

MAY 9

USER GUIDE

NEXT

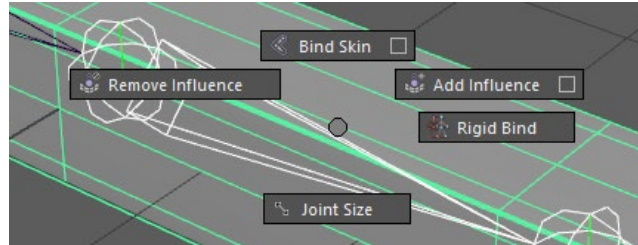
## TABLE OF CONTENTS

WHAT IS MAY9 NEXT .....	3
BASIC USAGE .....	3
May9 Next Layouts.....	3
May9 Next drop-down menu.....	4
All MM.....	4
Maya Window MM.....	4
Contextual single selection MM .....	5
Contextual multi selection MM .....	5
Contextual multi selection of the same object type MM .....	5
Contextual panel MM .....	6
Contextual node selection in editor panels .....	6
Contextual Tool MM .....	6
Contextual single selection Hotkey .....	7
Contextual multi selection of the same object type Hotkey .....	7
Contextual multi selection of different object type Hotkey .....	7
Contextual panel Hotkey .....	7
Hotkeys added to standard ones .....	7
HIDDEN TOOLS EXPOSED .....	8
CHANGED PREFERENCES.....	8
CUSTOM SCRIPTS .....	9
CUSTOM PRESETS .....	9
INSTALLATION .....	10
UPDATE.....	10
UNINSTALLATION.....	10
RELEASE NOTES .....	10
CREDITS AND LICENSE .....	10
CHANGELOG .....	11

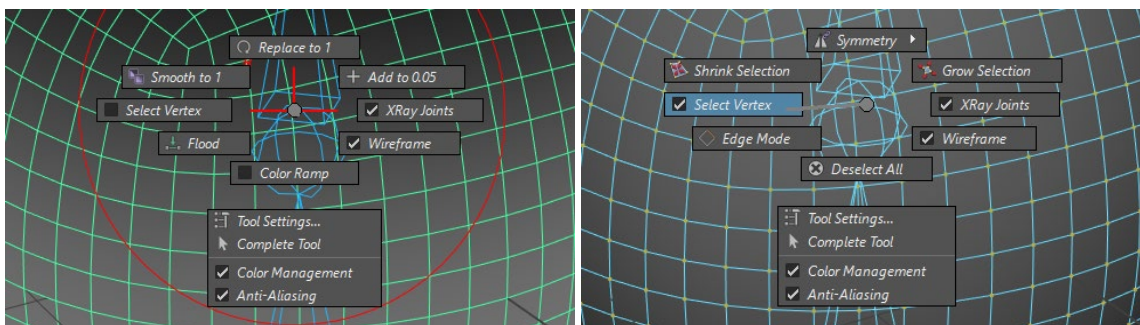
## WHAT IS MAY9 NEXT

*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 from 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**.

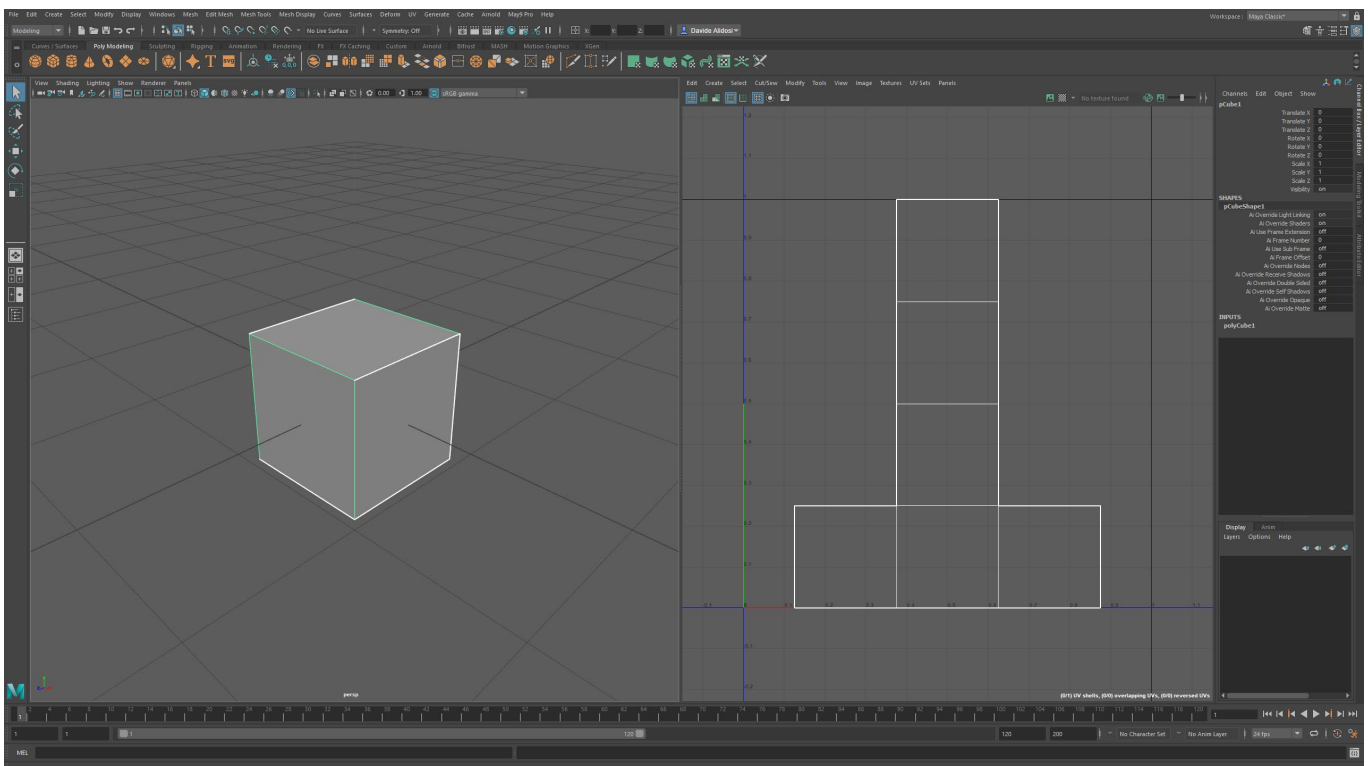


In addition *May9 Next* also include: **contextual hotkeys**, **layouts**, **scripts**, **presets**, and **optional hotkeys**.

## BASIC USAGE

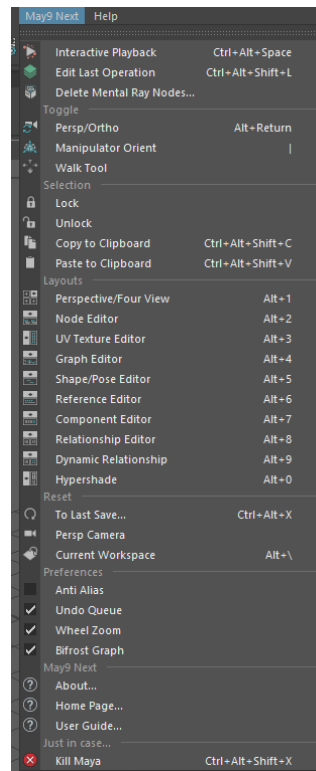
### MAY9 NEXT LAYOUTS

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:



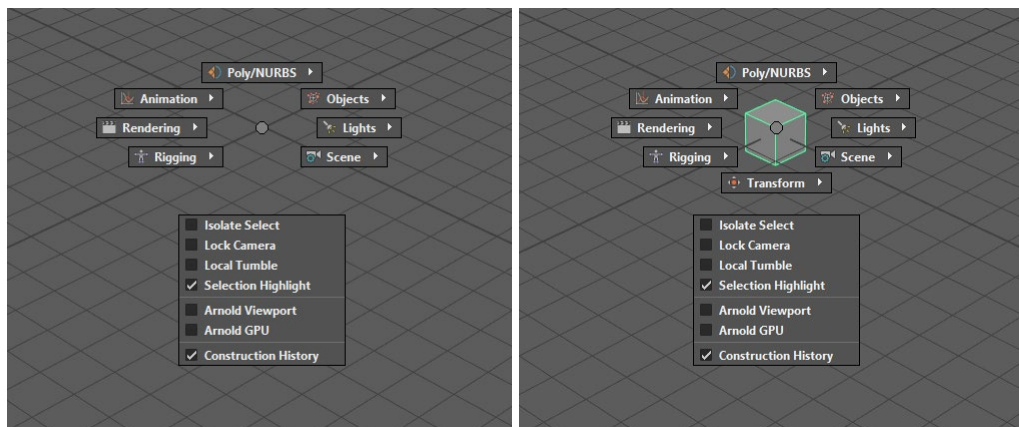
## MAY9 NEXT DROP-DOWN MENU

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



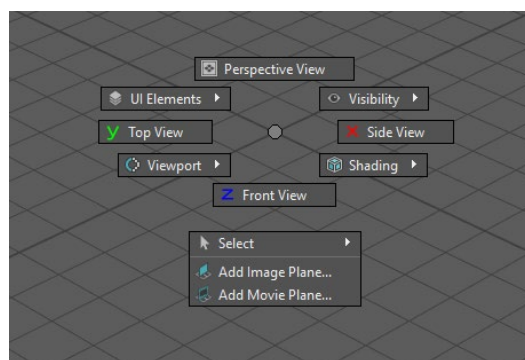
## ALL MM

*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:



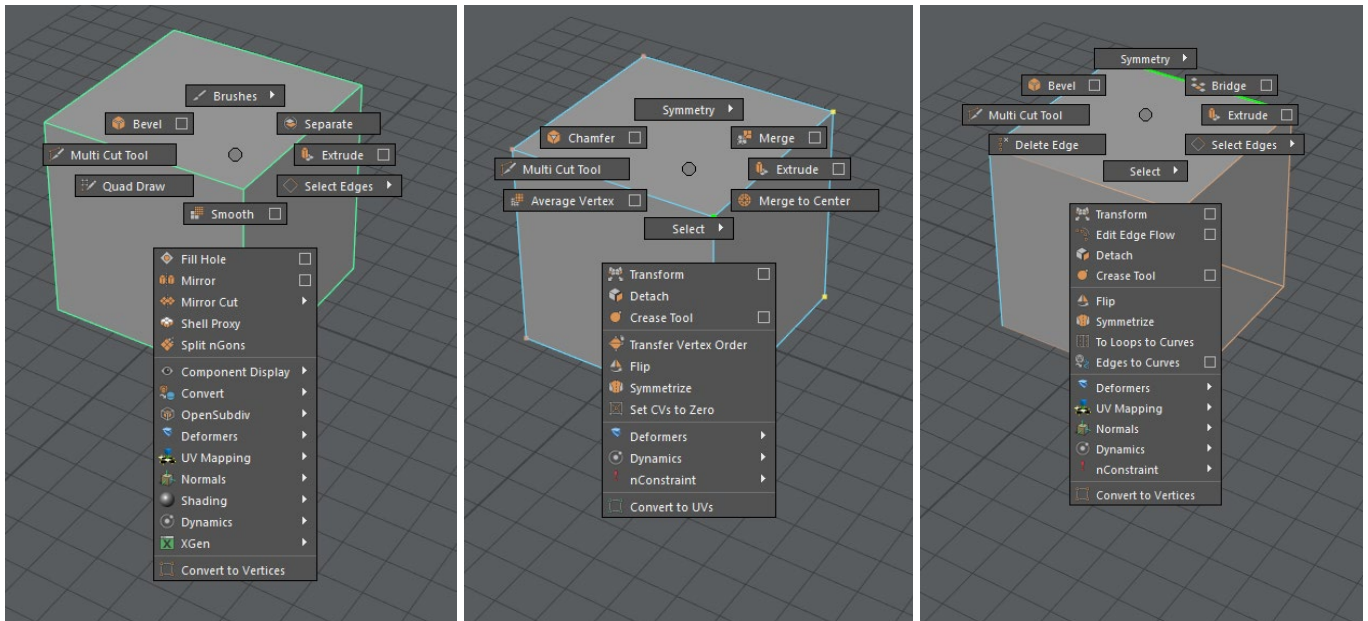
## MAYA WINDOW MM

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



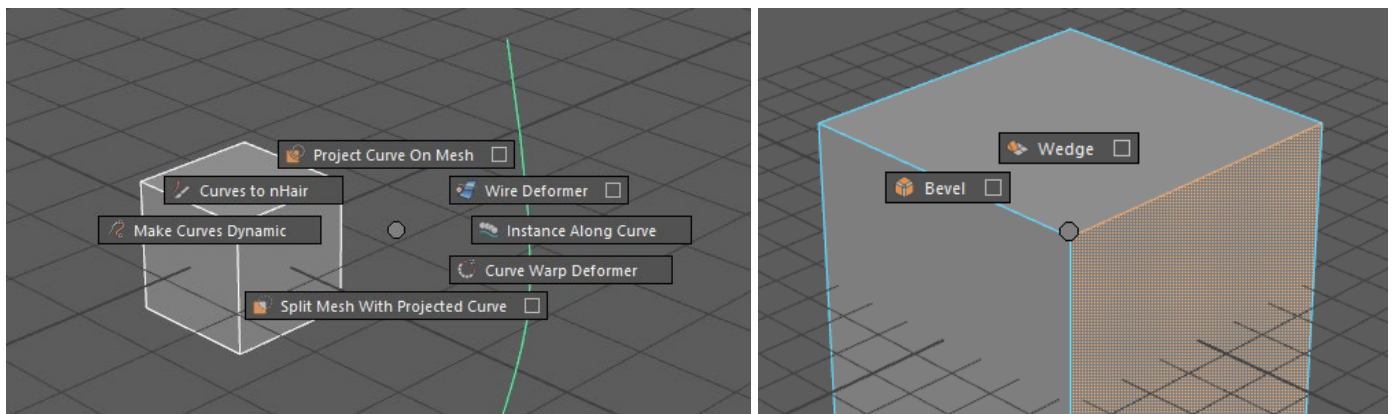
## CONTEXTUAL SINGLE SELECTION MM

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



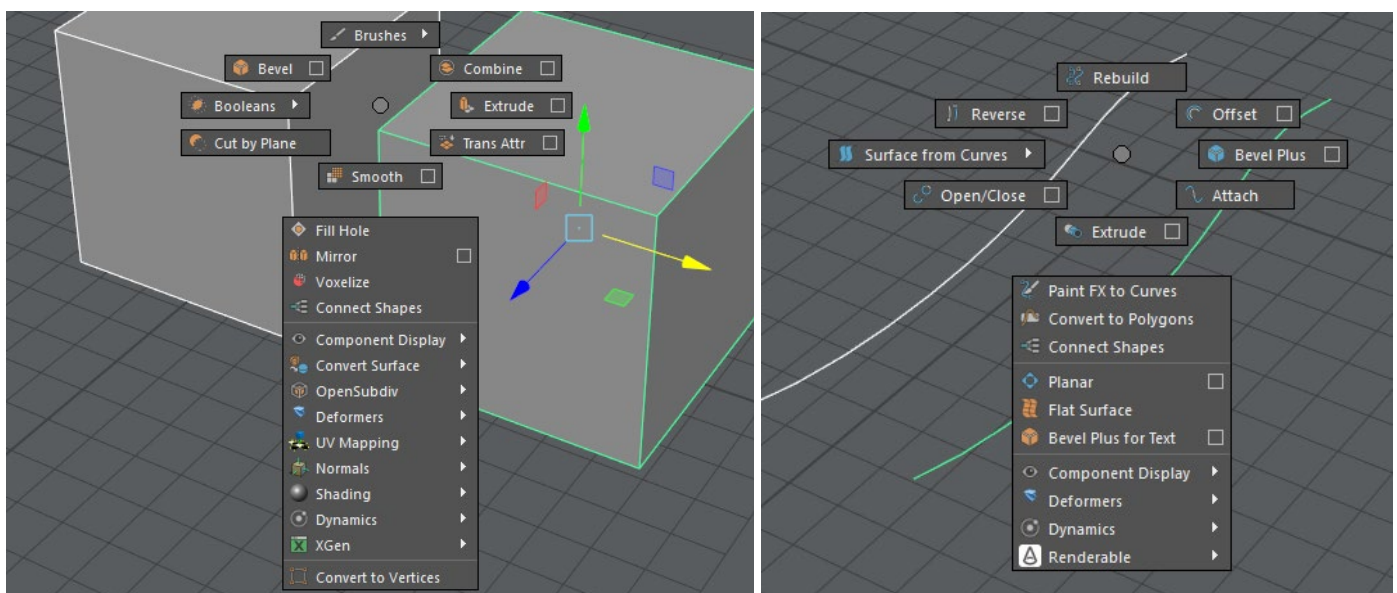
## CONTEXTUAL MULTI SELECTION MM

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

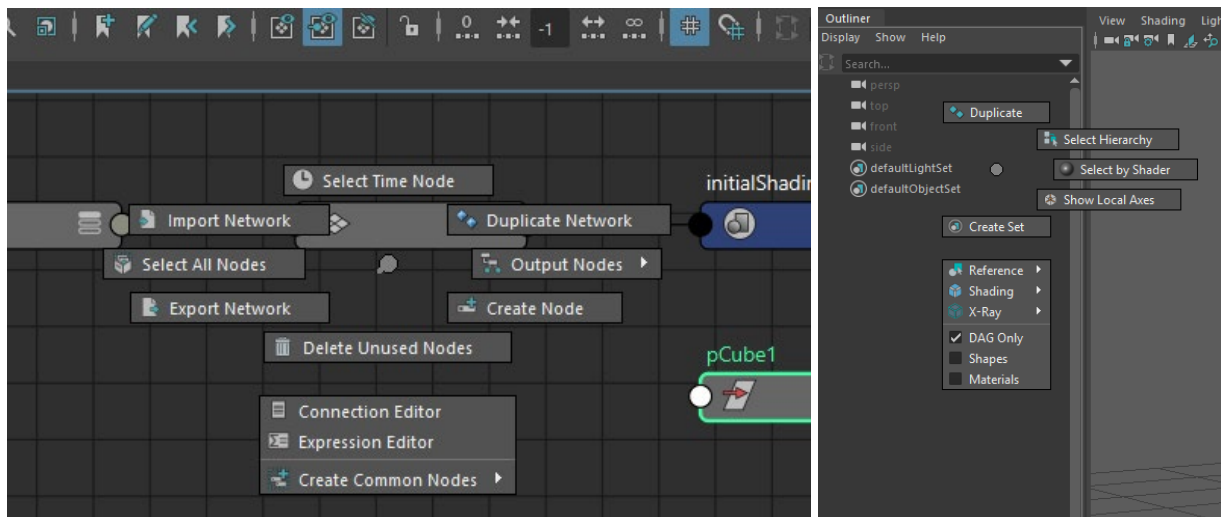
When a multiple object of the same type is selected press **Z + LMB** to enable the relative contextual MM:





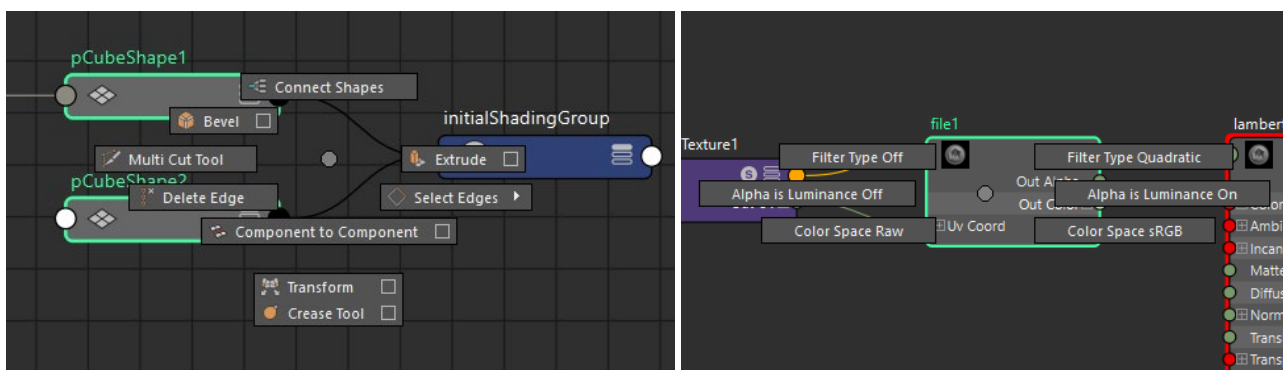
## CONTEXTUAL PANEL MM

When the mouse is over a panel press **Z + LMB** to enable the relative contextual MM:



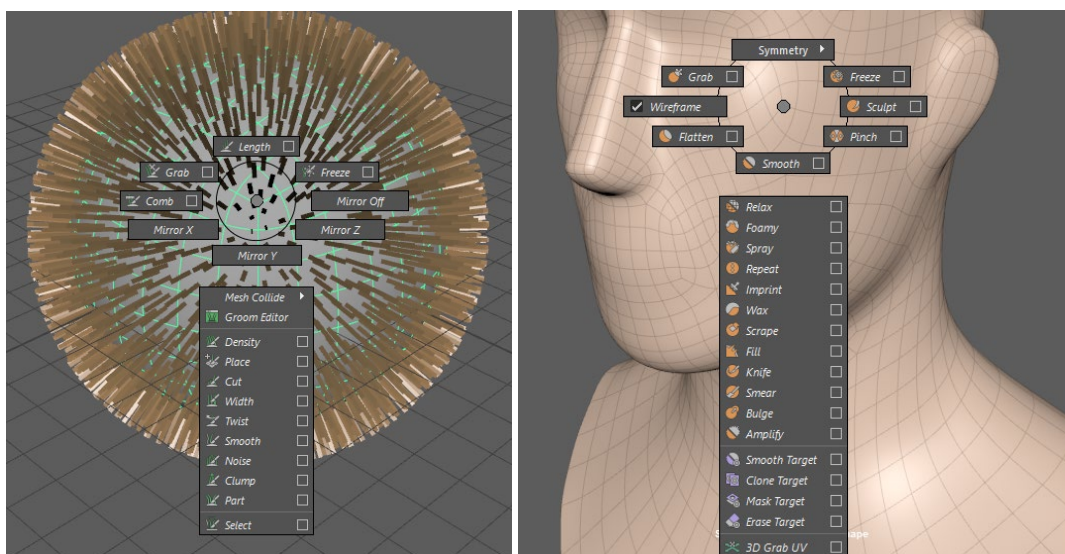
## CONTEXTUAL NODE SELECTION IN EDITOR PANELS

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 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 + 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 Buffer Group

**CTRL + SHIFT + ALT + INS** = Match Pivot

**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)

#### 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 2019 only)  
`CTRL + ALT + A` = Motion Builder style X-Ray Toggle (Maya 2020 only)  
`CTRL + ALT + F1` = Toggle visibility of NURBS curves (Maya 2020 only)  
`CTRL + ALT + F2` = Toggle visibility of Polygons (Maya 2020 only)  
`CTRL + ALT + F3` = Toggle visibility of Displacement (Maya 2020 only)  
`CTRL + ALT + F4` = Toggle visibility of Image Planes (Maya 2020 only)  
`CTRL + ALT + F5` = Toggle visibility of Wireframe on Shaded (Maya 2020 only)

## HIDDEN TOOLS EXPOSED

The following is the *Autodesk Maya* hidden tools exposed in *Maya9 Next*:

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

## CHANGED PREFERENCES

The following is the *Autodesk Maya* preferences changed in *Maya9 Next*:

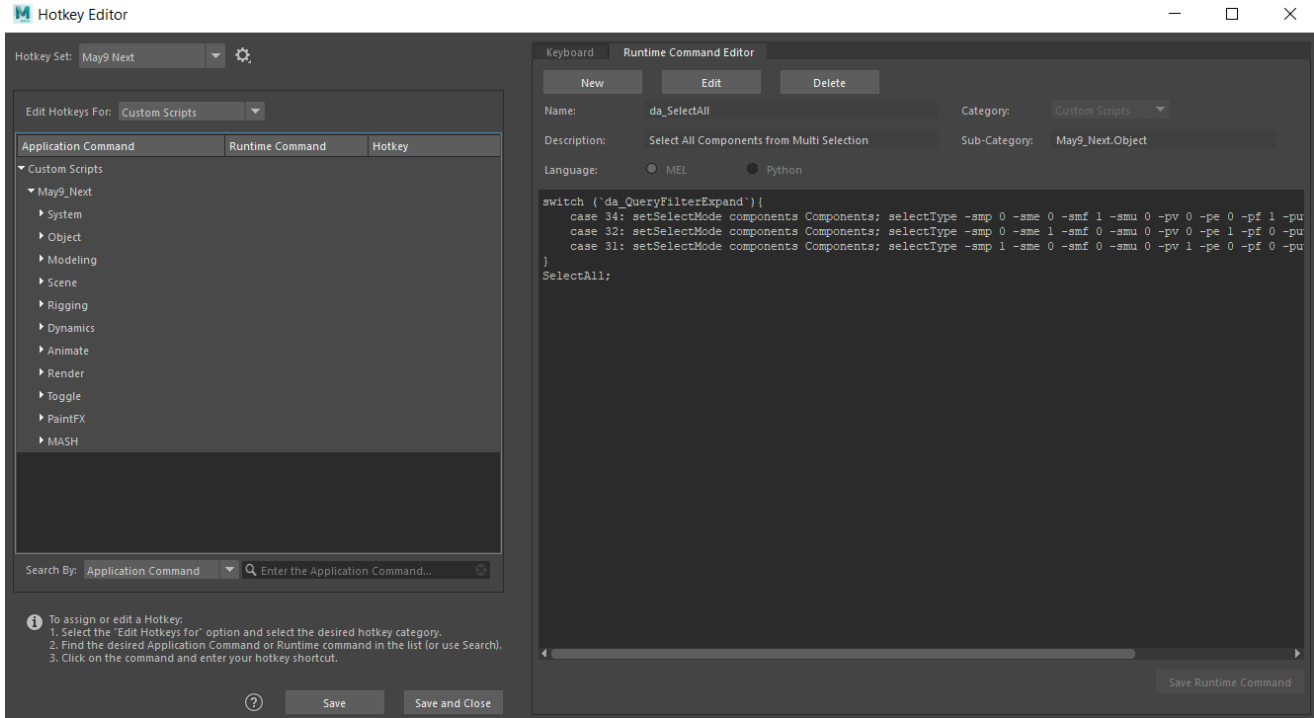
- Double variable warning is disable
- Connection Editor display hidden attributes
- Custom Hypershade layout
- Render Sequence render all renderable cameras
- HotBox transparency is set to 0
- Disable restore saved layout from file



## CUSTOM SCRIPTS

*May9 Next* contained 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*.



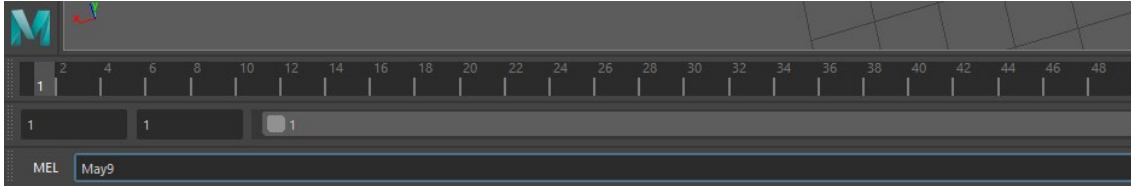
## CUSTOM PRESETS

*May9 Next* contains custom *Preset*s 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 2020.4*.

## 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.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 Scripts
- 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

### Next.2.5 (2020/07/05)

- Add Mirror Constraint script
- Add Paintable Cluster script
- Add Symmetry Constraint script
- Add Super Duplicate script
- Add Recursive Parent script
- Add automatic IK scripts
- Add Reset Constraint Offset script
- Add Locator Distance script
- Add Reverse Translate script
- Add support to Append to Polygon tool
- Add support for IK Sprint and IK 2 Bone solver
- Add toggle aiSkydome visibility script
- Assign Super Duplicate script to CTRL + SHIFT + ALT + D
- Improved Auto Bevel script, now preserve and bevel existing hard edges
- Improve Rigged Cluster Script
- Improve Hypershade Layout
- Improve support to PaintFX
- Improve UV support
- Move Match Pivot to CTRL + SHIFT + ALT + INS
- Minor fixes and improvements

#### Next.2.4 (2020/01/05)

- Add support to Maya 2020
- Add support to Cached Playback Dynamics (Only on Maya 2020)
- Add support to Auto Snap Keys (Only on Maya 2020)
- Add support to Polygon Remesh and Retopologize (Only on Maya 2020)
- Add support to parentOffsetMatrix (Only on Maya 2020)
- Add support to Rivet (Only on Maya 2020)
- Add support to Proximity Wrap Deformer (Only on Maya 2020)
- Add Kill Maya script
- Assign Kill Maya to CTRL + SHIFT + ALT + X
- Resigned new Maya 2020 hotkeys if needed
- Removed support to Polygon Remesh and Retopologize in Maya version prior to 2020
- Minor fixes and improvements

#### Next.2.3 (2019/12/05)

- Add Air Rivet script
- Add support to bifrostGeoToMaya node
- Add support to Bif node
- Add support to mesh visibility for pfxHair
- Add aiOptions quality presets
- Add support to Scale Constraint
- Add support to Vertex Color
- Assign Bifrost Graph Editor to ALT + K
- Improve Bifrost Liquid support
- Improve BOSS support
- Improve MASH support
- Minor fixes and improvements

#### Next.2.2 (2019/08/05)

- Add support to Maya 2019.2
- Add Delta Wrap script
- Add support to UV Legacy Unfold
- Add support to Substance 2.0
- Improve 2D textures support
- Improve nParticles support
- Improve Field to Curve script
- Fix Particle Trails support
- Minor fixes and improvements

#### Next.2.1 (2019/07/05)

- Add Advance Smooth Proxy script
- Add support to Bake Pivot
- Add support to Fluid Emitter
- Add support to Transfer Maps
- Improve support to Fluids
- Improved UV mapping scripts
- Improved support to upcoming Bifrost Graph
- Improved particle support
- Improve Fields support
- Optimize scriptJob numbers
- Now Undo will be enabling and cleaned when a scene is creating or open
- Now May9 Next menu is refreshed when a scene is creating or open
- Now Disable restore saved layout from file option is off by default
- Fix errors on following scripts:
  - da\_nParticleKill
  - da\_PlaneCutter
  - da\_CobineCurves
- Minor fixes and improvements

## Next.2.0 (2019/06/05)

- Add support to Maya 2019.1
- Add support to upcoming Bifrost Graph
- Add support to Cached Smooth Meshes (Only on Maya 2019.1)
- Add support to new Light Editor (Only on Maya 2019.1)
- Add support to Hardware Fog
- Add Duplicate Window for Node Editor and Hyper Graph
- Add Duplicate Attribute Editor tab script and assign to SHIFT + RETURN
- Improve Maya Window MM
- Improve Camera support
- Improve Attach to Motion Path support
- Improve Match Normal and Match UV scripts
- Improve Mono Shell and Auto Unfold scripts
- Improve support to polygons Combine and Separate
- Improve Character Set support
- Now joint labelling work only on Maya 2019 due to incompatibility with previous versions
- Minor fixes and improvements