








	<div style="background-color: #333; color: white; padding: 5px;"> 🔑 Create Archive 🔑 Update Archive </div>	<p>Create an archive from the objects below the selected transform.</p> <p>If nothing is selected, create a stand-alone archive node to reference an existing archive.</p> <p>Update the contents of the archive if the original geo is still present in scene.</p>
		<p>Open the Image Tool, 'It'</p>
		<p>Open the Light Lister</p>
		<p>Open the Dynamic Rule Editor</p>
		<p>Open the Texture Manager</p>
		<p>Open the Preset Browser</p>
		<p>Open the Projection Editor</p>
		<p>View statistics for the last render</p>
		<p>Load the RenderMan for Maya plug-in</p>
		<p>Open the RenderMan documentation in a web browser</p>