

# ASvove<sup>2.0</sup> tools

Help video: <https://youtu.be/pcdaO7tZVnk>

Поддержать автора  
Support the author

<https://nikants.gumroad.com/>

|           |   |            |                   |          |
|-----------|---|------------|-------------------|----------|
| 1         | 2 | 3          | 4                 | 5        |
| <         | > | Atach      | — SI ---          |          |
| QuikSlice |   |            | PaintPush<br>^cut |          |
| Group     |   | PaintSmudj | Modifr            |          |
| *         |   | SI<br>set  | M                 | P<br>too |
| +         | - |            |                   |          |

**KICKHOTBOX<sup>2.0</sup>**  
**MODELLING**  
*for 3ds MAX*  
QUICK ACCESS TO MODELLING

|       |        |           |
|-------|--------|-----------|
| Front | Top    | Back      |
| Left  | Persp  | Right     |
| Edg   | Bottom | Isolate   |
| +     | +      | @ ^ [ X R |

**VIEWHOTBOX<sup>2.0</sup>**  
**for 3ds MAX**  
QUICK CHANGE OF VIEW

# Installation:

Menus with changing buttons depending on the selected objects and subobjects.  
Works with Edit poly, Editable polygons, Edit spline and some modifiers.

## Installation:

1. Drag and drop in Viewport 3dsMAX -- **ASvove\_Tools\_2.0\_Script.mzp** -- .
2. **Restart 3DsMAX !!!!**

3. **Customize User Interface / Keyboard / Category ASvove**  
or **Search ASvove\_KickHotBox\_Modelling\_HotKey,**  
**ASvove\_ViewHotBox\_HotKey**

- **Assign «a» hotkey (advice) or any another**  
**ASvove\_ViewHotBox\_HotKey**

Do not worry about the loss of standard hotkey 3DS max, it will be performed after:  
- consistent pressing on a, ` (tilde) - will turn on the link in the corner (standard hotkey)

- **Assign «z» hotkey (advice) or any another**

Do not worry about the loss of standard hotkey 3DS max, it will be performed after: -  
Dual press on Z, gives you standard hotkey 3DSMAX

## Инсталляция:

1. Закинуть во вьюпорт 3dsMAX -- **ASvove\_Tools\_2.0\_Script.mzp** --
2. **Обязательно перезагрузить 3DsMAX !!!**

3. **Customize User Interface / Keyboard / Category ASvove**  
or **Search ASvove\_KickHotBox\_Modelling\_HotKey,**  
**ASvove\_ViewHotBox\_HotKey**

- Назначить «a» hotkey (рекомендован) или любой свой  
**ASvove\_ViewHotBox\_HotKey**

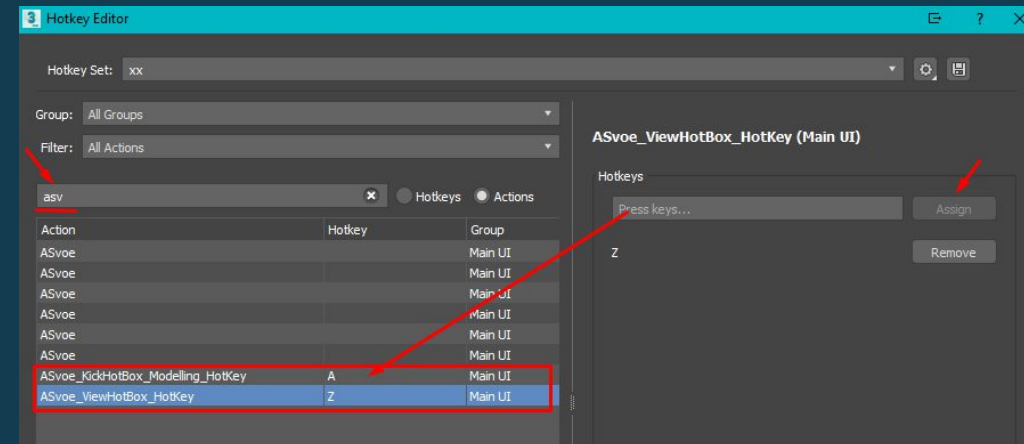
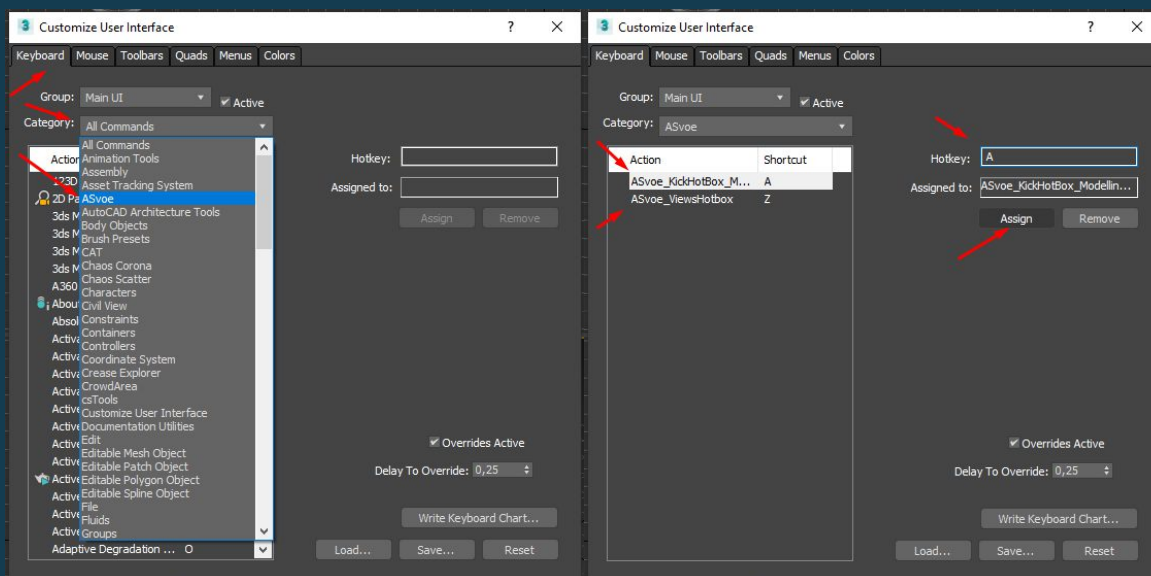
Не переживайте о потере стандартного Хоткей 3Дс МАКС ,  
он будет выполнен после: - Последовательное нажатие на a, ` (Тильда)  
- включит привязку по углу (стандартный Хоткей)

- Назначить «z» hotkey (рекомендован) или любой свой

Не переживайте о потере стандартного Хоткей 3Дс МАКС ,  
он будет выполнен после: Двойное нажатие на z, дает вам стандартный  
Хоткей 3DsMax

## Customize User Interface > Keyboard > Category ASvove

## Customize User Interface > Hotkey Editor (3ds MAX Version 2023+)



# When Menu open - Press KeyBoard:

«A» = CloseMenu

«Space» = CloseMenu

«S» = Convert EditablePoly

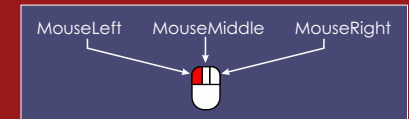
«E» = MAX DELETE

«W» = Lasso Selection Region

«Q» = Rectangle Selection Region

«X» = ResetXForm

«`» (Tilde) = AngleSnap Toggle



These buttons change their purpose and function depending on the selected types of objects.

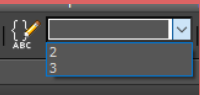
MouseLeft Open/Close Group  
 MouseLeft+Shift Atach to group  
 MouseLeft+Ctrl Detach  
 MouseLeft+Alt Close  
 MouseLeft+Ctrl+Shift Ungroup  
 MouseMiddle+Ctrl+Shift DELETE!!!

Select jbject + click = Separate object group with lights, or lights object

Select jbject + click = If have lights on selection, lights will be on

Select jbject + click = If have lights on selection, lights will be off

Quick Selection sets



click = menu fast select selection set (IF YOU HAVE)  
Middle click = menu selection set

Buttons of sublevels



Help button

(Mouse Left, Middle, Right)

X Axis Y Axis Z Axis

Ctrl+ (Mouse Left, Middle, Right)

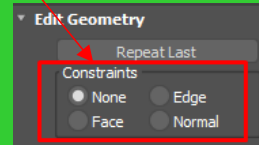
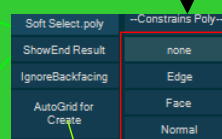
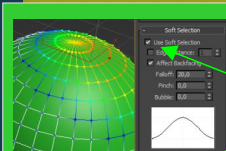
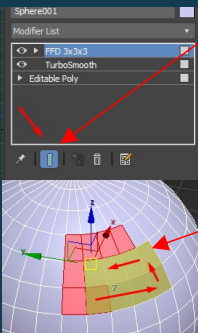
X Axis Y Axis Z Axis

if select Edit poly then use Slice plane on x,y,z axis  
if select Edit Poly Make planar x,y,z

MouseLeft Modifiers menu  
 MouseMiddle Turbosmooth  
 MouseMiddle+Ctrl Symmetry  
 MouseMiddle+Ctrl+Shift ResetXForm  
 MouseRight EditPoly Modifr.  
 MouseRight+Ctrl Convert EditablePoly

|            |              |                 |
|------------|--------------|-----------------|
| UVWmap     | Turbosmoth   | Extrude         |
| Unwrap map | Shell        | Sweep           |
| FFD 2x2    | Symmetry     | Loft            |
| FFD 3x3    | EditPoly     | Conv editSpline |
| FFD box    | ConvEditPoly | Lathe           |
| FFD Cyl    | ResetXform   | Slice           |
| Noise      | Morpher      | Cap_Holes       |

MouseLeft = Move  
 MouseLeft+Shift = Show end result (ModPanel)  
 MouseLeft+Ctrl = PaintSelect  
 MouseLeft+Alt = Subtools  
 MouseMiddle = Rotate  
 MouseMiddle+Ctrl = Repeat\_Last  
 MouseRight = Scale



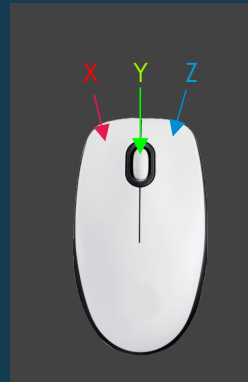
Left Click - Show material of selection

Ctrl+Click - Copy material (2)

Alt+Click - Paste material (2)

Ctrl+Click - Copy material (1)

Alt+Click - Paste material (1)



# Editable Poly

SIGN

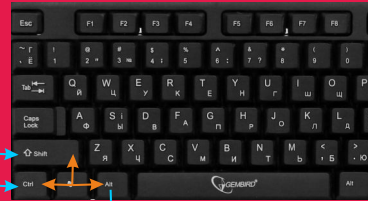
^slP

CUT

^slP vCnt

Press **Shift** + **^**

Press **Ctrl** + **<**



Press **Alt** +

Nothing select

| 1       | 2       | 3       | 4        | 5 |
|---------|---------|---------|----------|---|
| <       | >       | — 1 --- | — SI --- |   |
| — 2 --- |         |         | — 3 ---  |   |
| Group   | — 4 --- |         | Modifr   |   |

If selection is EditPoly or Editable Polygons  
SubObject levels 0

| 1         | 2          | 3     | 4                 | 5      |
|-----------|------------|-------|-------------------|--------|
| <         | >          | Atach | — SI ---          |        |
| QuikSlice |            |       | PaintPush<br>^cut |        |
| Group     | PaintSmudj |       | Modifr            |        |
| *         | SI set     | M     |                   | P tool |
| +         | -          |       |                   |        |

If selection is EditPoly or Editable Polygons  
SubObject levels 1

| 1                   | 2                 | 3                    | 4                  | 5      |
|---------------------|-------------------|----------------------|--------------------|--------|
| <                   | >                 | Targ weld<br><Collps | — SI ---           |        |
| Weld<br>^Tessellate |                   |                      | CUT<br>^slP <Conct |        |
| Group               | Extrude<br>^Relax |                      | Modifr             |        |
| *                   | SI set            | M                    |                    | P tool |
| +                   | -                 |                      |                    |        |

Cut  
+Shift (^) = SlicePlane  
+Ctrl (= <) Connect»

If selection is EditPoly or Editable Polygons  
SubObject levels 2

| 1              | 2                    | 3       | 4               | 5 |
|----------------|----------------------|---------|-----------------|---|
| <              | >                    | Connect | — SI ---        |   |
| Bridje<br>^Cut |                      |         | Chamfer<br>>Cup |   |
| Group          | Extrude<br>^Crtshpfs |         | Modifr          |   |

Extrude  
+Ctrl = Extrude with options  
+Shift = Create Shape from Selection

If selection is EditPoly or Editable Polygons  
SubObject levels 3

| 1      | 2                 | 3       | 4        | 5 |
|--------|-------------------|---------|----------|---|
| <      | >                 | Connect | — SI --- |   |
| Bridje |                   |         | Cup      |   |
| Group  | CrSh from<br>Edje |         | Modifr   |   |

Create Shape from Selection

If selection is EditPoly or Editable Polygons  
SubObject levels 4

| 1                | 2                | 3                     | 4              | 5 |
|------------------|------------------|-----------------------|----------------|---|
| <                | >                | BEVEL<br>^QSli - >Crt | — SI ---       |   |
| BRIDGE<br>^detch |                  |                       | INSET<br>^slip |   |
| Group            | EXTRUDE<br>^hing |                       | Modifr         |   |

Bridge  
+Ctrl = Bridge with options  
+Shift = Detach

Bevel  
+Ctrl = Bevel with options  
+Shift (^) = Quik Slice  
+Alt (>) = Create polygon

Inset  
+Ctrl = Inset with options  
+Shift = Slice Plane with selection

Extrude  
+Ctrl = Extrude with options  
+Shift = Hinge from edge

# Editable Spline

Nothing select

| 1       | 2       | 3       | 4        | 5 |
|---------|---------|---------|----------|---|
| <       | >       | — 1 --- | — SI --- |   |
| — 2 --- |         |         | — 3 ---  |   |
| Group   | — 4 --- |         | Modifr   |   |

SIGN

^sIP

WELD  
<Fuse

Press **Shift** + **A**

Press **Ctrl** + **<**

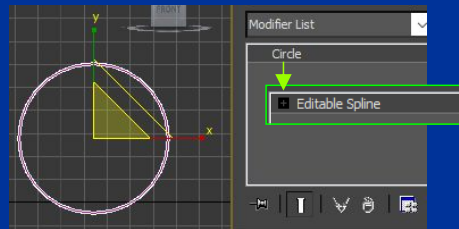
Press **Alt** +



If selection is Shape

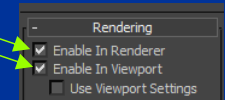
| 1           | 2      | 3     | 4                | 5      |
|-------------|--------|-------|------------------|--------|
| <           | >      | Atach | Conv.Edit Spline |        |
| Create Line |        |       | Render in Vwprt  |        |
| Group       | Insert |       | Modifr           |        |
| *           | SI set | M     |                  | P tool |
| +           | -      |       |                  |        |

Convert Shape in Editable Spline



If selection is EditSpline  
SubObject levels 0

| 1           | 2      | 3     | 4                | 5      |
|-------------|--------|-------|------------------|--------|
| <           | >      | Atach | Conv.Edit Spline |        |
| Create Line |        |       | Render in Vwprt  |        |
| Group       | Insert |       | Modifr           |        |
| *           | SI set | M     |                  | P tool |
| +           | -      |       |                  |        |



If selection is EditSpline  
SubObject levels 1

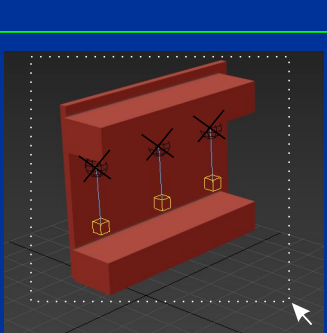
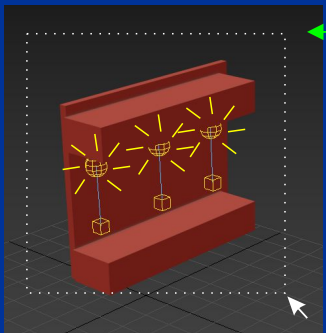
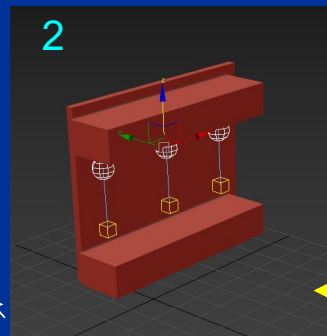
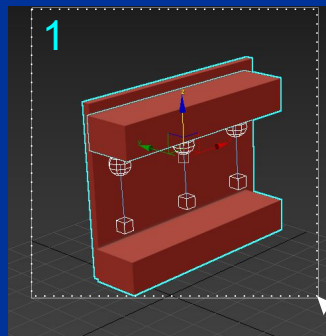
| 1      | 2                 | 3       | 4             | 5      |
|--------|-------------------|---------|---------------|--------|
| <      | >                 | Chamfer | — SI ---      |        |
| Fillet |                   |         | WELD<br><Fuse |        |
| Group  | BREAK<br><Connect |         | Modifr        |        |
| *      | SI set            | M       |               | P tool |
| +      | -                 |         |               |        |

If selection is EditSpline  
SubObject levels 2

| 1      | 2      | 3      | 4        | 5      |
|--------|--------|--------|----------|--------|
| <      | >      | Refine | — SI --- |        |
| Divide |        |        | Detach   |        |
| Group  | Break  |        | Modifr   |        |
| *      | SI set | M      |          | P tool |
| +      | -      |        |          |        |

If selection is EditSpline  
SubObject levels 3

| 1            | 2      | 3       | 4             | 5      |
|--------------|--------|---------|---------------|--------|
| <            | >      | Outline | — SI ---      |        |
| Close Spline |        |         | Extend Spline |        |
| Group        | Tream  |         | Modifr        |        |
| *            | SI set | M       |               | P tool |
| +            | -      |         |               |        |



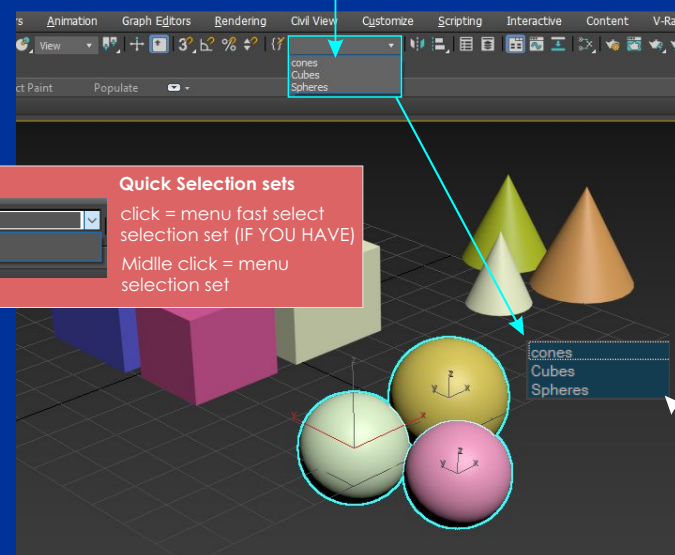
Select Light from current selection

Switch on Light from current selection  
Switch off Light from current selection

| 1       | 2       | 3       | 4        | 5 |
|---------|---------|---------|----------|---|
| <       | >       | — 1 --- | — SI --- |   |
| — 2 --- |         |         | — 3 ---  |   |
| Group   | — 4 --- | Modifr  |          |   |
| *       | SI Set  | M       | smV      |   |
| +       | -       |         |          |   |

quick Selection Sets

Show Material current selection



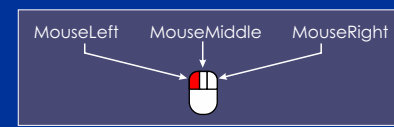
#### Quick Selection sets

click = menu fast select selection set (IF YOU HAVE)  
Middle click = menu selection set

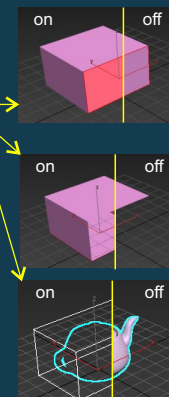
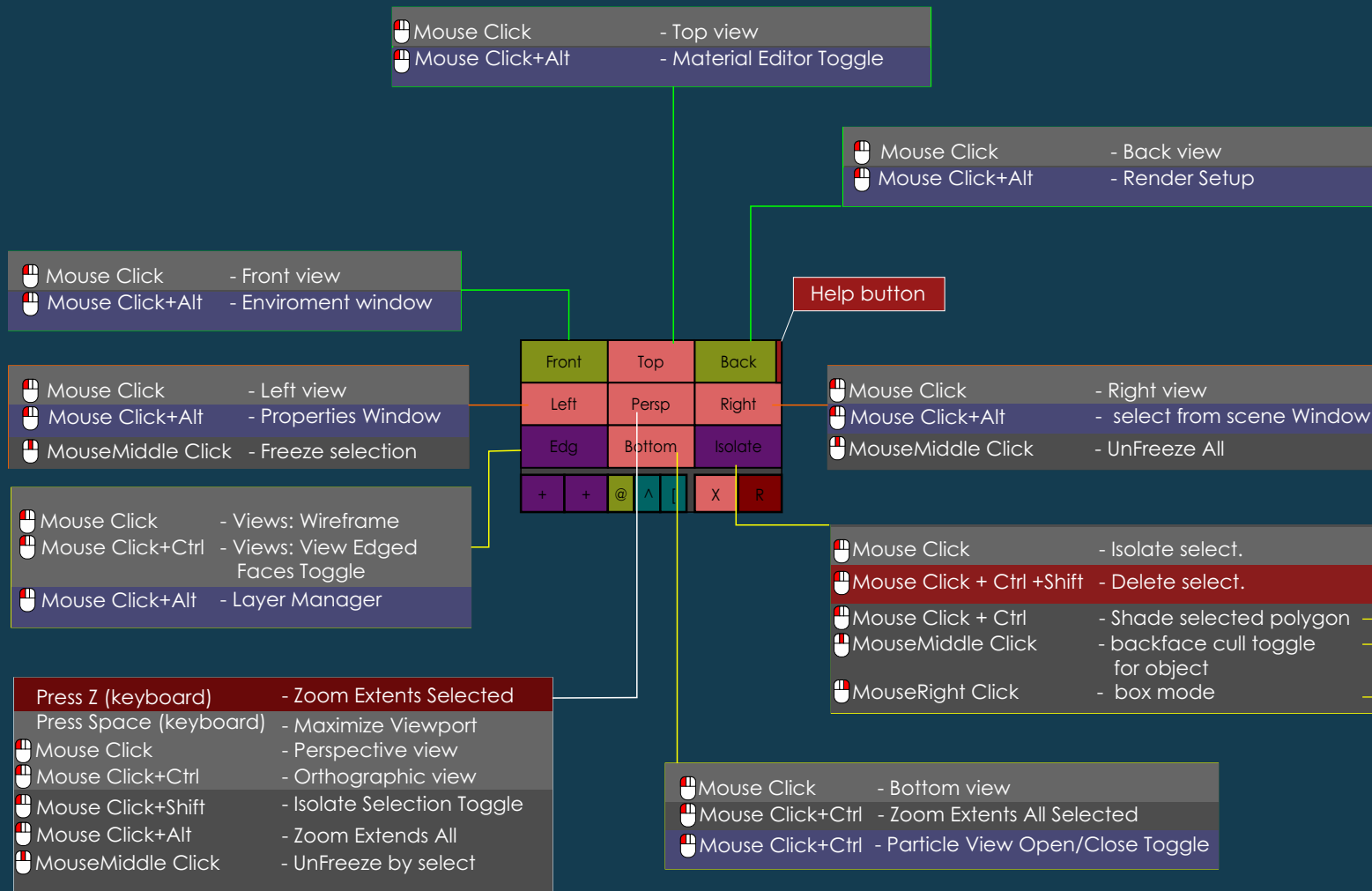
# VIEWHOTBOX

for 3ds MAX

## QUICK CHANGE OF VIEW



|       |        |         |
|-------|--------|---------|
| Front | Top    | Back    |
| Left  | Persp  | Right   |
| Edg   | Bottom | Isolate |
| +     | +      | @       |
| ^     | [      | X       |
|       |        | R       |





- Mouse Left Click+Shift - Save custom view 1
- Mouse Left Click - Show custom view 1
- Mouse Middle Click+Shift - Save custom view 2
- Mouse Middle Click - Show custom view 2

- Mouse Left Click+Shift - Save custom view 3
- Mouse Left Click - Show custom view 3
- Mouse Middle Click+Shift - Save custom view 4
- Mouse Middle Click - Show custom view 4

- Mouse Left Click - Select All
- Mouse Middle Click - Select only Shapes
- Mouse Left Click - Select only Lights
- Mouse Left Click - Select only Cameras

|       |        |           |
|-------|--------|-----------|
| Front | Top    | Back      |
| Left  | Persp  | Right     |
| Edg   | Bottom | Isolate   |
| +     | +      | @ ^ [ X R |

- Mouse Left Click - Lock Render view
- Mouse Middle Click - Area Render

- Mouse Left Click - X view
- Mouse Middle Click - Clay View

