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### **User Manual: Extruder Pro**
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#### **Introduction**
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Welcome to Extruder Pro, the ultimate modeling enhancement addon for Autodesk Maya. With features like an intuitive extrusion UI and a built-in bevel tool, Extruder Pro streamlines your workflow and empowers your creativity.

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#### **Installation**
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1. \*\*Download the Addon:\*\*

Download the latest version of Extruder Pro from our website or Autodesk App Store.

- 2. \*\*Install the Files: \*\*
  - Place the downloaded files in the following directory:
  - \*\*Windows: \*\* `C:\Users\<YourUsername>\Documents\maya\modules`
  - \*\*macOS:\*\* `/Users/<YourUsername>/Library/Preferences/Autodesk/maya/modules`
  - \*\*Linux:\*\* `/home/<YourUsername>/maya/modules`
- 3. \*\*Activate the Addon:\*\*
  - Open Maya and go to \*\*Plugins Manager\*\*.
  - Find \*\*Extruder Pro\*\* in the list, then load and enable it.

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#### **Getting Started**
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- 1. Open Autodesk Maya and activate \*\*Extruder Pro\*\* via the toolbar or ribbon.
- 2. To start extruding:
  - Click the \*\*Extrude Icon\*\* to access the user interface.
  - Select faces, edges, or vertices, then adjust parameters like extrusion length or direction.
- 3. To bevel edges:
  - Click the \*\*Bevel Icon\*\* in the toolbar.

- Modify bevel width and smoothness directly from the UI.					
#### **Key Commands**					
**Command**  **Description**					
`extrude_ui`  Opens the extrusion interface for selected components.					
`bevel_tool`   Activates the bevel tool for edge refinements.					
#### **Tips and Tricks**					
- **Real-time Adjustments:** Use the sliders in the UI for real-time visualization of your changes.					
- **Keyboard Shortcuts:** Assign shortcuts to frequently used commands via Maya's Hotkey Editor for quicker access.					
#### **Support**					
If you encounter any issues or need assistance, please contact our support team:					
- Email: [nuhunver@yahoo.com)					
<del></del>					
#### **Uninstallation**					
1. Go to the installation directory (see above) and delete the `Extruder Pro` files.					
2. Restart Maya to complete the removal process.					