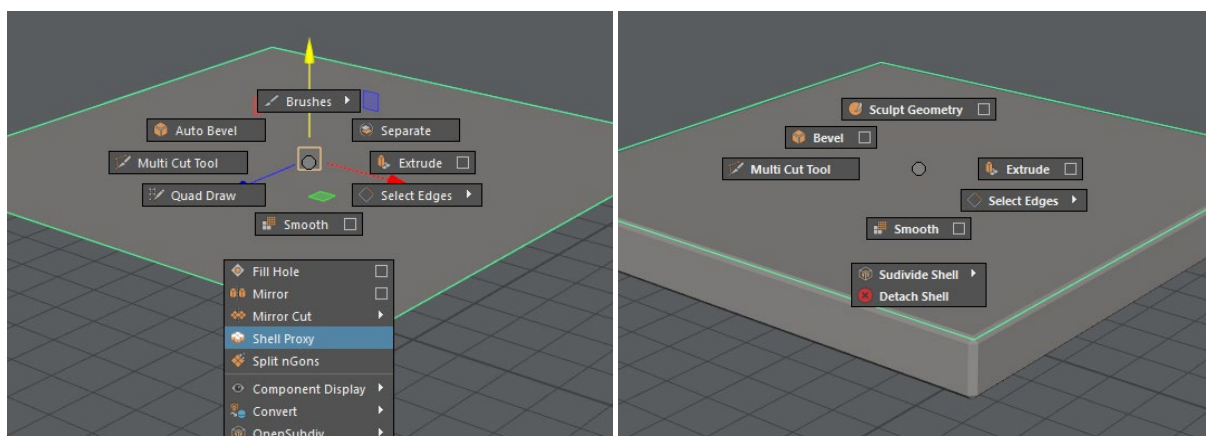
- 1) Move camera
- 2) **Press ALT + Enter**



da_shell [\(video\)](#)

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

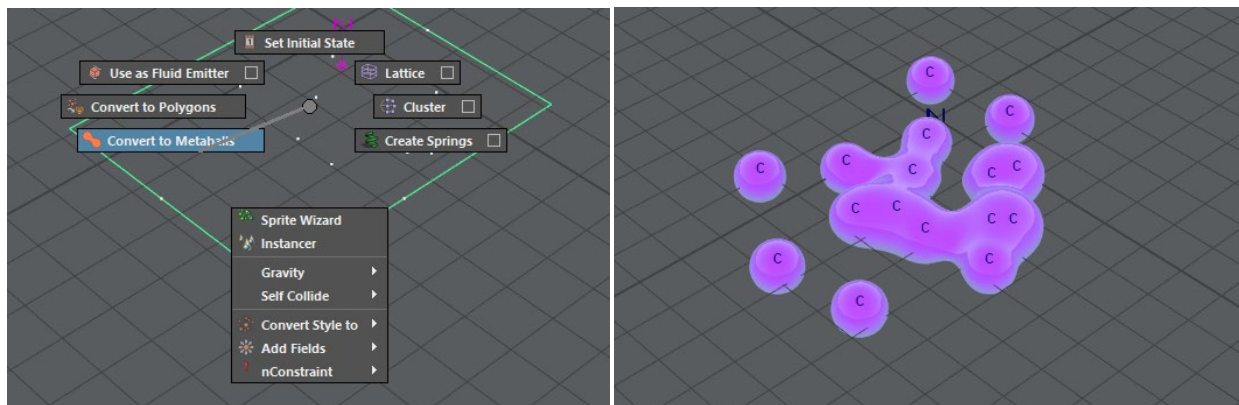
- 1) Select a flat polygon
- 2) **Z + LMB** > *Shell Proxy*
- 3) Continue to model or open tool option by using **Z + LMB**



da_MetaBalls [\(video\)](#)

This script converts particles to polygonal Metaballs:

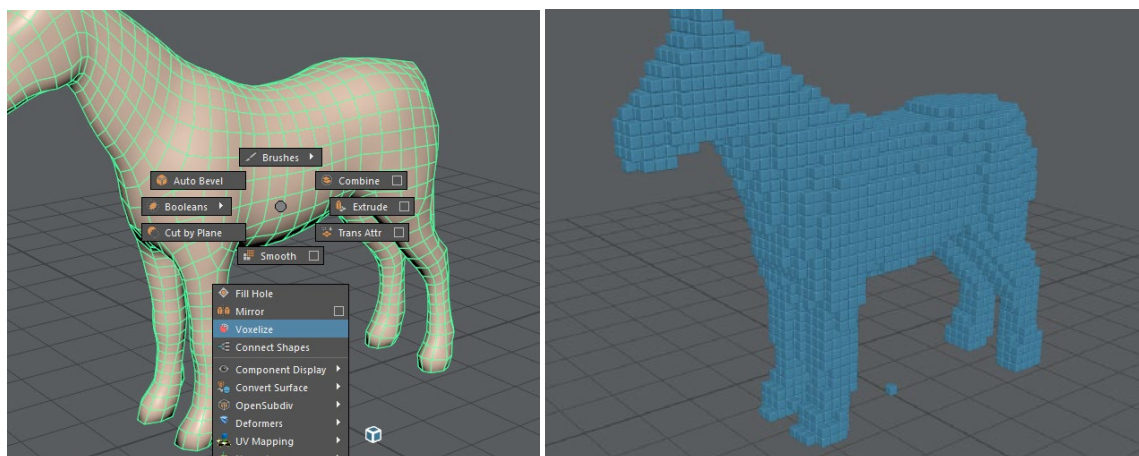
- 1) Select some particles
- 2) **Z + LMB > Convert to Metaballs**
- 3) Move single metaballs by selecting relative cluster



da_MashVoxelizer [\(video\)](#)

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

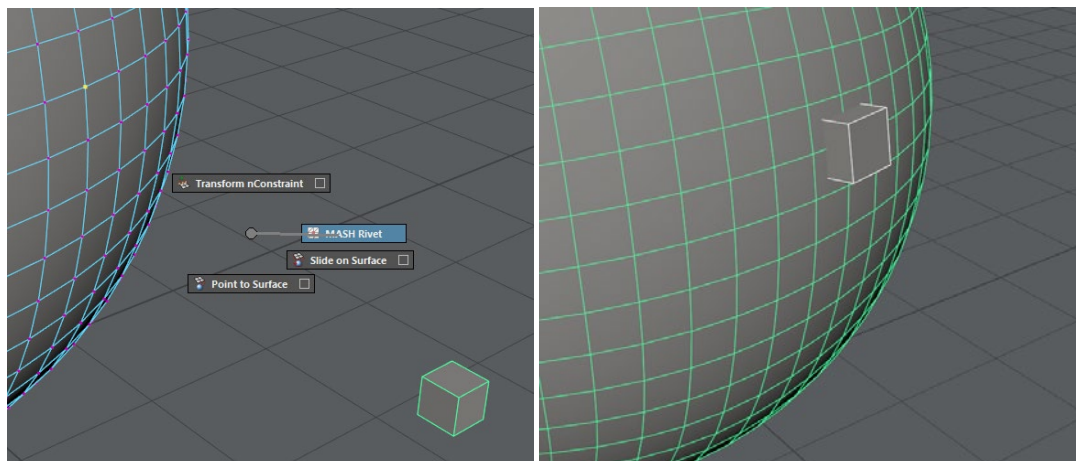
- 1) Select first the filler mesh then the volume mesh
- 2) **Z + LMB > Voxelize in a Volume**



da_RivetMash [\(video\)](#)

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

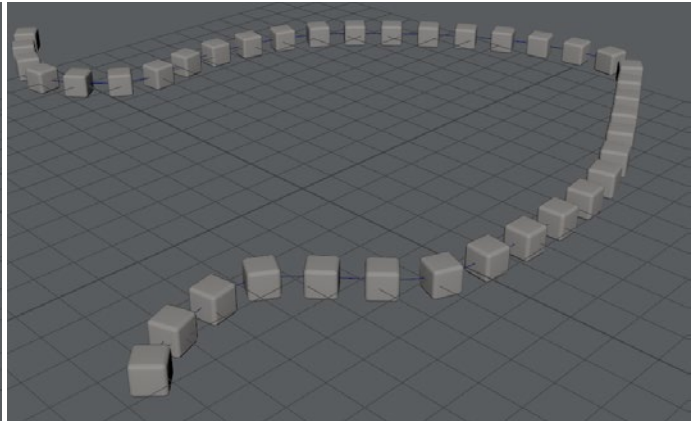
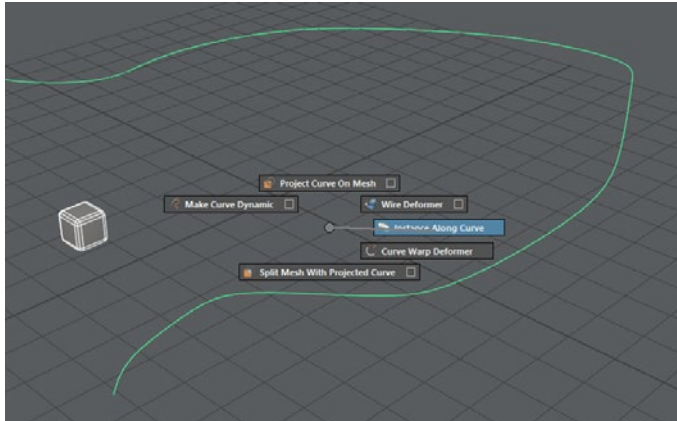
- 1) Select single or multiple components then a polygon
- 2) **Z + LMB > Rivet**



da_CurveDistributionMash [\(video\)](#)

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

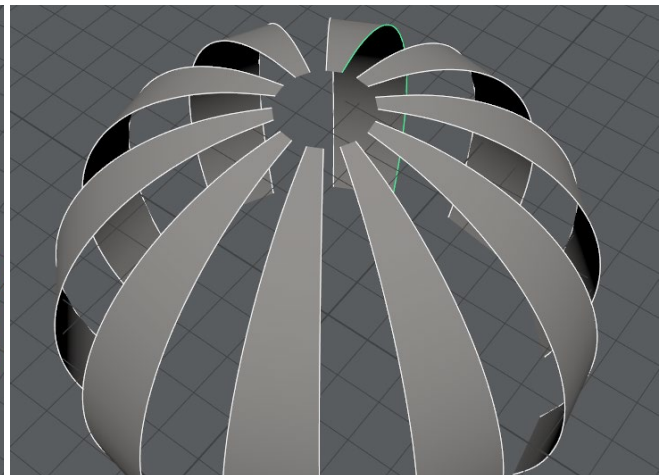
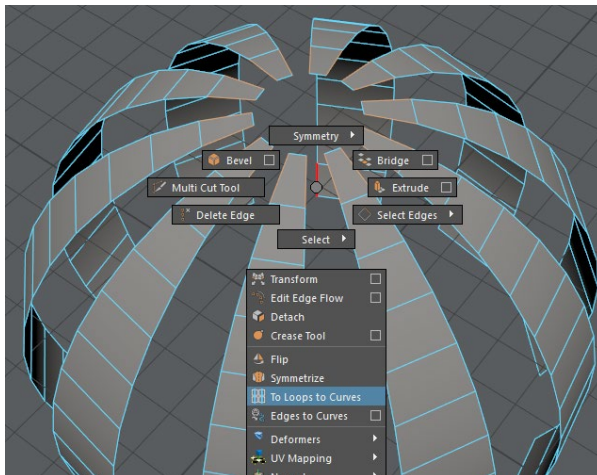
- 1) Select a polygon and then a curve
- 2) **Z + LMB > Instance Along Curve**



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:

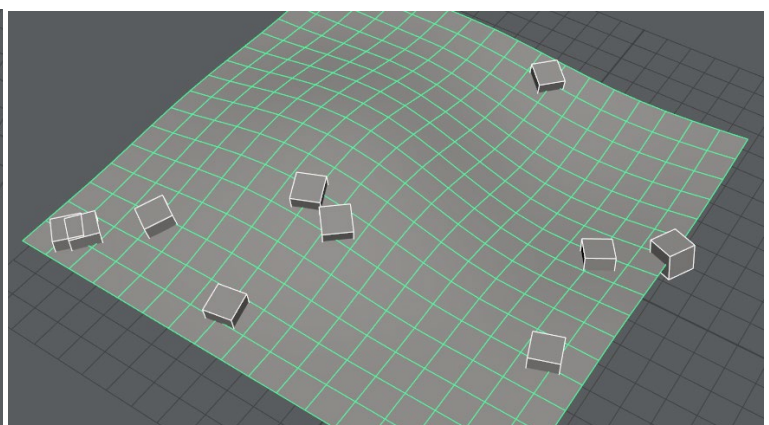
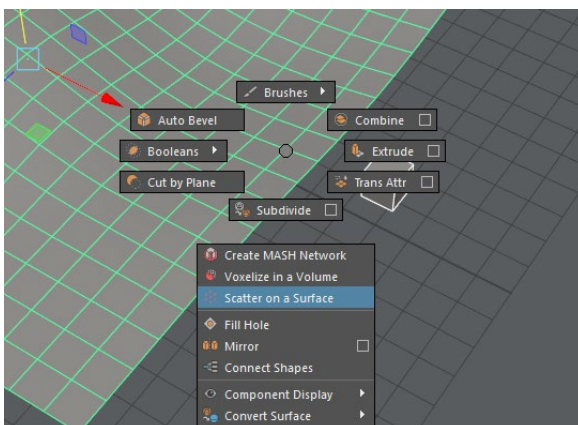
- 1) Select an edge for loop, sometimes this is easier to do in UV texture editor
- 2) **Z + LMB > To Loops to Curves**



da_SurfaceScatterMash

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

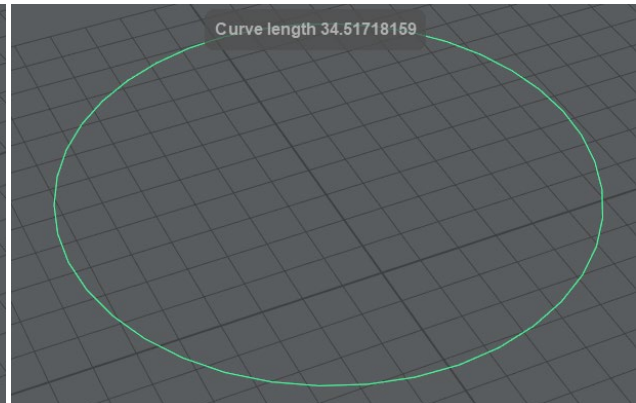
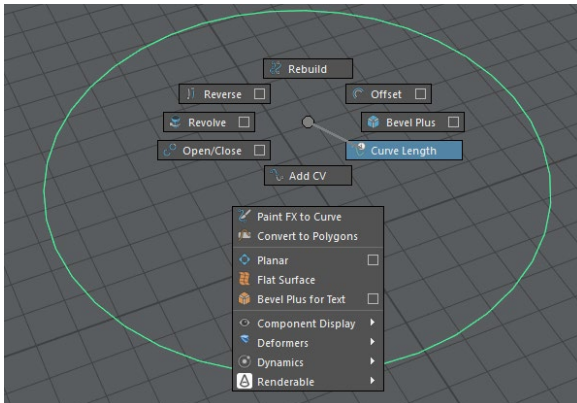
- 1) Select a mesh object then a mesh surface
- 2) **Z + LMB > Scatter on a Surface**



da_CurveLength

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

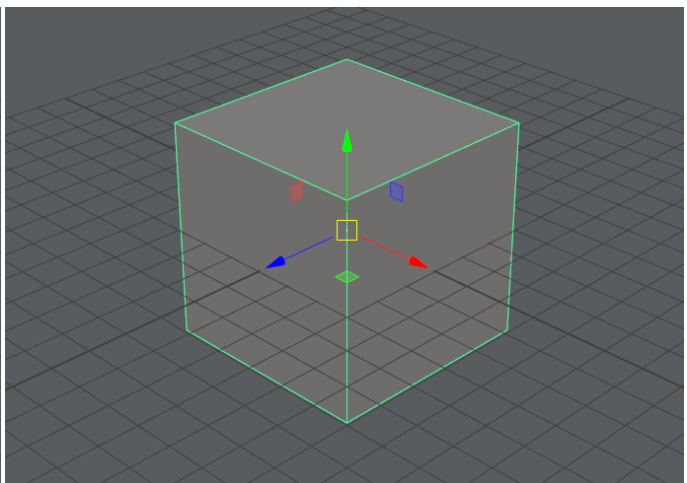
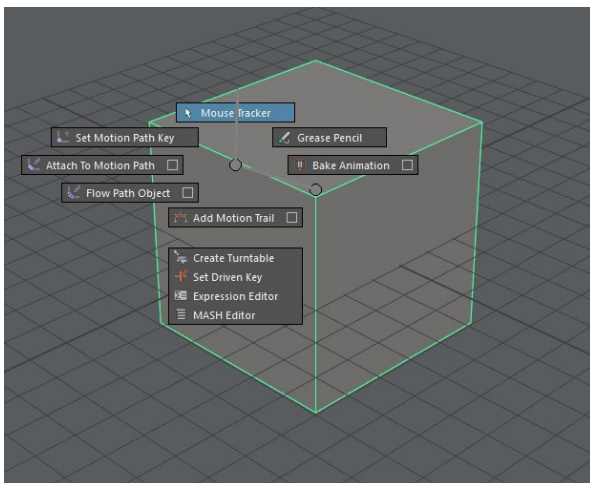
- 1) Select the curve you want to measure
- 2) **Z + LMB > Curve Length**



da_MouseTrack

This script tracks the mouse movement and create an animation:

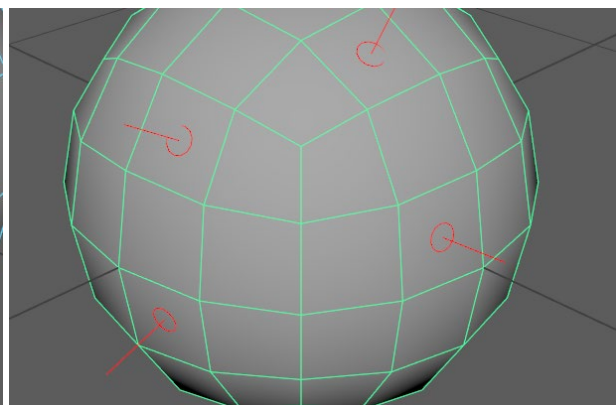
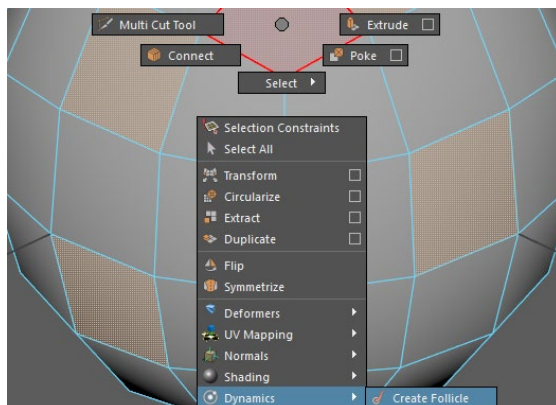
- 1) Select an object
- 2) **Z + MMB > Animation > Mouse Tracker**
- 3) Manipulate the object by using manipulators
- 4) Press **Esc** for stop the tracking



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:

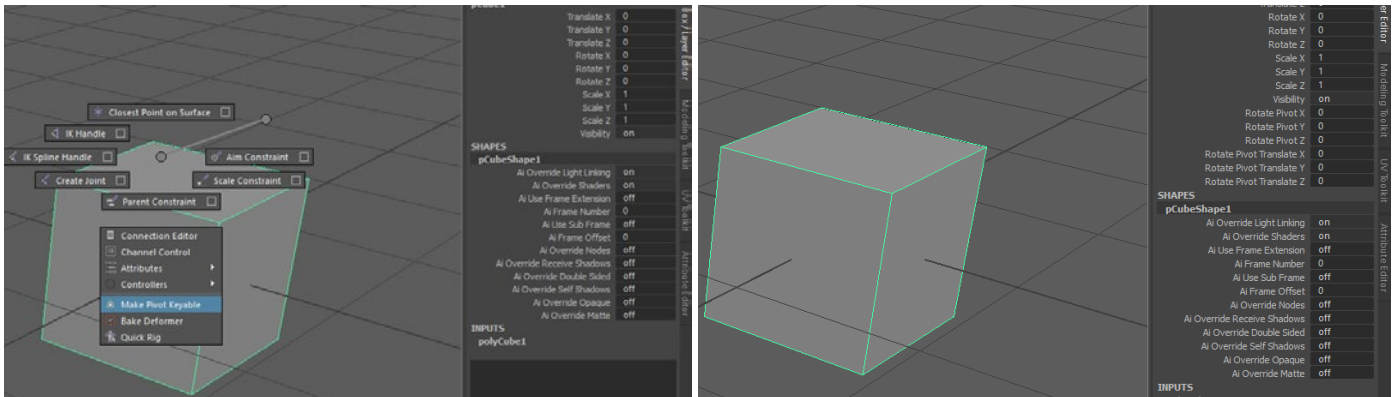
- 1) Select combined curves
- 2) **Z + LMB > Separate**



da_pivotKeyable

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

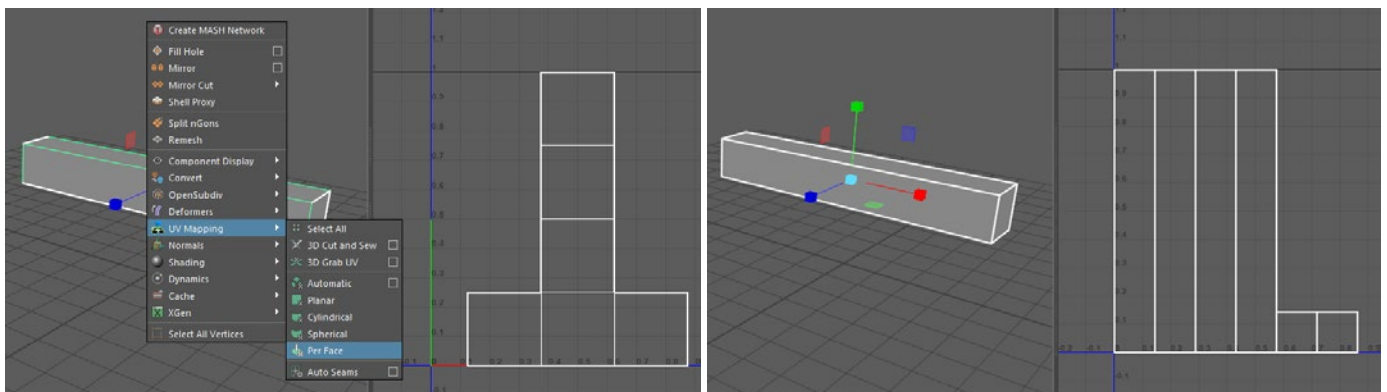
- 1) Select an object
- 2) **Z + MMB > Rigging > Make Pivot Keyable**
- 3) Animate the object as usual



da_MapFacesUV

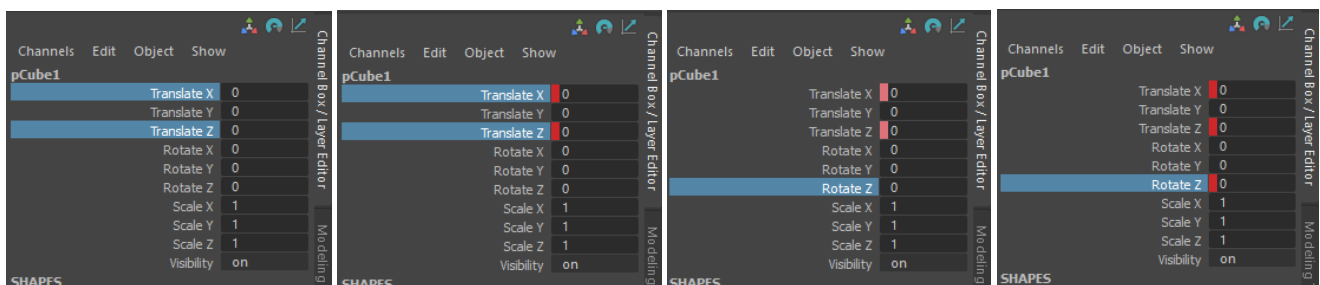
This script maps any single faces of a mesh as separate planar UV shell:

- 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 or **Z + MMB > Animation > Key Animated/Selected**



Third-party plug-ins

May9 Pro support some of the best third-party plug-ins available, some are included other need separate install due to license.

Context Connector [\(Video\)](#)

Context Connection is an advance tool for automate and manage single and multiple node connection, enable it under *May9 Pro > Context Connector*.

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



Massive Attribute Modifier

Massive Attribute Modifier is an advance tool simply wrap all the common attributes between the selected objects and display them in a list, enable it under *May9 Pro > Massive Attribute Modifier*.

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



Bool [\(Video\)](#)

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

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



ProSets (Video)

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

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



ngSkinTools (Video)

ngSkinTools allows flexible and artistic workflow, while providing all the necessary tools for precision, is available to download or buy [here](#).

For use *ngSkinTools*, select a skinned mesh and **Z + LMB > ngSkin Tools > Initialize Skinning Layers**



SOuP

SOuP is a vast framework that brings a tonne of new functionality to Maya, is available to download or buy [here](#).

da_ViewportUV

This script makes a UV projection mesh in the Viewport:

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



da_ShatterMesh

This script shatters a mesh:

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



da_TensionBlendShape

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

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



da_CollideOutward and da_CollideInward

These scripts create a collision deformer between meshes:

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



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

This tool makes modeling tools procedural:

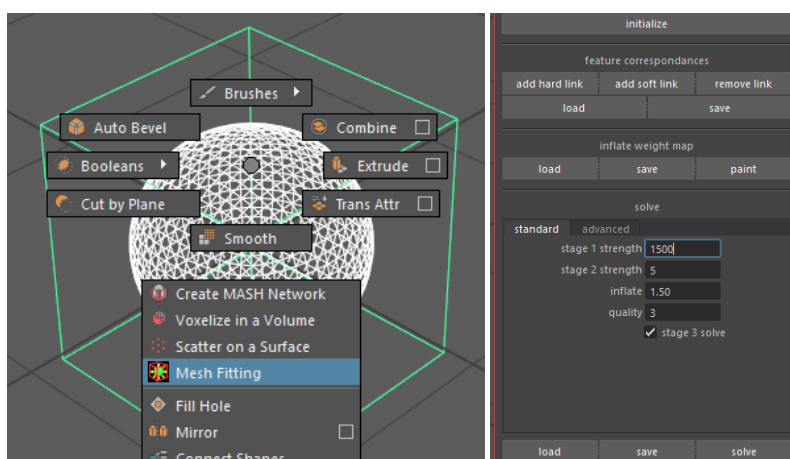
- 1) Select a mesh
- 2) **Z + LMB** > *Edit Component List*
- 3) Select one of the existing modeling operator and add or remove desired components



Mesh Fitting [\(Video\)](#)

This tool fit a different topology mesh to another one:

- 1) Select two meshes, a source one and target one
- 2) **Z + LMB** > *Mesh Fitting*



Smart Connect

This tool gives the ability to contextually connect objects attributes:

- 1) Select two objects or more objects, a source and target ones
- 2) Press **A + LMB**



Uninstallation

For uninstall *May9 Pro* run *source May9_uninstall.mel* as MEL command and restart *Autodesk Maya*.

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

Release notes

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

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

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

Useful links

Facebook page: fb.com/May9Prefs

YouTube channel: youtube.com/c/May9

Credits and license

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

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

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

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

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

ProSets is made by *Mainframe North* and licensed under custom EULA.

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

SOuP is made by *Peter Shipkov* and licensed under custom license.

ChangeLog

Version 3.2

- Unified Maya versions installer
- Completion of modular structure
- May9 hotkeys sets are added over the current hotkeySet during installation
- Polish hotkeys scheme
- May9 Pro custom hotkeys can be now enable or disable from May9 Pro drop-down menu
- Add Key Keyed Only script and mapped to CTRL + SHIFT + ALT + S
- Add support to Construction History
- Add expose rotate order script to All_MM
- Improved da_MetaBalls script performance
- Improved May9 Pro main menu
- Removed May9 Pro Workspace, please use Maya Classic instead
- Removed custom Hypershade Layout
- Removed da_nParticleConverter scripts, is still possible change particle style from nParticles Presets
- Minor improve to some Marking Menu

Version 3.1.3 (2018/06/05)

- Add round keyframe script
- Add support to Stepped Preview in All_MM
- Add CTRL + ALT + . to move a keframe to the next frame
- Add CTRL + ALT + , to move a keframe to the previous frame
- Add script to remove deprecated Mental Ray nodes
- Improved Graph Editor and animation support
- Improved nCloth support, now Compass can drive localForce and localWind
- Improved Compass script, now have a Magnitude attribute
- Improved Per Face Map script, now work on selected faces
- Improved aiVolume support
- Improved Image Plane support
- Improved UV support
- Improved Curves support
- Improved camera support
- Fix critical bug that crash Maya when aiVolume are created by All_MM
- Fix Image Planes when loaded from MayaWindow_MM
- Minor improve to some Marking Menu

Version 3.1.2 (2018/05/17)

- Add Per Face Map script
- Improved support to UV mapping
- Minor improve to some Marking Menu

Version 3.1.1 (2018/05/15)

- Add support to Auto Frame Time in GraphEditor_MM (Maya 2018.3 only)
- Add support to particle emitters
- Assign Toggle Title Bar to CTRL + ALT + T
- Improved support to nCache
- Improved user guide
- Now CTRL + ALT + G toggle Viewport grid
- Fix hotkey bug in Japanese and Simplified Chinese languages
- Fix notting selected bug on da_EdgesToLoopToCurve
- Minor improve to some Marking Menu

Version 3.1.0 (2018/05/03)

- Add May9 Pro drop-down menu
- Add support to Isolate Select

- Add nHair support to NURBS MMs
- Exposed legacy curves based text
- Exposed History icons in Status line
- General refactoring
- Improved design of All_MM
- Improved contextual Marking Menus performance
- Improved modularity structure
- Improved Hypershade layout
- Improved Cache support
- Improved UV workflow
- Improved Dynamic Fields support
- Update MMtoKey to 1.2.2
- Assign Toggle Anti-Alias to CTRL + ALT + A
- Assign Toggle Shelf Tabs to CTRL + ALT + M
- Removed Maya 2017 support
- Minor improve to some Marking Menu

Version 3.0.8 (2018/03/23)

- Add support to Maya 2018 new primitive
- Assign Reset Context MM to CTRL + SHIFT + ALT + Q
- Fix wrong Reset Transformation command in All_MM
- Minor improve to some Marking Menu

Version 3.0.7 (2018/03/19)

- Fix MM suck on unsupported windows that use Null_MM (thanks to Andrey Menshikov)
- Assign Select Hierarchy on End and SHIFT + ALT + H
- Improved Reset Transform script
- Minor improve to some Marking Menu

Version 3.0.6 (2018/03/18)

- Add support to Japanese and Simplified Chinese languages
- Add support to Namespace editor
- Update MMtoKey to 1.2.1
- Improved UV mapping support
- Now Reset Transformations in mapped on Home button too
- Fix bug that prevent load of Outline_MM if more that one outliner are opened
- Fix critical bug that make Maya crash if Lock or Unlock command is selected under All_MM
- Remove Smooth Wireframe when Anti-alias is enable by MayaWindow_MM
- Minor improve to some Marking Menu

Version 3.0.5 (2018/03/05)

- Add Flood support to Sculpt Mesh MM (Maya 2018 Only)
- Add custom color gradient when the function is enable by Paint Skin Weight MM
- Add support to Edit Component List (required SOuP)
- Add support to Mesh Fitting (required SOuP)
- Assign Match Pivot to CTRL + SHIFT + Return
- Assign Tag as Controller to CTRL + SHIFT + T
- Assign Parent Controller to CTRL + SHIFT + P
- Exposed da_Compass under All_MM
- Improved da_Compass, now is based on ProductVector node and have a clean design
- Now CTRL + Return preserve deformable history
- Update SOuP support to 2018-03-03
- Remove Procedural Bevel script, due to new Edit Components List tool
- Fix rare bug on contextual MM when toggle NURBS in component mode

Version 3.0.4 (2018/02/21)

- Add Match UV script
- Add Match Normal script
- Improved UV workflow
- Improved Joint support
- Fix Maya 2017 critical bug that prevent installation
- Minor improve to some Marking Menu

Version 3.0.3 (2018/02/18)

- Add support to Vertex Animation Cache
- Add Delete Non-Deformer History to All_MM
- Add Shelf Tabs to MayaWindow_MM
- Add support to ProSets (sold separately for Maya 2018 only)
- Remove Anti-Alias multisample preference
- Fix local space on da_ProceduralBevel

Version 3.0.2 (2018/02/08)

- Use font style to define MM type:
 - Normal, contextual MMs
 - Bold, ALL MM
 - Italic, Tools MMs
- Improve skin support
- Clean MM code to match Maya 2018 command-line flags

Version 3.0.1 (2018/02/05)

- Add Pivot Keyable script
- Add support for Channel Control
- Add Procedural Bevel script (required SOuP)
- Improved muscle support
- Assign Interactive playback to CTRL + ALT + Space
- Remove Interactive playback from Time Slider
- Now Anti-Alias multisample is set to 4
- Now Shelf is visible by default in May9 Pro workspace
- Fix All_MM HUD support
- Minor fixes and improvements

Version 3.0.0 (2018/01/25)

- First plug-in release
- Add Separate curves script
- Add toggle to maximize the under pointer modelPanel when the same layout hotkey is pressed for two or more times
- Add support to Hypershade and assigned to hotkey ALT + 0
- Add support to Motion Trial
- Add support to SOuP (sold separately)
- Edit and Graph Shader Based on Selection is now on CTRL + ALT + 0
- Now Shape editor and Pose editor are vertically stacked into a single layout
- Now Reference layout is mappend on ALT + 6
- Removed Soft Modification Rig due to local space issues
- Removed settings customization
- Expose Combine Curves command
- Minor change to May9 Pro workspace
- Minor improve to some Marking Menu
- Minor fixies
- Improved documentation