

Autodesk Maya 2012 Release Notes

This document describes known limitations, issues and fixes in Autodesk Maya 2012. It is strongly recommended that you read this document before you install this release. For reference, you should save this readme to your hard drive or print a copy.

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Additional Resources

For complete instructions about uninstalling and installing Maya 2012, see: www.autodesk.com/maya-faq-2012-enu.

For complete documentation and learning resources, see: www.autodesk.com/maya-docs.

For hardware qualifications, see: www.autodesk.com/maya-hardware.

To report issues with this release, see: www.autodesk.com/maya-support.

For more resources, see: www.autodesk.com/maya-learningpath.

What's New

To learn about new features in Maya 2012, see: www.autodesk.com/maya-whatsnewdocs.

What's Fixed?

The following list contains bug numbers and corresponding descriptions for issues fixed in this release. For your convenience, the list is separated into distinct feature areas.

API

Bug Number	Description
153122	MLibrary::initialize crashes on Windows if default project directory doesn't exist
159047	MPxToolCommand::doFinalize() fails
170988	MFnAttribute::setDisconnectBehaviour(MFnAttribute::kDelete)
172891	MPlug numElements giving different results
173501	Adding attribute to node then deleting node causes crash

Bug Number	Description
175899	Crash when script re-executes cmd from unloaded plug-in or runTimeCommand
176383	MFnNumericAttribute::create default values issues for double3/float3
180033	getFlagArgument() doesn't work properly with multi-use flags
181665	Improvement of custom shader in devkit
187354	Index parameter as a reference in some versions of MArgList::get
201702	Input attributes on custom nodes problem
205188	Cannot rewire connections to node to del in an addNodeAboutToDeleteCallback()
213373	cvColorShader crashes Linux, Windows
213497	Compound attribute array problem
227153	MObject::apiType() fails for kData4Double type
237690	loadPlugin command within userSetup.mel crashes Maya
239509	Error when invoking model editor command
244289	Plug-in using MPxGIBuffer crashing
245410	Cannot construct MRampAttribute when ramp attribute is empty
251626	Crash in Interactive Prompt/Batch mode when calling MProgressWindow
259795	Array version of MArgList::get() has different function params than others
273987	Document MMessage callback function typedefs
279601	Python: MItDependencyGraph::next() doesn't work because it refers NULL object
298231	Declaration of 'className' method in API classes is inconsistent
302127	There appears to be a memory leak in the MDGContext class
309496	Calling MFnNurbsSurface::copy with parent dagPath argument causes crash
314719	readAndWrite does not do what it advertises to do
315016	MFnDependencyNode::hasAttribute() with non-exist attribute name cause error
316438	API enums passed as reference
324634	loadPlugin behaves differently than documentation say
327647	Crash with MPxSurfaceShape tweaks
334176	MDGModifier doesn't support setting plug value on single simple attribute
336754	setCursor does not work in Python when using the default
339833	Creating constraint using MDGModifier::createNode crashed Maya
341199	MItDependencyGraph raises exception at end of iteration
348996	MFnDependencyNode::hasAttribute() fails in python
352107	MGlobal::getFunctionSetList() returns wrong types
355451	Docs for MPxConstraint attributes missing/broken
356921	objExporter crashed Maya
361657	Viewing live device data during playback is broken
364197	Import error with MotionBuilder
366614	Transmit an MDoubleArray through attributes between nodes crashes Maya
368071	Crash with PyQt GUI inside QmayaWindowEventFilterObject::eventFilter()
369543	Maya module description file should support environment variables

Bug Number	Description
369553	No documentation for custom hypergraph icons
369970	No access to MDrawRequest's matrix
370977	MLibrary::initialize has incorrect signature
371413	Failure to read compound attributes

212181 - catchQuiet does not work properly

catchQuiet now suppresses both MEL and Maya errors. Previously, catchQuiet would only suppress runtime errors and warnings issued by MEL. It has now been fixed to also suppress messages issued by Maya commands.

Animation

Bug Number	Description
337159	3D motion blur causes crashes with muscles made with the muscle creator
348994	blendShape does not work well with namespaces
348998	skinCluster envelope attribute not working on Linux
360016	Wrong description in helpfile
362100	Hips translation does not work
366567	PChar: Roll bone extraction behaves opposite to what is expected
368147	HIK : ankle compensation AUTO does nothing
368148	Auto mapping does not work with namespace
369010	Painting skin weight for polygon without vertex or face causes crash
371032	Toggle xray joints not syncing between paintWeights and panel
374312	Exporting to HIK format visible in Maya GUI but does not work
375220	Key modes not functioning
375225	Autokey is not functioning on HIK
377247	weightList -> weightList connection doesn't respond to changes as expected
176266	Setting quaternion keyframes at 45 degrees in two axes issues
208651	Synchronize quaternion behavior
226110	Audio will not play or scrub backwards in Maya (Linux)
285356	Graph Editor: Key Stats fields doesn't work when Normalize curves is on
295536	Moving keys via MEL not work with normalized curve
311108	Fcurve linear spline interpolation sometimes has round off errors
317304	Set motion trail increment to zero crash
321756	Maya freezes when scrubbing animation (driver issue)
334472	Keys at high frame count may have round off error exporting to MotionBuilder
354579	Linear tangents are not precise with big number
354655	Newly created constraint nodes are incorrectly added to namespace
355037	Expression collapses when dynamic attribute of expression node is used
355905	Namespace added expression cannot open in external text editor (Windows)

Bug Number	Description
355906	External Expression Editor corrupts expression
356454	Playblast : improve error message when overwrite fails
356501	Point on poly constraint with objects in namespaces
357453	View Normalized crashes Maya when displaying angular animCurves
316090	treeView callbacks not python compatible
353238	Crash when creating animation layer
369263	Crash on Animation Layer smart Bake with addAnimCurveEdited callback
370275	Unable to use command to set keys in animation layers

File I/O

Bug Number	Description
209041	Project problems when transferring
224452	Import no longer use scene's current namespace
232139	Documentation incorrect on workspace -dir and interaction with filebrowser
238865	Cannot delete "lightLinker" nodes
318517	Render -proj flag overwrites workspace.mel
319964	Maya fails to launch if lastLocalWS is set to a read-only directory
348379	Namespace list is not cleared by "file -f -new" after "rename" of itemFilter
352137	File command can't always find files in workspace "scene" location
356148	File -edit -modified false doesn't work correctly
360138	Plug-ins used in a scene are not saved correctly (if save panel layouts is off)
361947	Double without decimal value saved as integer in Maya ASCII format and overflows
363680	Problems with workspace.mel when rendering on a render farm
365519	Crash on file save
369753	File browser (windows style) defaults to saving files as maya ascii
371560	Maya 2011 overwrites the workspace.mel file
374798	Maya interfering with restart
375943	Intelligent error handling when Deleting 'root' namespace
380178	getAttr -expandEnvironmentVariables seems to permanently expand the value
308583	exporting as OBJ causes Maya to crash
370219	Export from Maya to Mudbox issues on Linux 64-bit

File Referencing

Bug Number	Description
346698	Instances of grandchild reference lost when switched to proxy with shared edits
355882	Shared edits aren't getting applied to a referenced Proxy
356243	Nested proxy references : unloading/reloading in the Reference Ed. crashes Maya
356371	Crash with ref joints and python commands
360067	Namespace Editor does not refresh between scene loads
360903	Editing on objects in referenced custom file is not saved
361877	Import file problems with child reference edits
363295	"lockNode -l 1 ;" causing mesh to lose shader assignment
365154	ExportAsReference breaks render layers
370178	Selective preload window is improperly formatted so you can't expand the list

Fluids

Bug Number	Description
304303	Fluid illuminated by multiple lights gets extra intensity for each
316282	Fluid should inherit velocity from collision object
352379	Dispatched batch rendering fluid with retimed nCache produces incorrect result
361705	Child ramp attribute of compound array attribute cannot be shown correctly

Editors

Bug Number	Description
268706	Sluggish actions in Hypershade
276226	Component Editor cannot edit namespace added meshes
311068	Deleting color extra attribute causes crash
340891	Camera Set Relationship Editor does not refresh
359236	Writing the character number inside a string definition causes the rest of the line to appear as a comment
364163	Maya hang on file save with isolated select and Outliner window
365828	Issues with the new implementation of File Browser
365928	Cannot change multiple values at once in attribute spread sheet
366783	plusMinusAverage can only set 1 decimal for 2D inputs
366822	Dynamic Relationship Editor does not support full paths
368729	Hypershade - Toggle the create bar on / off
369440	File browser only displays predictive folder names for C:/
371299	File Browser: typing in a folder name saves a file rather than navigating
372738	Component Editor - Smooth Skin Zero Weighting update issue
375123	File Browser issues with new folders and date-sorting
376399	Component Editor: cannot paste value to multiple cells

Bug Number	Description
378119	Changing enum attribute with multiple objects selected only changes one object

Modeling

Bug Number	Description
339327	Working with construction history off causes history to stack up
370294	Lattice crash (libPolyEngine)
374003	Poly triangulation causes loss of UVs
229834	Poly Combine/Separate don't respect multiple UV sets
275392	Split Polygon Tool cannot split multiple faces from backface
284563	MltMeshFaceVertex method normald() causes crash in Maya
296951	Split Polygon Tool cannot drag end point together with starting point
299737	Crash in TpolyEditableGeom collapseEdge
313140	Normals not correct with "Smooth Mesh" option
318532	Combine breaks UV linking
346216	Fill Hole crashes
352585	"polyColorPerVertex -q" to object with no vertex color crashes Maya
359356	Crash in conform/undo
360931	polyBridge crashes Maya (empty Color Sets)
361451	polyBridge crashes Maya
361584	Repeatable crash during polyCleanup
366936	Mesh Backface Culling crash
371226	Scale manipulator disappears from UV texture editor when zooming out

Nucleus

Bug Number	Description
278846	nCloth mesh slips down with non-zero rigidity and high inputMeshAttract value
348226	Painting cache weights from RMB menu does not create weight connections
350296	outmesh precedes the inMesh with inputMeshAttract is set
354931	getAttr on cache node connected outCacheData crashes
369646	Instability triggered by self collision failure, e.g. at knees and elbows
371073	Adding a Damp Texture to nCloth does nothing
373920	Disable collision for nCloth problems
355179	nParticles not simulating correctly, not getting license in batch
369039	Per-particle attributes not flushed after rewind
372156	Select members on nParticles constraint gives incorrect results
373036	Particle exclusion constraint applied to wrong object
379348	Crashes when loading a scene with cached nParticles and multi object instance

Installation and Licensing

Bug Number	Description
348715	Uninstall issues
358270	Maya does not start because d3dx9_42.dll was not found
358922	Installer installs unnecessary files and folders
360388	Log files for deployments should all go to a folder on the server
362335	Error message appears on start
364219	Uninstalling Maya 2011 Hotfix fails if it is installed by deployment
369426	Environment setup issues
372479	License Transfer Utility has incorrect shortcut target in Start Menu
377945	Transfer license utility shortcut is broken

Rendering

Bug Number	Description
296952	Opening UV Texture Editor crashes Maya if object doesn't have material
321216	Multiple material overrides in referenced render layer breaks the render
328935	Stereo horizontal interlace mode flips when resizing
329153	stereoViewer refreshes more than it should
329154	Stereo modelPanel and RenderView give different anaglyph images/results
338715	Playblasting images performance issues
356800	Backburner Web Monitor is unable to quit server tasks in process
356688	Color management conversions between color spaces issues
363303	Maya main GUI does not appear
364497	Hypershade Bookmark crash
369851	"spotLight -name lightName" does not return light's name
360939	16-bit half float EXR output of color managed renderings result in unusable file
372487	Batch bake creates clamped color set
378585	Textures with transparency draw incorrectly
267280	Previous hardware displays cannot display correctly multiple UV and textures
352089	Hardware render doesn't recognize extension padding
355177	MGeometryManager gives wrong element count
361362	Crashes during Hardware Render Buffer render
239367	multi texture with different UV sets and alpha are not displayed in viewport
268575	Viewport rendering does not support multiple UV sets
369361	Different CPU counts combined with Tessellation Error has different results
375649	Using the -amt flag is not exiting renders
302958	mental ray crash with a CAD file
331212	BSP2 and Instances not rendering
333388	Particular framebuffer names for OpenEXR multipass are not exported correctly

Bug Number	Description
333626	Nested references problem
358514	misss_physical creating artifacts and no material
361720	Light's Photon Intensity attribute broken
362476	mib_texture_lookup returns wrong color when filter is on with rasterizer
365451	overall_bump input from empty file texture used as normal map crashes Maya
371499	Color management issues
359270	Background gradient edits ignored by Viewport 2.0
360447	Directional light shadows not working with Viewport 2.0
369255	OGS: Viewport 2.0 will not run on Radeon 5870 unless maya.exe is renamed
377014	Performance problems with custom renderer
380529	Performance problem with render target parameter on MShaderInstance

Color management improvements

Maya 2012 includes improvements made to color management accuracy and image format support. See bugs 356688, 378635, and 360939 in the What's Fixed list above for more information.

Scripting

Bug Number	Description
212181	catchQuiet does not work properly
219424	Print 1e256 causes a crash
266995	Python commands attached to menuitems produce error after restarting
267915	maya.cmds.shadingNode returns None in batch mode
269148	mayapy.exe: first object creation command doesn't echo the value.
295972	Python created scriptJobs are not listed on "listJobs"
309041	maya.cmds.menu(postMenuCommand=somethingCallable) leaks memory
310567	Python shelfButton command cannot create MEL sourceType
317083	Memory Leaks in maya.cmds
318920	Python: scriptJob fails to handle "quitApplication" event
319438	Maya Python memory leak with strings
323126	gradientControlNoAttr doesn't list all the flags
329204	substituteAllString can cause infinite loop
331947	MFnUInt64ArrayData.create returns kIntArrayData obj, not kUInt64Array
334611	catchQuiet doesn't work on referenceQuery errors
348048	Keyframe -q incorrect if attribute is locked
349500	textField* commands -editable false and -enable false inconsistent behavior
357506	editAttrLimits.mel with wrong code
363254	Prompt mode fails to connect to sockets
366922	objectTypeUI "viewPanels"; failure

Plug-ins

Bug Number	Description
369536	Cannot load 'Substance.so' plug-in
371530	Substance plug-in fails to load

General UI

Bug Number	Description
177417	shelfButton -dragCallback and -dropCallback do not work
192779	setFocus not working properly from command line with quad-split model view
199419	Closing a torn off menu crashes
214835	Hotbox grabs Xserver
269968	Create a locator, keep selected and open the Channel Control crash (Mac)
278144	Wacom pen interferes with Hotbox
297039	Display iconTextButton on FormLayout (Mac)
315338	Hangs while switching panel views and clicking during redraw
316336	Limiting the redraw to single pass for each refresh
321157	Maximize window not working properly
322990	Maya child windows are not 'raised' when told to
323966	frameLayout's size does not follow its parent's size
327349	optionMenu doesn't appear when initial window size is small on 64-bit Windows
356048	Tablet pressure breaks undo
356303	Add the abolition of labelAlign option of frameLayout in the online document
356641	Unresponsive marking menu's when right clicking using Wacom pen
357484	Tweak Mode only modifies in a certain axis
361689	Font installing problems
363797	objectTypeUI does not work anymore with menuItem instances
364226	Crash: iconTextButton/iconTextCheckBox/iconTextRadioButton delete from callback
366337	Using dual screen Hotbox works on primary but not secondary monitor
368109	Hotkeys are not assigning correctly or saving
369075	Hotbox can't move torn off menus
369758	Hotbox display issues (Linux)
370084	Drag and drop to previous version problem
370342	libQtCore crash when navigating through static to dynamic attribute connection
371803	Minimizing Render View Window does not hide contents
374318	Pressing space bar in viewport shifts entire session
374399	Sticky mouse focus (Mac)
377428	Hotbox appears under active window when set to always on top
228719	Cut faces icon dithered

Bug Number	Description
243470	User Color changes not persisting
271454	The editable flag of the checkBox command does not work
286095	Display Layer's "Make New Layer's Current" and templating error
337641	Double-click to select edge loop inconsistencies
342512	Random crashing whilst clicking
349279	Trial version label error
352293	Shelf icons not loading on startup
352756	Closing Render View doesn't restore focus to model view
353503	Shelf Icon format preference does not save
353746	Image command no longer reads IFF
354067	Hypershade won't display materials
356147	Refresh error
356239	Render layer override orange text going grey when not in the Attribute Editor
356902	Help > Direct Connect Help fails
359057	getModifiers command returns incorrect values (Mac)
359266	Maya does not save preferences for View Cube Compass
360622	Change Maya foreground color (Linux)
360911	Empty tab with tabLayout
361915	Shelf icons resize to full size upon exiting and re-opening Maya
361956	Custom shelf buttons disappear upon start
362290	Preferences corrupted when ViewAxis HUD (HUDViewAxis) is removed
362566	Default Hotkeys reset themselves upon re-opening Maya
363499	Display layer move selection up and down does not work
363909	My custom shelf contains no buttons, new buttons cannot be made
364036	formLayout -attachForm doesn't work with iconTextButton and iconTextCheckBox
364377	Shortcut key defaults keep overriding user changes
364524	Renaming an item in the Shelf Editor selects the item at the top of the list
367064	UV Texture Editor snap and grid display incorrect while using "Use Image Ratio"
369415	Deferred dialog problem
370285	File dialog renames incorrect file/folder
371129	Shaders with connected transparency don't display
371964	Mouse input freezes after Hotbox or menu interaction
373806	Row not found error
374513	Extension no longer determines file type
375741	Creating lights doesn't return the name of the new light node
377467	Cannot rename button pop-up menu
222149	Maya launches a file called "C:/Program" if it exists (Windows)

358426 - Some controls named with "#" retain it in their object names

In previous versions of Maya, controls named using the "#" sign would retain the sign in their default labels/titles. For example, creating a button called "myButton#" with no label would create a button with an object name like myButton1 but the default label on the physical button was "myButton#". Likewise, creating a window called "myWindow#" with no title would create a window with an object name like myWindow1, but the default title in the window's title bar was "myWindow#".

With this fix, this no longer occurs. myButton1 will have a default label of "myButton1" and myWindow1 will have a default title of "myWindow1".

369974 - Namespace UI modifications: "Create Reference" window

Previously, the "Name clash" settings in the File > Create Reference and File > Import options were slightly different. These are now consistent.

Miscellaneous

Bug Number	Description
362548	Organize files in Bonus tools
324638	Cloth scripts missing and/or location changed - cleanup classic cloth references
231287	Large number of connections between two nodes slows down Maya
347811	Document DIRTY PROP, CLEAN PROP & DIRTY BLOCK
349382	Slow node selection with animation layers
366589	Standard particle caching and opacity problems
372735	BMP image causes crash if it is used for iconTextButton
353517	Segmentation fault on startup
339703	HUD frame rate displays partially off screen
360131	Edit and Delete buttons in Hotkey Editor show inactive states (Mac)
276518	Symbolic linked directory path is converted to real path unexpectedly
342917	Active Directory Accounts do not work (Mac)
357550	Script Editor window is rendered unreadable on gesturing right
362006	Tool tips not working in Hypergraph heat map display
371656	Windows don't minimize, they disappear
353624	atan2 documentation incorrect
354604	splash.dll file missing
354734	splash.dll problem
355142	Unused script nodes and performance
355972	Opening Visor crash
356304	Application file has stopped working
356993	menultems created in Python do not respect arguments passed to them
357382	AutoSave with prompts
357546	More than one voice (language) talking at same time in learning movies

Bug Number	Description
358004	Load the Maya Muscle plug-in first
361646	Wacom support problems
361777	shelfLayout does not resize vertically when used in a formLayout
362024	The script editor does not open
368804	TGA support with the image() command
370122	Eyedropper color sampling freezes application
352811	Playblast does not record certain frames

Feature Limitations and Notes

The following section describes limitations and other notes about this release. For your convenience, the list is separated into distinct feature areas.

Maya Simplified Chinese and Maya Japanese

Bug Number	Description
385734	CHS: The job's name is unreadable in Backburner
385735	CHS: Localized path of destination field is displayed incorrectly in Composite
385736	CHS: The localized path in Exporting and Importing displays incorrectly
385737	CHS: About window displays text incorrectly
385886	CHS: Composite cannot launch when user has limited rights on machine
386027	CHS: The word "server" appears in English in Backburner's Manager
386029	CHS: The word "manager" in warning message appears in English

API and Scripting

Bug Number	Description
279601	Python: MItDependencyGraph::next() doesn't work because it refers NULL object
315016	MFnDependencyNode::hasAttribute() with non-existent attribute name causes error
348996	MFnDependencyNode::hasAttribute() fails in Python
349036	Infinite recursion if maya.utils not found
368766	MFnLightDataAttribute::setObject() does not work

Animation

Bug Number	Description
366275	Hik: Channel Box or Attribute Editor values ignored by effectors (sync issue)
357076	Sequencer: File path still points to old location when relocating media files
359322	Get rid of Sequencer node - merge with SequenceManager
379846	Reading a 2011 file adds an additional bone between legs

Bug Number	Description
381291	HIK : Pull doesn't work in context of retargetting
381927	Can't edit motion trail tangents with Soft Selection
381954	Selecting tool clears selection in the Graph Editor
382154	HIK: Shift+LMB does not allow for selection of keys on timeline if HIK in scene

Dynamics

Bug Number	Description
361522	Problem with too many wrinkles
361361	Bend restitution has no effect when using simple bend solver
365231	Fluid and nCache both delete when deleting fluid cache
358255	Nucleus lockup during interaction (Mac)
327800	vertexColor texture fails when no color set on first frame
356574	Ramp widget handles 50 entries, but ramp attribute can have more
372111	Editing nucleus transform at start frame requires rewind
372115	Problem with solving nParticles in a moving local frame
374787	Assign solver fails when all nucleus Attribute Editor display transforms are on
375400	Particle Instancer rotation not caching with Aim direction set to force
376912	Use Polygon Shells - On/Off at start frame requires another rewind
376927	nParticles project file crashes Maya
377823	getCacheable channels still cache grids that were turned off
380245	Trying to shatter a firework hangs Maya (NURBs shatter can be VERY slow)
380797	Cache resolution mismatch
380888	Cache confusion with two or more fluid shape nodes with the same name
381961	Duplicating PhysX geometry causes Maya to freeze

Modeling

Bug Number	Description
333874	Selection Constraint Angle does not work

Interoperability

Bug Number	Description
382399	Default displacement scale one-click needs adjustment
380838	ICEFlow - Static deformations don't update in Maya
381203	MotionBuilder to Maya (when closed) doesn't load the file until the File menu is clicked

Rendering and Render targets

Bug Number	Description
360939	16-bit half float EXR output of color managed renderings result in unusable file
355710	Remove time contrast settings from mental ray globals
378635	Inconsistent color output when rendering EXR and TIFF with mental ray Depth Pass
380204	Cancel Batch Render does not (Linux)
380322	Scenes with dense final gather settings may have longer render times
382158	Warnings occurring in mental ray standalone
372275	Hide mental ray attributes in the Attribute Editor when plug-in isn't loaded
368762	Separate mental ray plug-in from Maya
380236	The SatinedMetal preset for the mia_material may have a slightly different rendered result
380520	Batch render target rendering not supported for more than one renderable camera
380993	Batch render unable to render rendertargets in SGI, PSD and ALS
380537	Aborting a render target render incorrectly displays render target name in Render View
379526	Render target recursively filter renders
382287	layeredTexture node clamping float values
381206	Render Target Aspect ratio issue
380660	RenderTarget : Aspect Ratio incorrect with orthographic cameras
379010	Incidence render pass fails to be read from EXR render to Render Target
379007	Material Incidence pass fails to read in Render Target at 16-bit integer (defaults)
381082	RenderTarget : horizontal shift when used with Stereo Camera

General UI

Bug Number	Description
357561	Minimized windows don't appear in dock and don't stay minimized (Mac)
376551	Render View appears blank with error message
377392	Hypershade loses visual connection with projected textures
381128	Attribute Editor slow to update when selecting camera in scene with CgFX
323322	Color scheme makes UV Texture Editor resizing option obscured (Mac)
350866	Hypershade is slow to open (Mac)
353866	Files greyed out in File browser (Mac)
356339	File browser doesn't update if the window is open
359228	Opening windows (like Attribute Editor) does not bring them to the top if already open

Bug Number	Description
369409	connectControl performance issue
380317	Tear off the Recent Commands menu from the Hotbox will not update
356182	Dockable Attribute Editor not refreshing after resourcing ANodeTemplate
358130	Unattached picture object in formLayout doesn't show up
376333	Scene with multi-byte name can't be transferred to Mudbox in JP version
376955	Impossible to pick Color with pen tablet (Mac)
377236	Outliner auto-scroll bug
378069	Errors showing Attribute Editor with some custom attributes
379019	Render View sometimes empty during render (Mac)
356688	Color management conversions between color spaces are inaccurate and unable to round trip
355340	Hotbox shifted by height/width of border panels when using overlays (Linux)

Miscellaneous

Bug Number	Description
355821	artUserPaintCtx : if Undo is off, Maya crashes after Flood is used
371917	Must use "." for numbers with LANG environment variable set
378047	Close batch render option box before changing renderers
380473	No manipulator handles in perspective view, but available in all other views
382222	Fur Paint Export Map fails
382310	Remove the -exportAsSegment flag of file command and associated methods
370985	Difficulties publishing blend shape sliders due to default published name
356665	No preferences to set Attribute Editor opening behavior
362615	Must set International > Formats > Region to see installer in Japanese (Mac)
381032	CIP: Maya sometimes won't start in Japanese mode (Mac)

Maya Simplified Chinese and Maya Japanese

386052/385230 – launch error when localized documentation is in customized location

If you have installed the Maya 2012 documentation, in any language, to a local drive on your machine, you must install any subsequent language-specific documentation to a parallel location in order for the Help Preferences to function correctly (on Windows and Linux).

For example, if the English documentation is installed at: C:\Program Files\Autodesk\Maya2012\docs\en-US, then the equivalent Japanese or Simplified Chinese documentation must be installed at: C:\Program Files\Autodesk\Maya2012\docs\ja-JP (or zh-CN).

API/Scripting

214262 - MRampAttribute::Interpolation should match internal representation

Previously, the values of the MRampAttribute::MInterpolation enumeration did not match the corresponding values placed into the the ramp's interpolation attribute. While the MRampAttribute class itself took care to perform the correct translation whenever setting or retrieving interpolation values, problems could arise if users tried to set or or retrieve interpolation values directly, using plugs, data handles or MEL commands. To resolve this inconsistency the MRampAttribute::MInterpolation enumeration has been adjusted to match the actual values set in the attribute.

For the most part existing code should continue to work without any changes, particularly if it only accessed interpolation values through the MRampAttribute class. However, if you have code which was explicitly working around the old problem by translating MInterpolation values to/from the raw attribute values, then you may need to remove or modify that translation code.

362497 - MFnMesh::setFaceVertexColors doesn't work with locked dcol attribute

Previously the MFnMesh functions which set colors (e.g. setVertexColor) would automatically turn on color display on the mesh node. This has been changed so that the methods leave the node's color display option unchanged. If you want to turn it on then you must do so explicitly either by calling the new setDisplayColors method or by setting the mesh node's 'displayColors' attribute to true.

366299 - Remove overlay drawing methods from M3DView

The overlay drawing methods in M3dView (beginOverlayDrawing, endOverlayDrawing and clearOverlayPlane) haven't worked properly since hardware overly support was removed in Maya 2011. Those methods have now been removed from API and the sample plug-ins which used them have been updated to use the XOR drawing methods instead (beginXorDrawing, endXorDrawing).

368813 - MFnAttribute::setParent() doesn't add attribute to new parent

The MFnAttribute::setParent() method has been removed. It was exposing an internal Maya function which, on its own, was not useful and could corrupt a node's attribute hierarchy. To properly set an attribute's parent, use MFnCompoundAttribute::addChild() to add it to its parent.

368766 - MFnLightDataAttribute::setObject() does not work

Light data attributes, such as those created by MFnLightDataAttribute, were incorrectly reporting their type as MFn::kCompoundAttribute rather than kLightDataAttribute. This has been fixed. In most cases the change will be transparent to API users but it is possible that you may have code which is explicitly checking light data attributes for kCompoundAttribute, in which case you will have to update your code accordingly.

377401 - namespaceInfo -listOnlyDependencyNodes includes internal nodes

namespaceInfo -listOnlyDependencyNodes is listing all nodes, including internal nodes and world. This behavior is not consistent with how we generally return lists like this to the user by default. Instead, by

default, it should work in a similar manner to the default behavior of ls -dependNode where internal nodes are skipped. To support compatibility with the previous behavior, we added a new flag 'internal' which will cause the command to include all the nodes that it previously did.

Animation

367419 - Preserve compatibility with Maya2011 MayaHIK setups

We made some changes that will change the compatibility with the previous files. These should be addressed at load time

- hikFKJoint and hikKEffector are now used in place of joints and hikEffectors. While the old setups would evaluate properly, some new code may fail.
- Inputs PinT and PinR were replaced with output pinT and pinR.
- Percentages values on property2State node are now ranging from 0 to 1 instead of 0 to 100.

378677 - Animation curve different between Maya 2011 and Maya 2012

Animation curves with tangents set to quaternion cubic and quaternion tangent-dependent have been improved to provide smoother interpolation. This means that files from previous versions with these tangent types will produce different results.

381276 - Setting jointOrient attributes individually badly recomputes vector

Problem: Setting joint orient values individually on x, y or z in the attribute editor or via a command may result in a new joint orient triple. This is because the value is stored internally as a quaternion.

Workaround: Set all three joint orient values at once. For example:

```
setAttr "joint1.jo" -type "double3" 90 0 0;
```

HIK

367419 - Preserve compatibility with Maya 2011 MayaHIK setups

HIK retargeting rigs from Maya 2011 will play back, but do not work with the new HIK UI in Maya 2012.

Licensing

Sentinel 1.2 breaks a Sentinel 1.1 install on Macintosh

This will affect any product that has integrated Sentinel 1.1 for the Mac that is installed on a machine where Sentinel 1.2 has already been installed. So far Maya 2011 is the only product we have identified as having integrated Sentinel 1.1 for the Mac. Basically what is happening is that LMU.app and LTU.app are not installed on the machine for Sentinel 1.1. This will affect both network and standalone license types.

Workaround: The supported fix would be for users to copy the LMU.app and LTU.app packages manually onto the machine.

380146 - DMM cinematic plug-in fails to load on Linux

Maya is not compatible with selinux enforcing settings.

378003 - Core dump by running setup on Fedora 14

Fedora 14 requires one to use a fully root account to run GUI programs. Do the following:

su –

Then run the installer.

This is a "new" security feature of Fedora 14.

<http://fedoraforum.org/forum/showthread.php?p=1423295>

Rendering/mental ray

375080 - Render passes may exhibit poor shading quality with Adaptive Sampling

Workaround: Select Fixed Sampling instead of Adaptive Sampling in the Render Settings: Quality tab.

380813 - mental ray shadow map overrides does not disable 'Use Ray traced Shadows' in Light Attribute Editor

Previously, enabling 'Use mental ray shadow map overrides' in a Light Attribute Editor disabled 'Use Ray Trace Shadows'. This is not the case in Maya 2012, and 'Use Ray Trace Shadows' must be disabled manually.

380847 - Maya may stop unexpectedly if mental ray is used to render scenes with extra shape nodes

If your scene contains extra shape nodes, for example, objects that are not meshes, and render with mental ray for Maya, this may cause Maya to stop unexpectedly.

Maya File I/O

380799 - Saving files to paths that include '.' causes files to be saved without an extension

When saving a file, if your path includes a '.', your file may be saved without an extension. To workaround this problem, enter .ma or .mb after your file name before saving.

352137 - File command can't always find files in workspace "scene" location

Previously, using the workspace command to set your "scene" file rule only worked for your mayaAscii and mayaBinary files in the current session of Maya. If you re-open Maya, you must have your "mayaAscii" and "mayaBinary" workspace file rules set to this directory also; otherwise, an error appears.

In Maya 2012, your "scene", mayaAscii and mayaBinary file rules are all considered when a scene file is located. Maya first looks in the location defined by the "scene" file rule, then mayaAscii, then mayaBinary. Therefore, the default location for all scene files (.ma, .mb) is the location defined by the "scene" file rule, regardless of file type.

If you have defined different locations for your mayaAscii and mayaBinary files, you must explicitly set the file location to use these, as they do not appear at the default location.

mental ray Satellite and Standalone

382129 - xinetd needs to be installed on the Linux platform to allow for network rendering with mental ray Standalone and mental ray Satellite

To install, as a super user, execute the following command:

```
yum install xinetd
```

Then reboot before installing mental ray Standalone or mental ray Satellite.

382413 - mental ray Satellite license update

Maya 2012 now includes four mental ray Satellite network rendering licenses, which allows you to freely use up to four slave machines (with up to four processors each and an unlimited number of cores) for mental ray network rendering.

Note: The Maya 2012 Help, mental ray Satellite Readme, and Maya 2012 Installation Guide incorrectly list the number of satellite licenses as 8. The correct number of satellite licenses available in Maya 2012 is 4.

Nucleus

361522 - problem with too many wrinkles with previous versions

If you load an nCloth scene file from a pre-2011 version of Maya, set bendAngleDropoff to zero to preserve the existing behavior of the cloth.

BendAngleDropoff previously had little effect on simulations; however it now has a strong effect on bend resistance. Higher values now result in less bend resistance where the cloth is flatter.

Miscellaneous

Link to video in Maya Help What's New page does not accept UNC-style paths

The Camtasia video link on the 'What's New in Autodesk Maya' page of the Maya help does not show the 'What's New movies' if you access the help from a UNC-style path (for example, [\\remote-drive\](#)). In order to play the movies from this link, you must either install the Maya 2012 Help to a local hard drive (for example, C:\) or map a drive to the network location where the help is installed. These movies play properly if you access the help from the Autodesk web site.

311729 - Comments link generates corrupted page in Japanese Safari (Mac OS X)

If you click the “Please send us your comments about this page” link at the bottom of a topic in the Maya Help in Japanese Safari, the help system returns a corrupt page.

Workaround: Use another browser (such as Mozilla Firefox) to send comments.

369409 - Possible connectControl slowdown

When using a large number of controls, and issuing commands that take control names (for example, connectControl), you should follow these guidelines to increase efficiency:

- 1) Set the parent to the relevant layout or window using setParent before using a large number of commands for the same layout/windows.
- 2) Use the short name for each control.

379816 - OGS: dynamics scenes must play back forwards first when using Vertex Animation Cache

When using the Vertex Animation Cache attribute with a simulation, you must first play the simulation forward once in order for the Vertex Animation Cache to build its cache correctly. After doing this, you can scrub the timeline as you like. Note that rewinding the simulation to Frame 1 does not reset the cache.

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