MAY9

NEXT

**TABLE OF CONTENTS**

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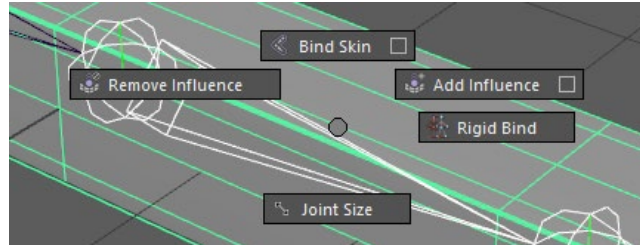
The most advanced included MMs are programmed to be polymorphic, so their design can change in base of: selection type or size, UI panel, tool preferences or application preferences.
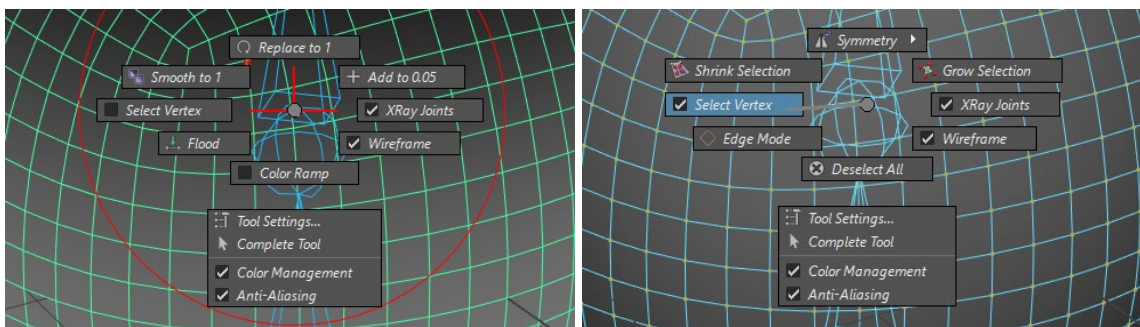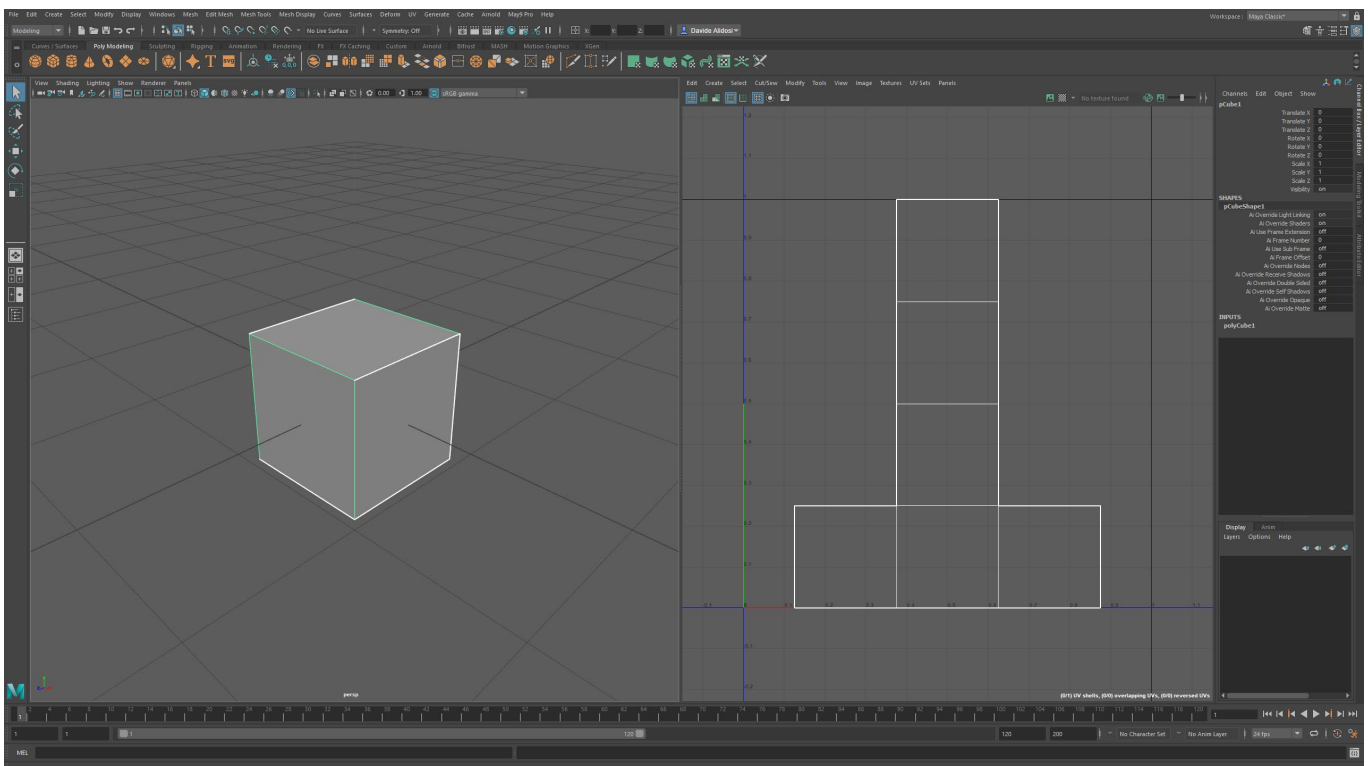

In addition *May9 Next* also include: contextual hotkeys, layouts, scripts, presets, and optional hotkeys.

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:
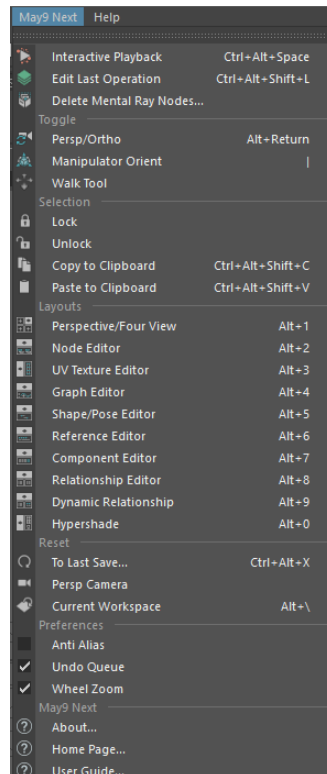
ALL MM

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:
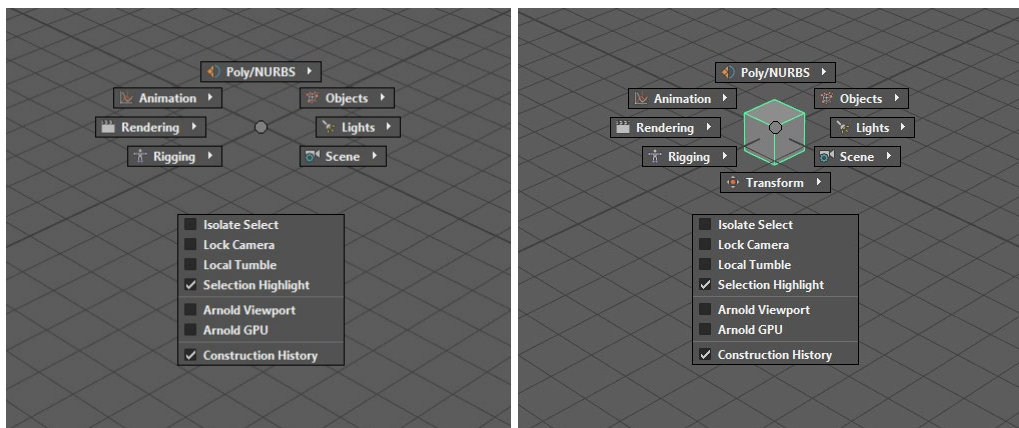
MAYA WINDOW MM

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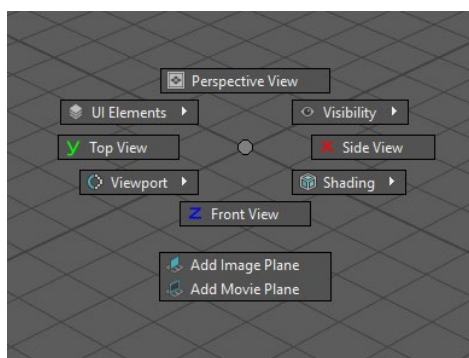
CONTEXTUAL SINGLE SELECTION MM

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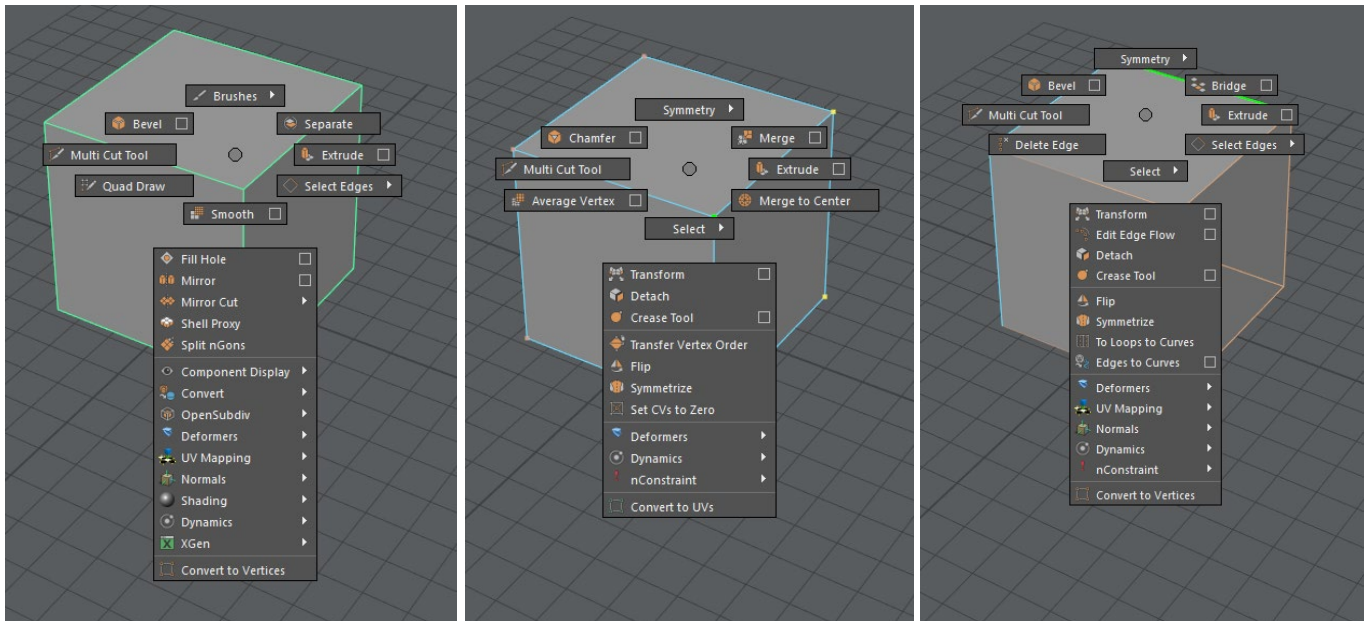
CONTEXTUAL MULTI SELECTION MM

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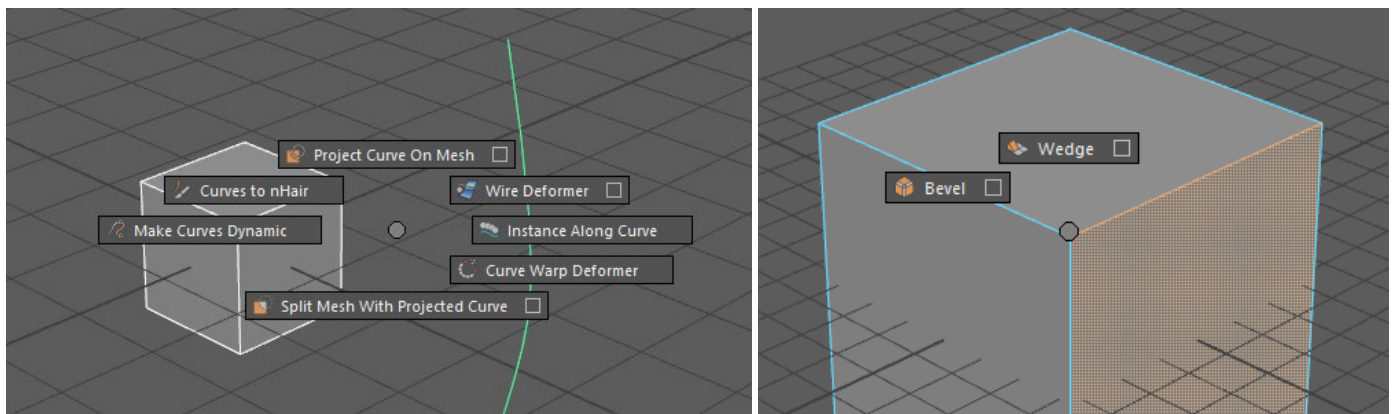
CONTEXTUAL MULTI SELECTION OF THE SAME OBJECT TYPE MM

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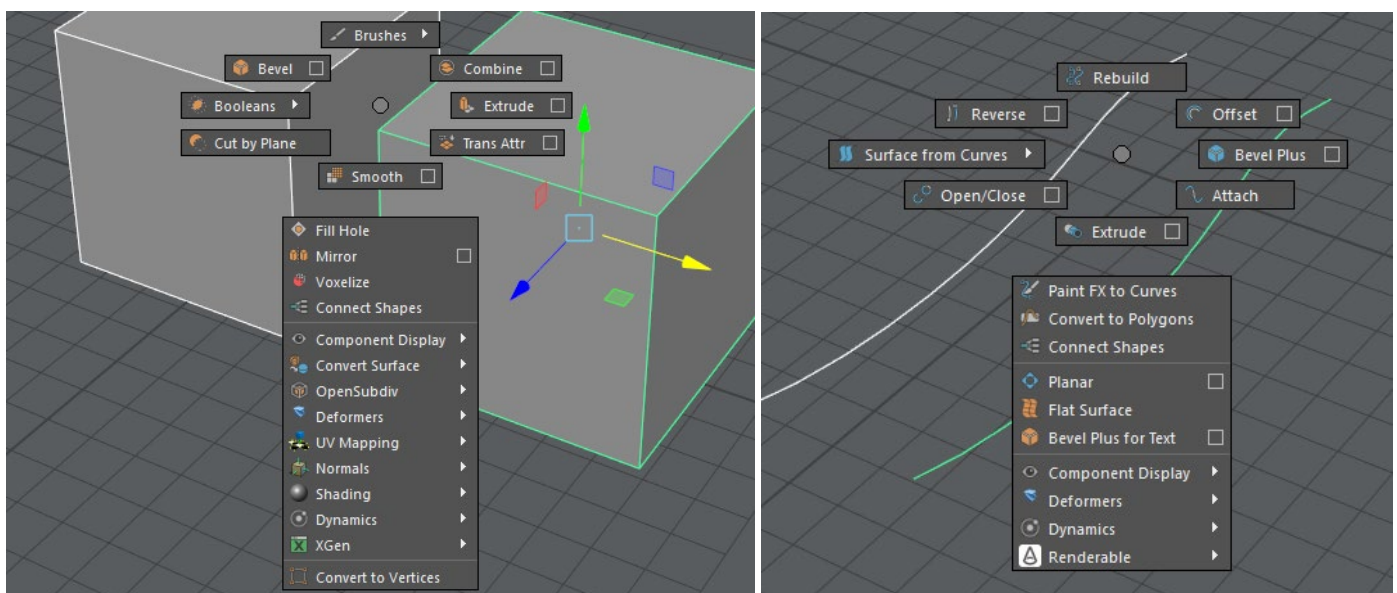
CONTEXTUAL PANEL MM

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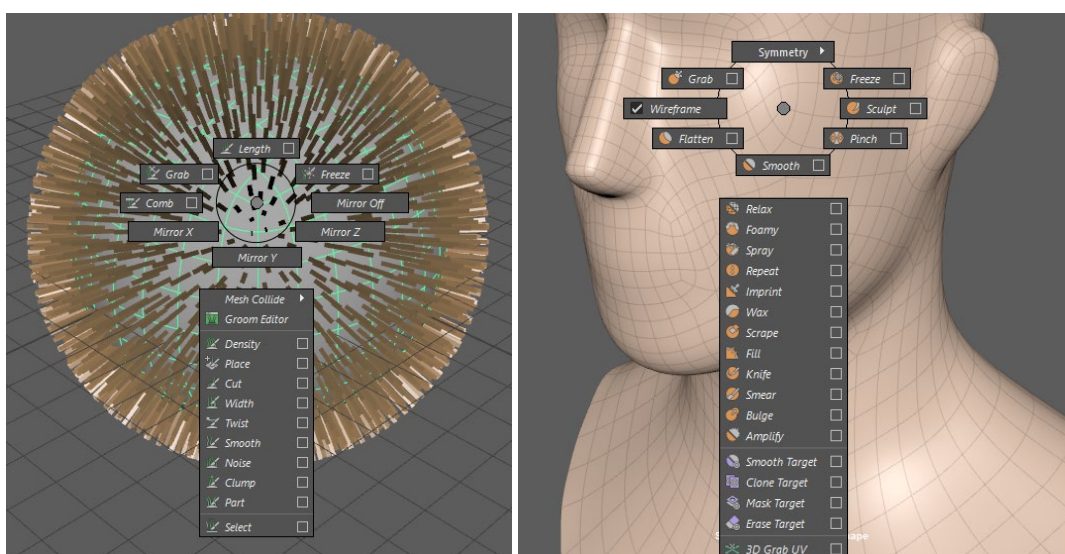
These are the tool supported by Contextual Tool MM: *3D Paint*, *Paint Attribute*, *Paint Skin*, *Legacy Artisan Sculpt*, *Create Particle*, *Paint FX*, *Grease Pencil*, *Multi Cut*, *Quad Draw*, *Connect*, *Poly Crease*, *Sculpt Brushes*, *XGen Groom Paint*, *Create Particle*, *Target Weld*, *IK Handle*,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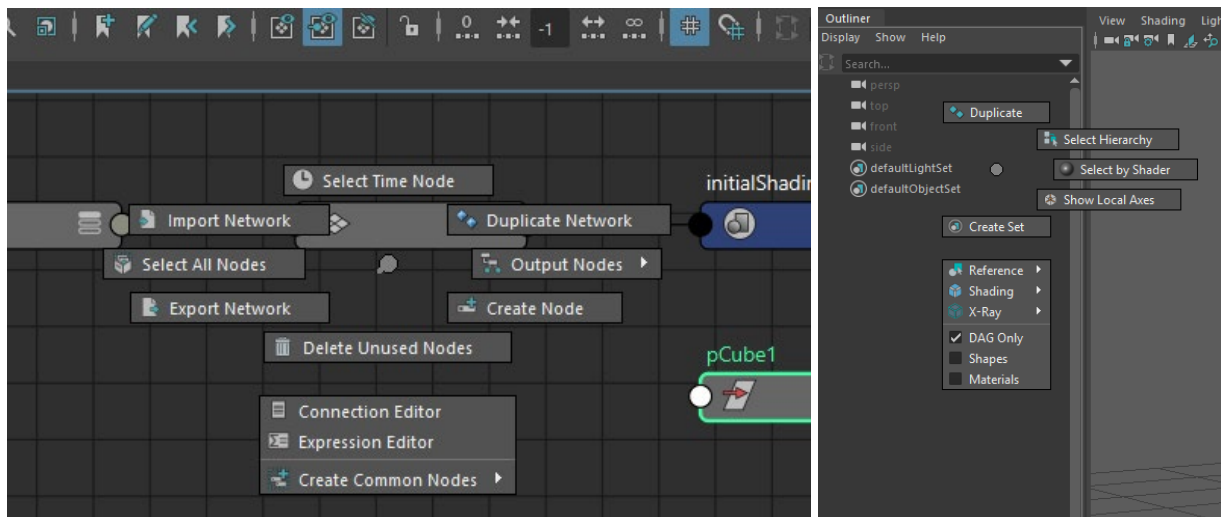
CONTEXTUAL MULTI SELECTION OF THE SAME OBJECT TYPE HOTKEY

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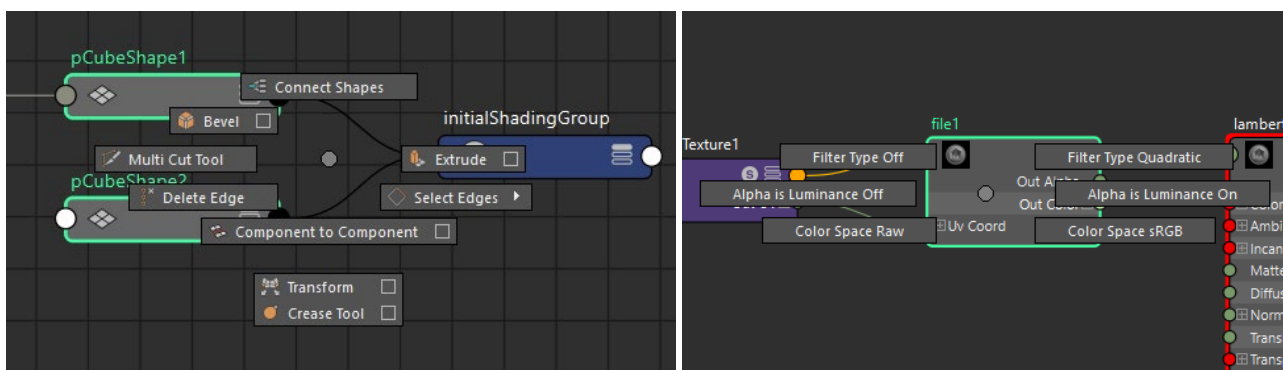
CONTEXTUAL MULTI SELECTION OF DIFFERENT OBJECT TYPE HOTKEY

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

F1 = Type to find (Maya 2019 only)

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

CTRL + ALT + R = Start IPR or Arnold Render View
CTRL + ALT + 1 = Smooth Off
CTRL + ALT + 2 = High Quality Smooth
CTRL + ALT + 8 = Paint Effects Panel
CTRL + ALT + X = Reverse to save
CTRL + ALT + M = Toggle Shelf Tabs
CTRL + ALT + T = Toggle Title Bar
CTRL + ALT + I = Toggle Isolate Select
CTRL + ALT + L = List of Input Operation
CTRL + ALT + . = move a keyframe to the next frame
CTRL + ALT + , = move a keyframe to the previous frame
CTRL + ALT + Space = Interactive playback

CTRL + SHIFT + ALT + C = Copy selection to clipboard
CTRL + SHIFT + ALT + V = Paste selection to clipboard
CTRL + SHIFT + ALT + G = Save selection in to a Set
CTRL + SHIFT + ALT + M = Toggle Shelf
CTRL + SHIFT + ALT + R = Toggle Resolution Gate
CTRL + SHIFT + ALT + S = Set Smart Keyframe
CTRL + SHIFT + ALT + P = Controller Parent
CTRL + SHIFT + ALT + T = Controller Point
CTRL + SHIFT + ALT + O = Controller Orient
CTRL + SHIFT + ALT + A = Controller Aim
CTRL + SHIFT + ALT + I = Controller Pole Vector
CTRL + SHIFT + ALT + L = Edit Last Operation

CTRL + SHIFT + ALT + MMB = Mouse Over MM

CTRL + ALT + SHIFT + D = Match Pivot
CTRL + ALT + D = Reset Pivot
CTRL + ALT + O = Tag as Controller
CTRL + ALT + P = Parent Controller

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

CTRL + F = Ignore the child and frame only the selected object
CTRL + P = Parent and position
CTRL + J = Connection Editor
CTRL + K = Channel Control

SHIFT + UP = Side View
SHIFT + RIGHT = Front View
SHIFT + DOWN = Top View
SHIFT + LEFT = Persp View
SHIFT + T = Assign shader if an object is selected or open create node window if not

ALT + 1 = Set Layout Single Perspective/Four View
ALT + 2 = Set Layout Node Editor
ALT + 3 = Set Layout UV Texture Editor
ALT + 4 = Set Layout Graph Editor
ALT + 5 = Set Layout Shape/Pose Editor
ALT + 6 = Set Layout Reference Editor
ALT + 7 = Set Layout Component Editor
ALT + 8 = Set Layout Relationship Editor
ALT + 9 = Set Layout Dynamic Relationship Editor
ALT + 0 = Set Layout Hypershade

ALT + C = Open Channel Box or toggle it if docked
ALT + A = Open Attribute Editor or toggle it if docked
ALT + M = Open Modelling Toolkit or toggle it if docked
ALT + U = Open UV Toolkit or toggle it if docked (*CMD + U* on OS X)
ALT + O = Open Outliner or toggle it if docked
ALT + T = Open Tools Preference Settings or toggle it if docked
*ALT + * = Reset Current Workspace
ALT + L = Open Color Picker
ALT + Enter = Toggle perspective to orthographic camera

~ = Orient Manipulators Toggle
Home = Reset Transformations
End = Select Hierarchy
K + Drag = Smooth playback mode
CMD + Space = Toggle Full Screen (Mac OS only)
CHANGED HOTKEYS
CTRL + ALT + 3 = High Quality Displacement
CTRL + ALT + ~ = Smoothing Display Show Both
CTRL + ALT + Return = Toggle Pan Zoom

ALT + - = Toggle Color Feedback
ALT + I = Toggle Wireframe in Artisan

SHIFT + N = Full Hotbox Display

SHIFT + F1 = Maya Help (Maya 2019 only)

HIDDEN TOOLS EXPOSED

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

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

CHANGED PREFERENCES

The 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

Important note: after uninstallation previous preferences are restored.

CUSTOM SCRIPTS

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

Important note: All the custom scripts are customizable by user under *Windows > Settings\Preferences > Hotkey Editor*.
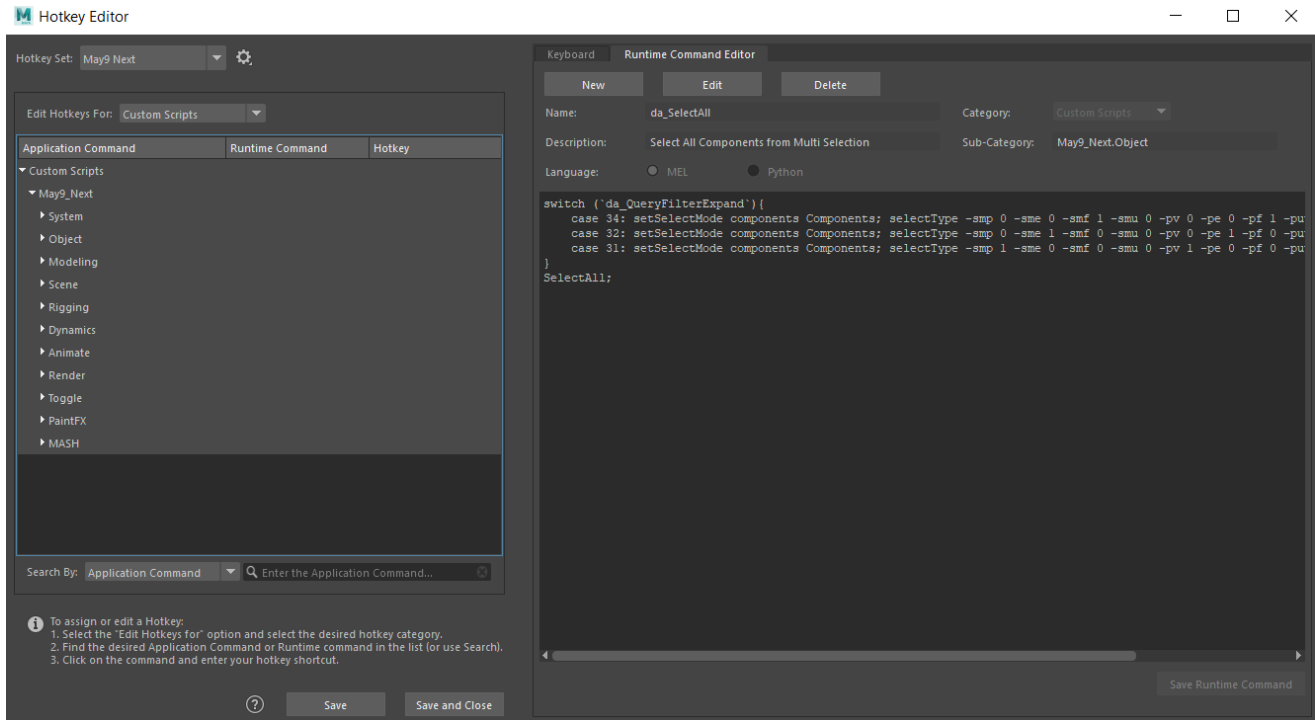
CUSTOM PRESETS

May9 Next contains custom *Presets* for the following nodes:

- Fluid FX, *fluidEmitter*
  - *da_KillVolume*, convert fluid emitter into a kill volume
- nHair, *hairSystem*
  - *da_RealScale*, define a hair clamp in real cm unit
  - *da_RealScale_Dynamics*, define a hair clamp in real cm unit and make it dynamic
- *nCloth*
  - *da_Muscle*, define muscle behaviour for an nCloth
- *nParticle*
  - *da_Balls*, convert particle into Balls style
  - *da_Cloud*, convert particle into Cloud style
  - *da_Point*, convert particle into Point style
  - *da_ThickCloud*, convert particle into Thick Cloud style
  - *da_Water*, convert particle into Water style
- Paint FX, *stroke*
  - *da_TemplateBrush*, revert a Paint FX stroke to original default

INSTALLATION (VIDEO)

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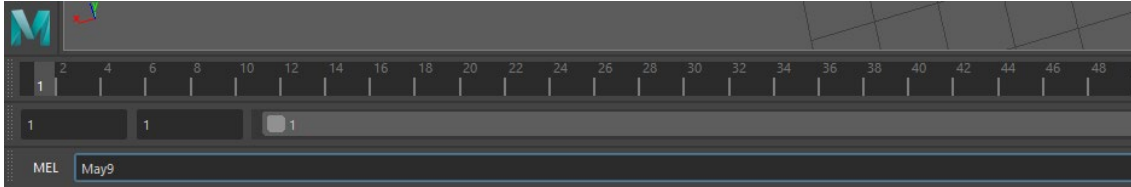
UPDATE

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: after the update any customization made to May9 Pro 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

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

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

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

CREDITS AND LICENSE

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

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

CHANGELOG

NEXT.1.5 (2019/05/15)

- Add Noise and Sine on Selected Channels scripts
- Add DOF Control script
- Add Toggle Stepped Global Key Tangent script
- Add Motion Trail to Curve script
- Add Anti-Alias as preference
- Improve Graph Editor support
- Improve install and uninstall procedure
- Improve All_MM
- Improve Main Menu
- Now Render Sequence render all renderable cameras
- Minor fixes and improvements

NEXT.1.3 (2019/05/05)

- Add support to Joint labels
- Add Expose Joint Orient script
- Improved contextual MMs on rigged objects
- Improve IK Handles support
- Improve Handle support
- Improve Curves support
- Fix name clash errors by query object full path
- Minor fixes and improvements

NEXT.1.2 (2019/04/25)

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

NEXT.1.1 (2019/04/10)

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

NEXT.1.0 (2019/04/05)

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

NEXT.0.7 (2019/03/22)

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

NEXT.0.6 (2019/03/10)

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

NEXT.0.5 (2019/03/05)

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

NEXT.0.4 (2019/02/15)

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

NEXT.0.3 (2019/02/05)

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

NEXT.0.2 (2019/01/27)

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

NEXT.0.1 (2019/01/20)

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

NEXT.0.0 (2019/01/05)

- Initial Release