MAY 9

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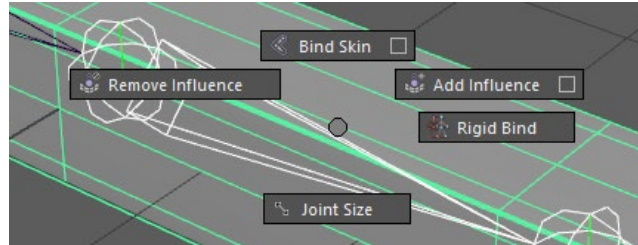
The most advanced included MMs are programmed to be polymorphic, so their design can change in base of: selection type or size, UI panel, tool preferences or application preferences.
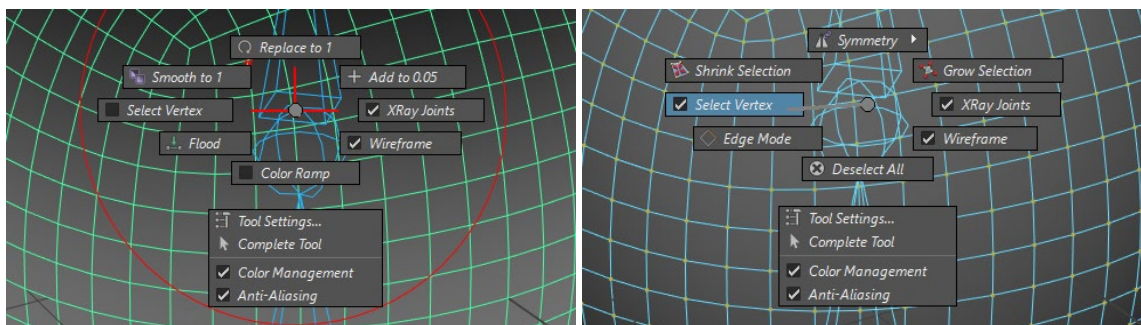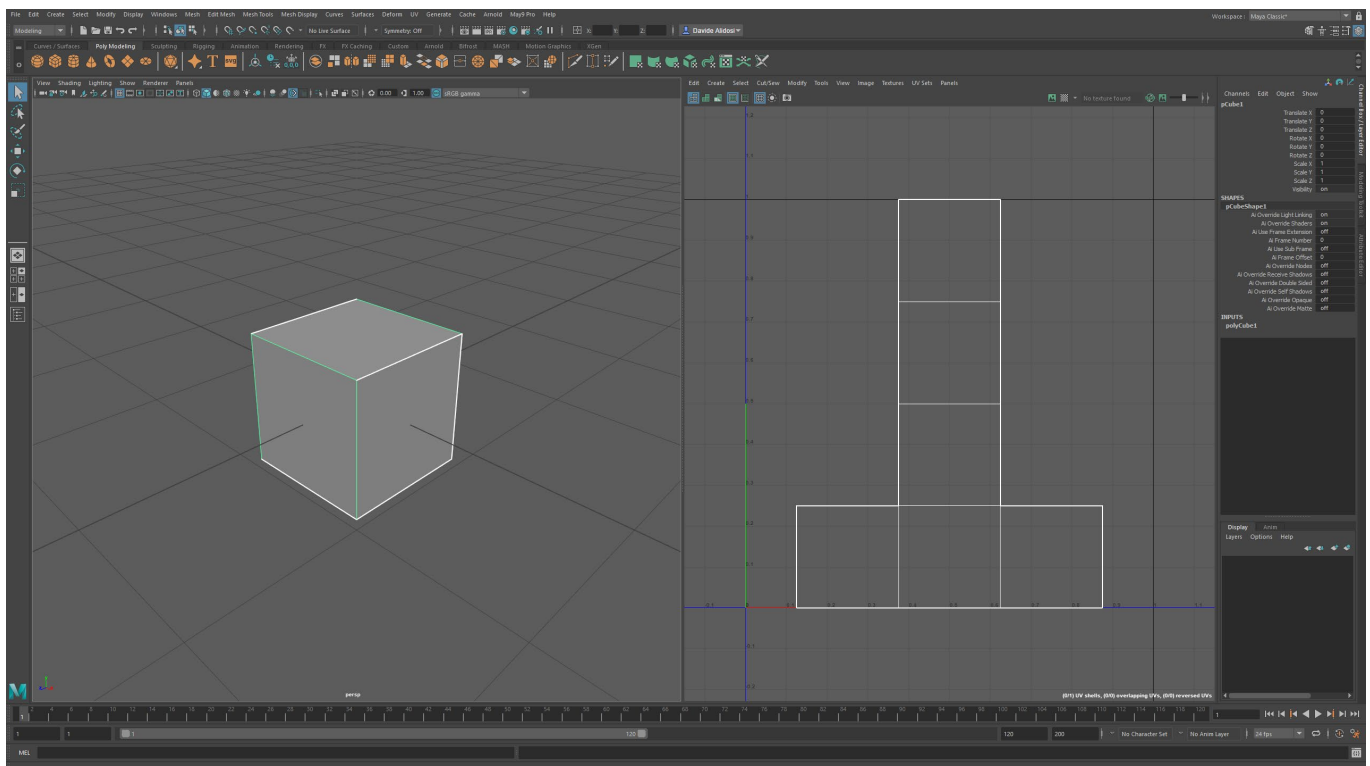

In addition *May9 Next* also include: contextual hotkeys, layouts, scripts, presets, and optional hotkeys.

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:
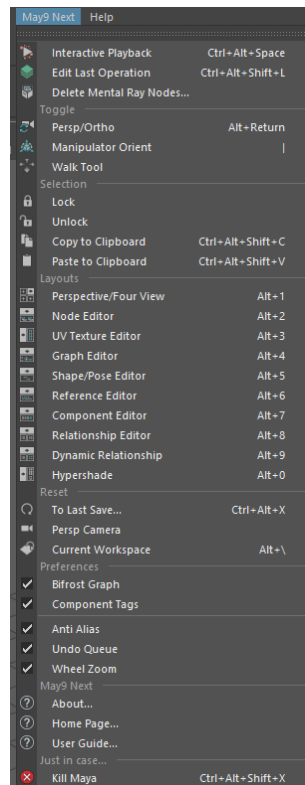
ALL MM

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:
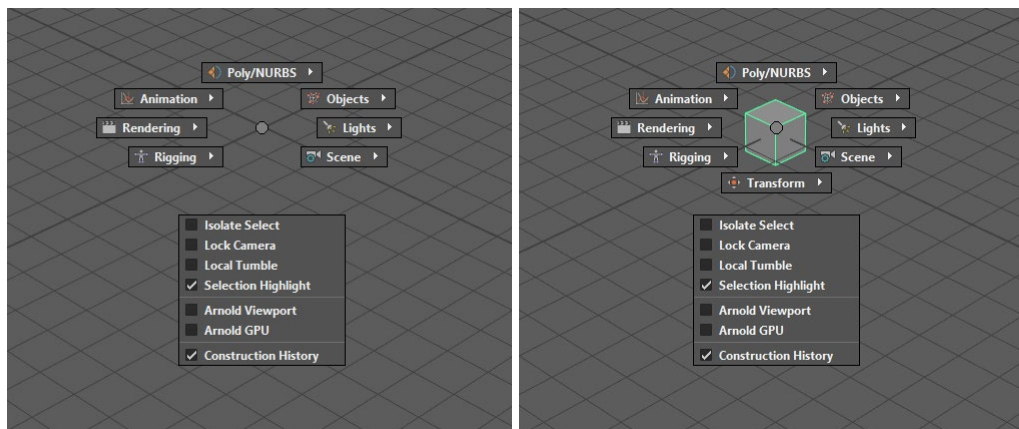
MAYA WINDOW MM

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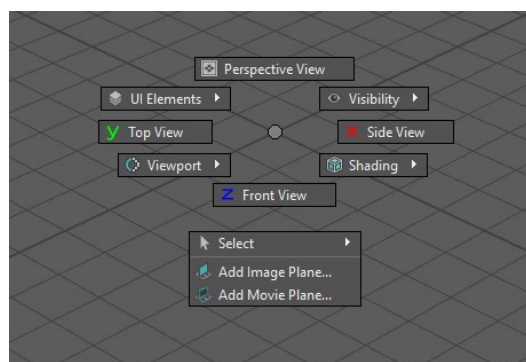
CONTEXTUAL SINGLE SELECTION MM

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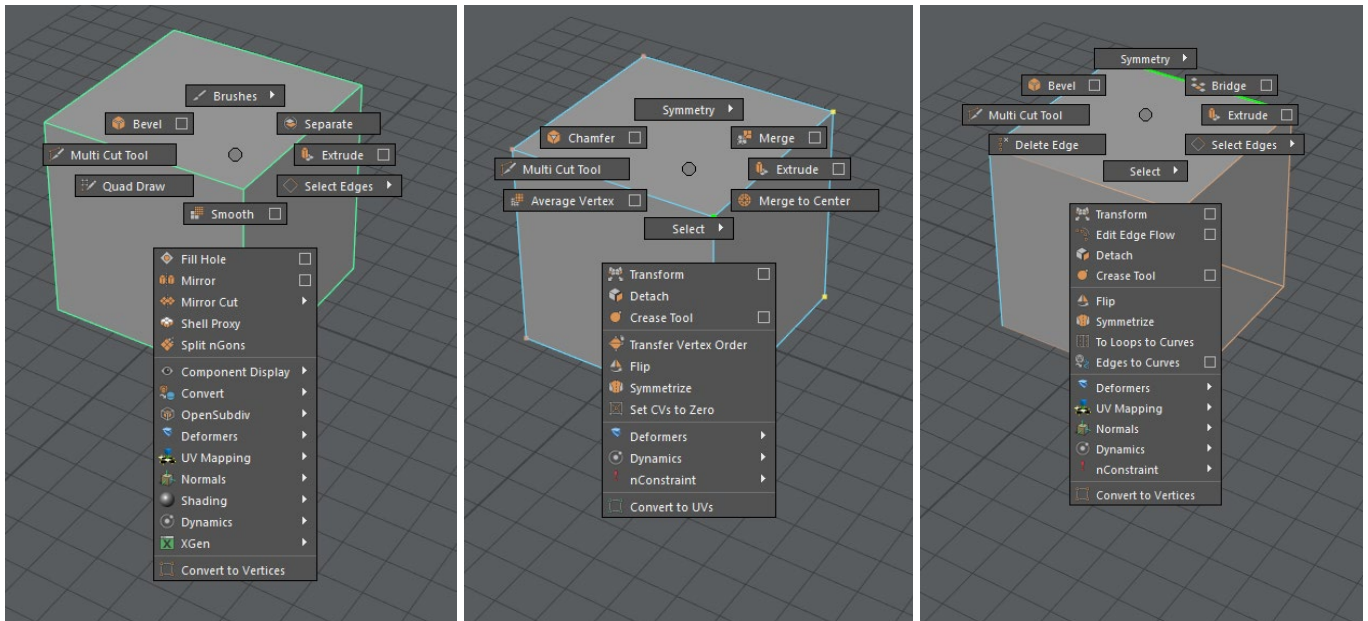
CONTEXTUAL MULTI SELECTION MM

When a multiple object type or component type is selected press *Z + LMB* to enable the relative contextual MM:
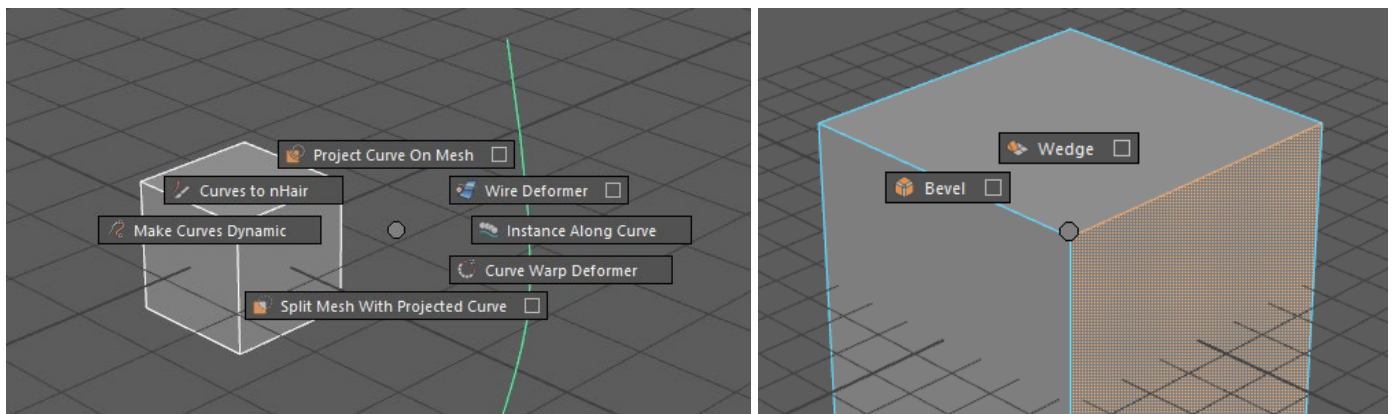
CONTEXTUAL MULTI SELECTION OF THE SAME OBJECT TYPE MM

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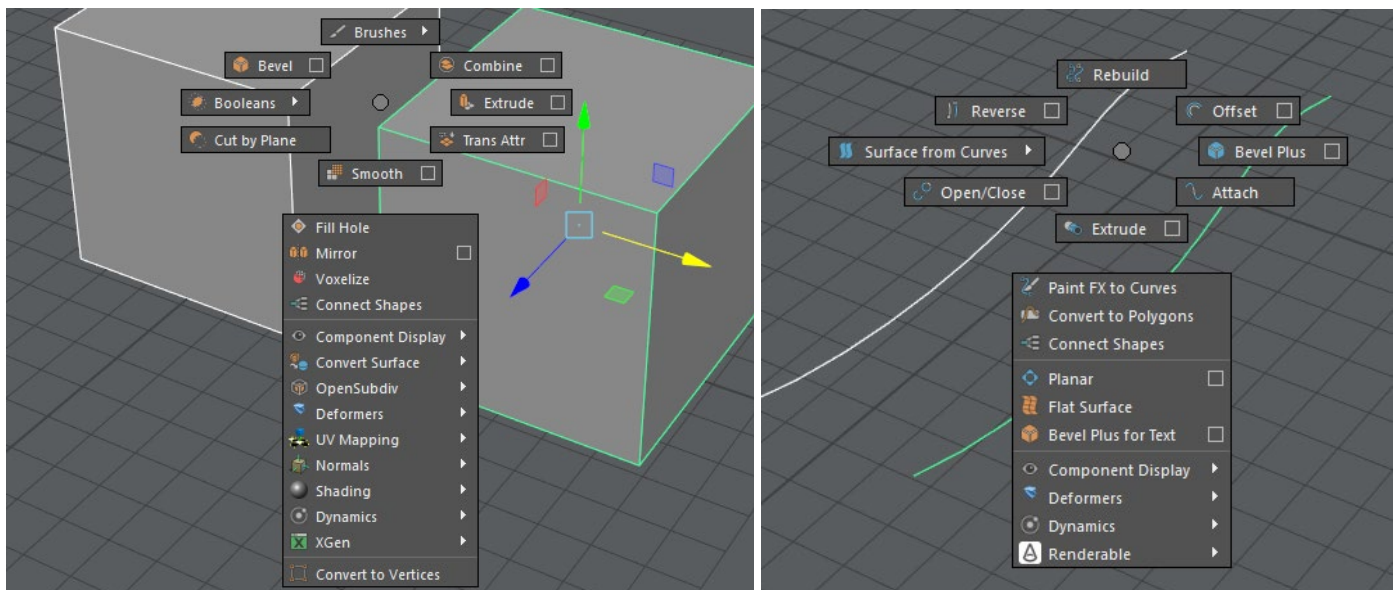
CONTEXTUAL PANEL MM

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:
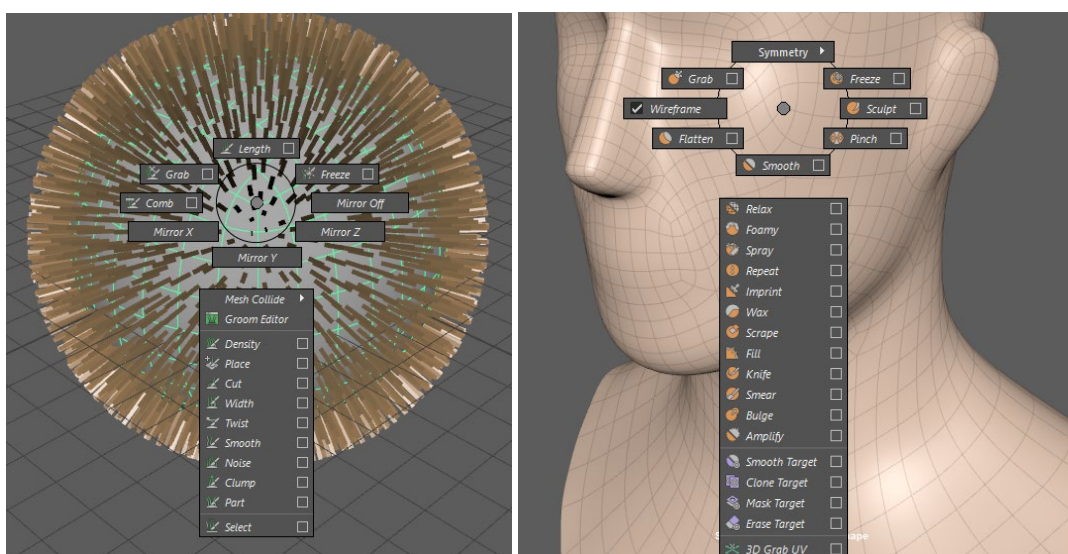
These are the tool supported by Contextual Tool MM: *3D Paint*, *Paint Attribute*, *Paint Skin*, *Legacy Artisan Sculpt*, *Create Particle*, *Paint FX*, *Grease Pencil*, *Multi Cut*, *Quad Draw*, *Connect*, *Poly Crease*, *Sculpt Brushes*, *XGen Groom Paint*, *Create Particle*, *Target Weld*, *IK Handle*, *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*.
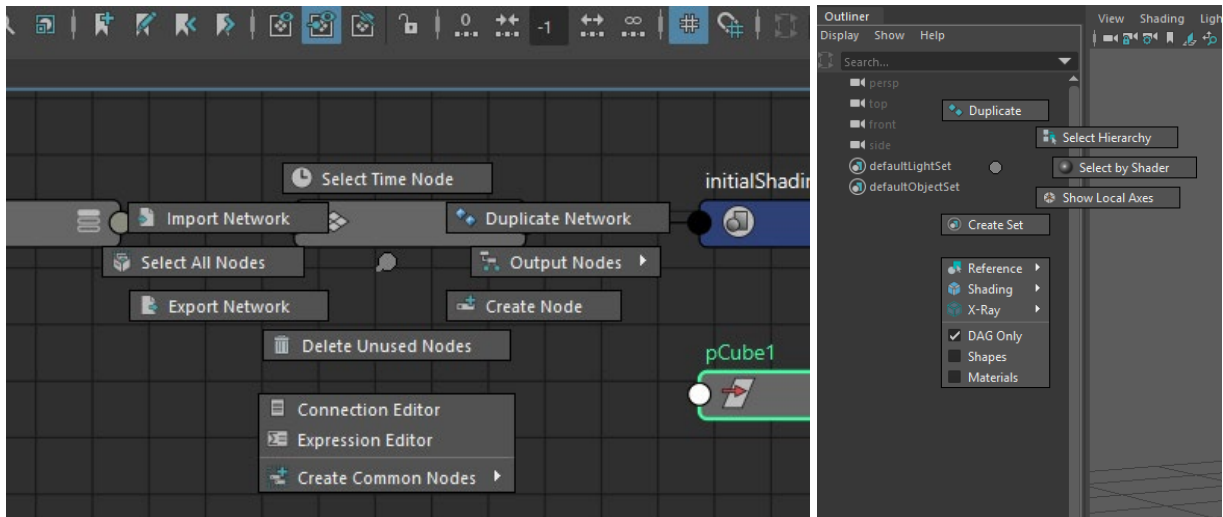
CONTEXTUAL MULTI SELECTION OF THE SAME OBJECT TYPE HOTKEY

If a multiple object of the same type is selected press and release *Z* for enable the relative contextual Hotkey.
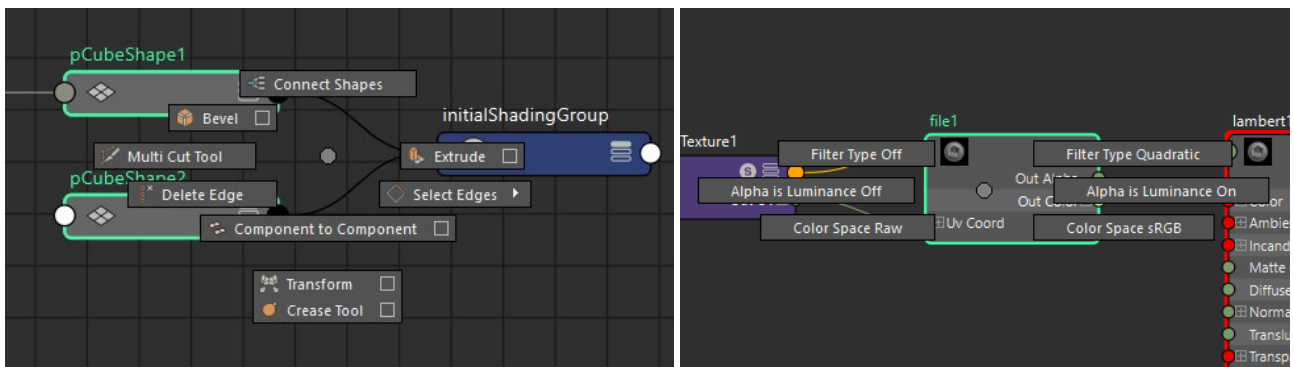
CONTEXTUAL MULTI SELECTION OF DIFFERENT OBJECT TYPE HOTKEY

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

SHIFT + ALT + Z = Zero Transformations (move objects to world centre)
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 + X = Kill Maya
CTRL + SHIFT + ALT + C = Copy selection to clipboard
CTRL + SHIFT + ALT + V = Paste selection to clipboard
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 + D = Super Duplicate
CTRL + SHIFT + ALT + L = Edit Last Operation
CTRL + SHIFT + ALT + G = Create Null Group
CTRL + SHIFT + ALT + N = Toggle Title Bar script
CTRL + SHIFT + ALT + INS = Match Pivot
CTRL + ALT +SHIFT + Q = Toggle Shape Transform script
CTRL + SHIFT + ALT + F = Frame Only Selected script
CTRL + SHIFT + ALT + MMB = Mouse Over MM

CTRL + ALT + D = Reset Pivot
CTRL + ALT + O = Tag as Controller
CTRL + ALT + P = Parent Controller
CTRL + ALT + G = Save selection into a Set
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
SHIFT + RETURN = Duplicate Attribute Editor tab

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 + K = Bifrost Graph Editor
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)

F1 = Search (Maya 2022.1+)

RESIGNED 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 2022.1+)

CTRL + ALT + A = Motion Builder style X-Ray Toggle (Maya 2020+)
CTRL + ALT + F1 = Toggle visibility of NURBS curves (Maya 2020+)
CTRL + ALT + F2 = Toggle visibility of Polygons (Maya 2020+)
CTRL + ALT + F3 = Toggle visibility of Displacement (Maya 2020+)
CTRL + ALT + F4 = Toggle visibility of Image Planes (Maya 2020+)
CTRL + ALT + F5 = Toggle visibility of Wireframe on Shaded (Maya 2020+)

HIDDEN TOOLS EXPOSED

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

- Membrane deformer
- Mirror Cut tool
- Legacy curves-based text
- Paint Effects 2D Panel
- Rigid skin bind

CHANGED PREFERENCES

The flowing is the *Autodesk Maya* preferences changed in *May9 Next*:

- Double variable warning is disable
- Connection Editor display hidden attributes
- Custom Hypershade layout
- Render Sequence render all renderable cameras
- HotBox transparency is set to 0, wireframe transparency is set to 0.6 (only Maya 2023)
- Disable restore saved layout from file

CUSTOM SCRIPTS

May9 Next contained hundreds of MEL scripts that is support the contextual workflow, but there is 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*.
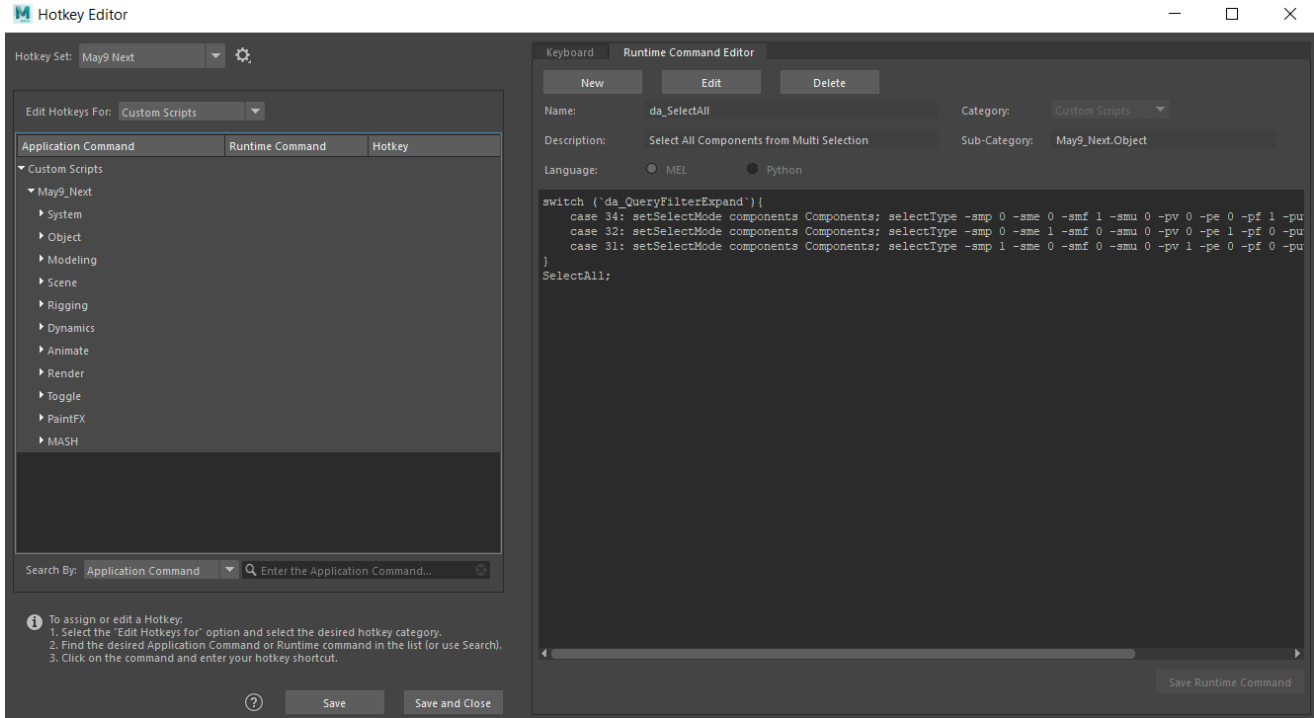

CUSTOM PRESETS

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
  - *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
- Paint FX, *brush*
  - *da_TemplateBrush.mel*, revert a Paint FX brush to original default
  - *da_TemplateTube.mel*, create a Paint FX tube brush

INSTALLATION

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 *May9* as *MEL* command
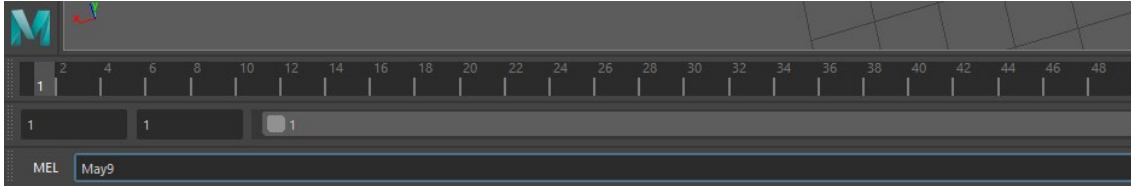
UPDATE

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: if you want to keep any custom hotkeys, instead of update, uninstall and reinstall a new version of *May9 Next*.

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

UNINSTALLATION

1. In *Autodesk Maya* run *May9_uninstall* 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

Tested and develop on *Autodesk Maya 2023*, compatible with *Autodesk Maya 2022* and above.

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.

Rain Curves from Edges is made by *Jefri Haryono* and licensed under MIT license.

CHANGELOG

Next.4.3 (2022/04/05)

- Add support to Maya 2023
- Add support to new Boolean Operations (only Maya 2023)
- Add support to Blue Pencil tool (only Maya 2023)
- Add Alpha component support as preference (only Maya 2023)
- Add support to new Retopology tools (only Maya 2023)
- Add new Plane Cutter script (only Maya 2023)
- Add Point Locator script
- Add support to Matrix nodes
- Improve Matrix manipulation support
- Improve Arnold support
- Improve render workflow
- Improve MM release command
- Fix Interactive Creation
- Minor fixes and improvements
- Drop compatibility to Maya 2020 and below

Next.3.7 (2021/08/05)

- Add support to 2022.1
- Add support to ViewCube (only Maya 2022.1)
- Add support to Search (only Maya 2022.1)
- Add support to Steady Stroke
- Add Copy and Paste Skin Weight script
- Add Delete Constraint script
- Add Toggle Transform Shape script
- Add Symmetry Constraint to All_MM
- Improve Sweep Mesh support (only Maya 2022.1)
- Improve Symmetry Constraint script
- Improve Per Face Mapping script
- Improve Mirror Duplicate scripts
- Assign Toggle Shape Transform script to CTRL + ALT +SHIFT + Q
- Assign Frame Only Selected script to CTRL + SHIFT + ALT + F
- Assign Search function to F1
- Assign Maya Help to Shift + F1

Next.3.3 (2021/04/05)

- Add support to Maya 2022
- Add support to Ghosting Editor (only Maya 2022)
- Add support to Component Tags (only Maya 2022)
- Add support to Sweep Mesh (only Maya 2022)
- Add support to Solidify deformer (only Maya 2022)
- Add support to Morph deformer (only Maya 2022)
- Add support to Game Vertex Count (only Maya 2022)
- Add Edit Extrude Components script
- Add Select Inverse Hierarchy script
- Add Follicle to Curve Intersection script
- Add Create Null Group script
- Add Toggle Title Bar script
- Add Renderable option script
- Add CTRL Mesh script
- Add CTRL name contextual MM
- Add Remove and Add CTRL Prefix scripts
- Improve CTRL support
- Improve Shell deformer script
- Improve main menu
- Improve Auto FK script, now controllers scale accord to Joints radius
- Assign CTRL + SHIFT + ALT + N to Toggle Title Bar script
- Fix an issue on Select Hierarchy command
- Fix Create Null Group hotkey
- Minor fixes and improvements

Next.3.2 (2021/03/05)

- Add Bifrost Graph loading option under May9 Next menu
- Add Connect Attribute Manager script
- Add Visibility Override script
- Improve Auto FK script, now the Controls are aligned to the Joints
- Set HotBox to transparency 0
- Minor fixes and improvements

Next.3.1 (2021/02/05)

- Add Create Buffer Group script
- Add Arnold Subdivision Scrips
- Add support to Soft Edge visualize
- Assign CTRL + SHIFT + ALT + G to Create Buffer Group. Save selection into a Set is now assign to CTRL + ALT + G
- Minor fixes and improvements

Next.3.0 (2021/01/05)

- Add Auto FK Controls script
- Add IK Control script
- Add Edit Bevel Components script
- Add Batch Separate script
- Add Swap Motion Path Curve script
- Add Python 3 support
- Add support to Chamfer Vertex
- Add support to Poke Face
- Add support to Snap time to selection
- Add support to official USD Maya plug-in
- Add Live Smooth script for QuadDraw Tool
- Add support to Rain Curves from Edges by Jefri Haryono, licensed under MIT license
- Improve Rigging support
- Improve Outliner support
- Improve Smooth Proxy support
- Improve Smooth Mesh support
- Minor fixes and improvements