Autodesk Mudbox 2013 Release Notes

This document describes known limitations, issues and fixes in Autodesk® Mudbox® 2013. It is strongly recommended that you read this document before you install this release.

Contents

What's New

Find complete new feature information in the "What's New" section of the Mudbox Help at:
www.autodesk.com/mudbox-help-2013-enu-whatsnew

What's Fixed Since Mudbox 2012

The following table contains bug numbers and corresponding descriptions for issues fixed in this release since the Mudbox 2012 release.

Bug Number	Description
384727	Mudbox may crash when reading in triangle mesh
384359	Smooth brush doesn't work on triangle meshes
383461	When a layer is first created, auto tile loader tries to load all tiles, causing a massive slowdown in the GL drivers
380637	Create stencil should show transparent areas as transparent, not white
384998	Edit stencil: the stencil loses its transformation once editing is done
384697	Solo as diffuse texture is incorrect when >1 objects are solo as diffuse
383548	Symmetry is turning off when changing between tools
381304	SDK: FileEventHandler example doesn't work
378458	Lasso face selection in empty space can't deselect all faces
367557	Transfer Details and Transfer Paint Layers should subdivide UVs
363268	Adding joints to a skeleton can mess up previously saved poses
376909	Apply mask using Lasso/Box changes normal, missing refresh
332154	Transform manipulator does not update to new object selection
383969	Brush settings (Size, Mirror) are not saved after restarting Mudbox
385156	Refresh problem with multi-tiled mask layers
341017	Cannot hide locked objects

Bug Number	Description
386573	Tiling Plane: The UVs will be incorrect if Smooth UVs is on when subdividing
381451	Due to recent changes made to the common shader, scenes that contain models using the older default material from 2010 are no longer supported in 2012. Possible side effects: shadows may not display correctly and posing will not work. Workaround: Assign the 2012 materials.
388779	Extracting PTEX maps with Texel Distribution set to PTEX Setup and the target model not level 0 may cause crash.
388707	Extracting a PTEX file for N-sided mesh with Texel Distribution set to "Base on Face/UV Size" may cause crash.
388355	When using Create UVs, edge bleed may not be present for edges that are adjacent to face "0".
388465	Last undo operation before saving a file may not be saved correctly.
388638	"Sculpt Using Map" window is incorrect in French, Japanese and German.
388681	HUD causes crash when objects are outside viewport on Mac OS X & Linux.
388846	Mask by using lasso or region selection modes with multiple meshes & sculpt layers may crash.
388346	Initial setup during Mudbox installation will not start on Windows using simplified Chinese.
388291	Mask layers are hardcoded to save as PNG which is very slow with large texture data sets. Save mask layers as TIFF instead.
388215	Improve PTEX setup performance for meshes with large textures and large number of tiles.
388652	PTEX files are exported with incorrect texture data if mesh is exported as FBX.
385951	"Import Layer" and "Import Layer Mask" does not work correctly if file type is PSD
385817	"R" hotkey to edit stencil will crash if stencil is imported.
386149	When a Maya blendshape is sent to Mudbox the strength is not converted to the Mudbox range, producing incorrect results.
357559	"Record Movie" spawns multiple viewers upon completion.
311321	Stencil doesn't move with camera when doing camera 2D transforms with the Ctrl+Alt+click/middle-click/right-click hotkeys.
388101	Painting across multiple meshes that have different materials with a small sized brush may produce blocky artifacts.
386812	Re-import from PSD produces artifacts at shell borders.
387661	Show Both Sides is not working correctly when cast shadows is enabled.
384698	Mudbox can become very slow after PTEX setup, because of cg errors.
387666	Mudbox crashes after turning mirror on and then opening any new file with Ctrl+O.
386992	Can't transfer paint layers to PTEX mesh from a PTEX mesh.

What's Fixed Since Mudbox 2012 Subscription Advantage Pack

The following table contains bug numbers and corresponding descriptions for issues fixed in this release since the Mudbox 2012 Subscription Advantage Pack release.

Bug Number	Description
MDBX-8	Subdivide with UV smoothing is incorrect at corners; it should match Renderman.
MDBX-19	Stencil doesn't remain locked to camera when camera is transformed in 2D.
MDBX-24	Save Screen Image produces seams with AO viewport filter.
MDBX-165	Selection sets from Maya are not importing correctly into Mudbox when using "Send To…" options.
MDBX-186	Can't extract maps from multiple objects using the Subdivision method.
MDBX-194	Ctrl key does not allow face deselection when marquee or lasso tool is selected.
MDBX-201	Improve Gigatexel Engine performance when data set exceeds RAM memory.
MDBX-220	Object list: All and None options don't work in the context menu in non-English languages.
MDBX-222	Offset in Stencil Properties doesn't work.
MDBX-223	Shift-F to lock the selected object causes the Object List to reset and scroll back up to the top.
MDBX-226	Sculpting with stamps doesn't produce correct results on meshes that have been scaled or rotated.
MDBX-241	Hotkey listings on the Mac OS X are incorrect, especially Ctrl key.
MDBX-243	Can't change levels after hiding mesh because mesh is still selected. When objects are hidden they should become unselected.
MDBX-253	When hiding a mesh's Transformation node in the Object List, the mesh is hidden from view but remains editable by sculpt brushes.
MDBX-256	Remove sculpt layer mirror in x, y, z, since it works only for tangent mirror.
MDBX-331	Transfer paint layer does not work if target model has been set up for PTEX.
MDBX-350	Bump map values are being corrupted/inverted after hide, show layer.
MDBX-354	Normal maps extracted from meshes with combination creases & hard edges may produce artifacts.
MDBX-380	Delete multiple objects and undo should not change the order in Object List.
MDBX-384	Materials can be renamed with illegal characters causing unsaved paint layers
MDBX-386	Orient to Stroke - Stamp orientation does not follow brush stroke.
MDBX-389	All channels are saved even though there is no paint layer.
MDBX-390	Can paint weights on locked models.
MDBX-449	Stencil HUD is missing hotkey information.
MDBX-452	Mudbox crashes when adding joints to a mesh while connected to a skinned mesh in Maya.
MDBX-453	Tangent mirroring doesn't work with stencils when painting.
MDBX-477	When the target mesh has multiple tiles, an image file for each tile is saved, even if the tile is empty.
MDBX-491	Exporting FBX with "Export Hard and Soft edge" freezes Mudbox.
MDBX-499	Mac OS X - When stencil is selected and the Stencil HUD is on the navigation performance is poor.

Bug Number	Description
MDBX-500	Custom plug-ins sometimes fail to load on Linux.
MDBX-534	Orthographic, FOV, Near plane, Far plane don't appear in Camera Properties until the second time you click on camera in Object List.
MDBX-580	Sculpt brush leaves holes with triangle meshes. Most noticeable with dense meshes.
MDBX-588	After Flip Mesh the Grab tool with tangent mirror on may produce incorrect results in some areas of the mesh.
MDBX-590	Stencil will be offset when painting on a transformed mesh.
MDBX-592	Hotkey table has two items for Scale Stencil.
MDBX-627	Un-hiding lower level selection set at upper level will create double geometry.
MDBX-648	Sculpts are lost stepping from lower to higher level after map extraction.
MDBX-673	Tangent mirroring doesn't work with stencils when sculpting.
MDBX-701	The mouse cursor doesn't display outside of 3D View after using the marking menu.
MDBX-715	If Render preferences has Render Selected By Face on, Mudbox may crash when using Ctrl key to select multiple objects in Object List
MDBX-736	Sculpts are lost when stepping down levels, after undo, redo.
MDBX-776	Selection set import from mixed mesh OBJ file not working.
MDBX-779	Selection sets don't propagate up and down subdivision levels.
MDBX-817	"Sculpt with Map" should work with PTEX files
MDBX-824	Selection is lost when stepping up and down levels.
MDBX-830	Painting on stencil that is a 16/32bit TIFF or 32bit EXR will crash.
MDBX-857	When sculpting with mirror on the strength and stamp of the brush will be inconsistent depending on the camera's proximity to the surface.
MDBX-858	Cameras imported from Maya don't contain proper pivot point.
MDBX-860	Sculpts are lost stepping from higher to lower level after flipping the base layer.
MDBX-881	Eyedropper doesn't work on a paint layer with a subdivided mesh.
MDBX-1296	Exporting a paint layer to a PTEX file gives wrong results when the mesh is n-sided.

Feature Limitations and Notes

This section lists known limitations and workarounds for Mudbox 2013.

Please report any additional issues using the online bug reporting form at:

www.autodesk.com/mudbox-bugreport or from the Help > Report a Problem menu item in Mudbox.

Bug Number	Description
388437	The Gigatexel Engine stops working intermittently after assigning a new material or Ptex setup. Workaround: Toggle the visibility of the offending paint layer on and off, create a new paint layer (can be empty or hidden), or save the file and reopen it to restart the Gigatexel Engine. You need to start the Gigatexel Engine with this workaround before painting,

Bug Number	Description
	otherwise textures on some tiles will go missing.
MDBX-371	When the amount of texture data exceeds the available GPU on your machine, the effects brushes draw red temporarily if "Solo as Diffuse" is ON for a paint layer. Workaround: Once the stroke is done, the brush correctly applies the effect and the result is correct. You can turn off the Gigatexel Engine in the Render preferences (which effectively disables the paint buffer) and the effects brushes will work correctly.
388529	Flip a mesh with crease information and an empty paint layers may cause faces to become transparent. Workaround: Delete the empty paint layer, or subdivide the mesh, or change subdivision levels.
355918	Installation: Error that says the product key may be invalid and to re-enter it. Workaround: Click OK on this dialog, click Next button again, and if product key is valid the installation continues.
357041	Mudbox on Linux does not get pressure events from Wacom tablets with Fedora 12/Redhat 6, QT 4.5. You can find more details in the bug report here: https://bugzilla.redhat.com/show_bug.cgi?id=569132 There is a patch for Qt here: http://koji.fedoraproject.org/koji/buildinfo?buildID=160252
358312	Files that include 16 bit TIF maps will show errors with "Send to Maya..." operation.
360224	Mudbox crashes if the extraction map output file name contains %S in string (for example: AO_(%S).bmp).
362133	Creating a joint with Topology Weights doesn't work properly with non-4-sided meshes. Workaround: Use alternative Weights method.
362857	If the level of the source model is not the current level when extracting a map, the detail of lower sculpt layers will be missing. Workaround: Ensure you display the required subdivision level before extracting the map, or select the current level in the Extract Texture Maps window to get the correct result.
363366	Transfer paint layer works incorrectly if target and source have overlapping UVs.
MDBX-260	The Transfer Details function works best on objects that are the same size, or larger than the default Mudbox meshes. If the transfer produces artifacts on the target mesh, try scaling up the source and target meshes to the same size as the default head mesh.
374126	When using a non US-English standard keyboard, some of the hotkeys may not work. Workaround: Set your IME to "English - United States" while using Mudbox. For more information see your operating system documentation.
MDBX-292	Send to 3ds Max: Changing units between Max and Mudbox causes unpredictable results.
381496	When painting or sculpting with symmetry ON, sometimes the result will not appear on the opposite side. Verify that you have "Falloff based on Facing Angle" turned off.
MDBX-1614	On Linux, if Mudbox crashes when starting up with an error message such as "mudbox: symbol lookup error: /usr/lib64/libssl.so.0.9.8: undefined symbol: X509_VERIFY_PARAM_new", try the following workaround: 1. Install OpenSSL >= 1.0.0 if you haven't already. 2. Point the old symbol link to the 1.0.0 version, like "ln -s -f

Bug Number	Description
	/usr/lib64/libssl.so.1.0.0b /usr/lib64/libssl.so.0.9.8"
MDBX-1482	When importing an FBX file that has both blend shapes and creasing from Maya 2013, the blendshapes fail to load into Mudbox 2013. Workaround: Use "Send to Mudbox" or set the Blend Shape value to 1 before exporting the FBX file from Maya.
MDBX-1203	If a portion of a curve on a mesh is obscured (for instance, if a portion of the curve is on the back side of an object) and you use Stroke on Curve" with mirror ON, results may be incorrect.
MDBX-456	On Linux Fedora 14+ the SELinux is false by default. This may prevent Mudbox from launching properly and produce plugin errors. A possible workaround is to set the SELinux enforcing mode to "Permissive" or "Disable".
MDBX-341	When saving a .mud file to replace the original .mud file with the same name the file will also keep the original file size. To save the file with the actual file size use "Save Scene As..." and save the file with a new name.
MDBX-1556	On Mac OS X the installer may hang at end of a successful installation. It is recommended to force quit the installer. Mudbox will then run normally.

- To run Mudbox 2013 you must have a processor which is SSE3 compliant. Mudbox uses SSE3-specific code, which does not allow Mudbox to run on hardware which is SSE2 or previous.
- Sculpting with the Stamp Spacing property turned on will cause the brush stamp to be offset to the cursor location when using a Wacom Cintiq or a Wacom tablet when the pen setting is set to Mouse mode. To correct this, add the environment variable "MUDBOX_USE_LOWRES_TABLET_DATA".
- With ATi graphics cards, if you are seeing texture painting corruption such as painting black and artifacts adding the environment variable "MUDBOX_PAINT_CONTEXT_FLUSH" may fix the problem.
- Some users may be seeing incorrect GPU RAM reporting causing many warnings to pop up every time they create or merges layers, or change the visibility of layers. The environment variable "MUDBOX_FORCE_GPU_RAM" (on Windows only) lets you override the amount of GPU memory in megabytes that Mudbox sees. If you have an Nvidia Quadro 5600 and it reports 1 MB of GPU RAM (the hardware has 1.5GB), set the variable to 1536 (which is 1.5 * 1024) for that card. Values which are not numbers will be ignored, and values will be clamped to the range 256 to 4096.
  Note: For more information on these environment variables, see the Environment Variables topic in the Mudbox Help.
- You can download and install the MudboxHelp locally from http://www.autodesk.com/mudbox-helpdownload-enu
- If you previously installed any beta version (including Release Candidate versions) of Autodesk Mudbox 2013, you must uninstall and delete all system folders pertaining to the pre-release versions before you can install the commercial version.

SDK Examples:

On Mac OS X, release configurations may not build correctly. User must set the Active Architecture to x86_64 in Xcode.
To do this:

1. Open example project using Xcode.
2. In menu bar, select Project > Edit Project Settings.
3. Select the Build tab.
4. Under Architectures in the Setting window, make sure the Architectures value is set to 64-bit Intel.
5. Close window and build using the Release configuration.

PtexImporter example requires PtexExtractor example to be built and copied into PtexImporter's build directory for linking.

To build Turntable example, install Qt and run moc on the example header files. See readme in example.

Additional Resources

For complete **installation and licensing instructions** refer to the *Installation Help* and the *Licensing Help*. Access these guides from the Installation Help link of the Mudbox installer or find them here:
http://www.autodesk.com/mudbox-install-2013-enu
http://www.autodesk.com/me-licensing-2013-enu

Find **new feature information** in the "What's New" section of the Mudbox Help at:
http://www.autodesk.com/mudbox-help-2013-enu-whatsnew

Find **learning resources** for Mudbox at:
http://www.autodesk.com/mudbox-learningpath

Watch **videos** to learn how to use Mudbox at:
http://www.autodesk.com/mudbox-trainingvideos

Find **support** and **troubleshooting** resources at:
http://www.autodesk.com/mudbox-support

For the latest list of **certified hardware** to run Mudbox 2013, including graphics cards, refer to the Mudbox 2013 certification chart located at:
http://www.autodesk.com/mudbox-hardware

Find the Mudbox 2013 minimum **system requirements** at:
www.autodesk.com/mudbox-systemreq-2013-enu

Find documentation and examples for the Mudbox **SDK** with your installed version of Mudbox here: \Mudbox 2013\SDK or online here:
http://www.autodesk.com/mudbox-sdkdoc-2013-enu

Customer Involvement Program (CIP)

The first time you start Mudbox, the Customer Involvement Program dialog box appears. If you choose to participate in the Customer Involvement Program, Mudbox will automatically send Autodesk information about your system configuration, what features you use most, any problems that you encounter, and other information helpful to the future direction of the product. For further information, see http://www.autodesk.com/cip.

Customer Error Reports (CERs)

We are able to improve the stability of Mudbox largely because of the Customer Error Reports (CERs) that users of our products submit. We thank you for taking the time to fill out these reports and ask that you include as much information as possible about what actions you were performing at the time the error occurred. These details raise the value of the report immensely and are very much appreciated by the Autodesk Mudbox Engineering team.

For further information about CERs refer to http://www.autodesk.com/cer.