

Autodesk Maya 2013 Extension 自述文件

本文档包含此版本中已修复问题的错误编号及相应说明。此外，本文档可能还包含此版本中新增功能的相关信息（如果适用）。强烈建议您安装此版本前阅读本文档。为便于参考，应该将本自述文件保存到硬盘驱动器或打印一份副本。

重要说明：

- 此版本在所有操作系统上均为完整产品安装。因此在安装此版本之前，请先卸载现有 Maya 应用程序。
- 此版本包含之前 Service Pack 版本中提供的所有修复。因此，除了此扩展外，无需下载和安装所有之前的版本。

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其他资源

有关卸载和安装此版本的完整说明，请参见：www.autodesk.com/maya-install-2013-chs。

有关完整文档和学习资源的信息，请参见：www.autodesk.com/maya-docs。

有关硬件限定条件的信息，请参见：www.autodesk.com/maya-hardware。

若要报告此版本相关的问题，请参见：www.autodesk.com.cn/maya-support。

有关更多资源的信息，请参见：www.autodesk.com/maya-learningpath。

新功能

有关此版本中引进的新功能信息，请参见 Maya 帮助：

http://download.autodesk.com/global/docs/maya2013/zh_cn/。

修复了什么？

本节介绍此扩展所提供的修复。

如需之前版本所提供修复的列表，请参见：

http://images.autodesk.com/adsk/files/Maya2013_SP1Readme_CHS0.pdf。

动画

错误编号	说明
MAYA-1423	Create a new animation layer when HIK skeleton is baked onto new layer
MAYA-1492	Fix usage of skinCluster -skinPercent flag
MAYA-4376	Shoulder rig using default Maya nodes doesn't evaluate correctly
MAYA-8962	Speed up loading of some scenes with IK
MAYA-11052	Use specified rotation order when manipulating HIK effectors in "World" mode
MAYA-11175	Correctly blend quaternion rotations in animation layers
MAYA-11428	HIK offsets introduced while manipulating body parts
MAYA-11480	HIK IK Effectors not updating properly when an auxiliary effector exists
MAYA-11537	Address manipulation rotation glitches on aligned rig
MAYA-11796	HIK auxiliary effectors at wrong position when rig is out of sync
MAYA-12151	Character set interferes with getAttr -t command
MAYA-12235	Update default extension of weight map import filter to ".weightMap"
MAYA-12417	Don't change HIK effector visibility when undoing manipulation
MAYA-12861	Avoid crash when deleting referenced constraints
MAYA-12943	Sync rig on set key in full body/body part modes
MAYA-13309	Rotation HIK shoulder FK effector in body part mode affects the rig in full body mode
MAYA-15105	Animation layers: add selected reference not working
MAYA-15670	skinCluster influences are shown in a different order from previous version
MAYA-155	Don't create keyframes at current time during certain undo operations
MAYA-792	Speed up fat connections
MAYA-1260	Make sure Playblast can handle multiple decimals (i.e., ".") in the target filename
MAYA-3127	Store stroke values when painting blend shapes with reflection
MAYA-3149	Use hotkeys to advance frame in the graph editor
MAYA-5115	Use consistent extensions when handling JPEG images
MAYA-6032	Turn "Auto Joint Orient" option on move tool off by default
MAYA-6155	Fix sequencer Playblast that causes image plane results to be off by one frame
MAYA-8111	Address animCurve performance
MAYA-10349	Avoid crashes when handling scaled keys in the graph editor
MAYA-11099	Ensure getAttr -time returns correct value
MAYA-11430	Avoid resetting key values to zero when using "Show Buffer Curves"
MAYA-11545	Allow user-level control of plug-in shapes visibility in modelEditor and Playblast
MAYA-11832	Ensure values persist if keys are deleted
MAYA-12317	Ensure copy vertex weights handles scenes with nodes that have the same name
MAYA-12663	Correctly animate locators during playback and timeline scrubbing
MAYA-13424	Ensure MMB and LMB have the same behavior for local constrained moves
MAYA-14511	Avoid crash when hammering skin weights
MAYA-14761	Avoid crash when deleting keys in the graph editor and pre-select highlight is enabled
MAYA-3055	Correctly handle the -sequenceTime flag during Playblast

错误编号	说明
MAYA-3119	Avoid skipping non integer frame when stepping over timeline
MAYA-6055	Avoid duplicate dialog prompts when exporting an animation clip over an existing file
MAYA-8291	Allow users to attach image plane using context menu
MAYA-10171	Avoid displaying incorrect warnings about stereo cameras when using the sequencer
MAYA-12176	Referenced object on animLayer cannot be removed from AnimLayer
MAYA-12513	Expand time range that can be used in Trax and Sequencer from +/-100K to +/-8M

API

错误编号	说明
MAYA-3180	There is no kFloatArray type for MFnData
MAYA-6413	Duplicate MPxLocator nodes do not inherit the value of the visibility attribute
MAYA-7897	Context tool with custom cursor doesn't work
MAYA-10808	Extra semicolon in MFnBase.h generates spurious warning messages
MAYA-11162	Extra semi-colon in MThreadUtils.h
MAYA-11192	Using switch-case to implement operator[] in MVector.h and MFloatVector.h
MAYA-11399	Unable to attach 'transferAttributes' node object to MFnGeometryFilter function set
MAYA-11715	Typo in MFileIO.h
MAYA-11720	Getting Maya Library to run as a process
MAYA-11734	MltDependencyGraph::getPlugPath returns path in reverse order
MAYA-13871	blastCmd.cpp aspect ratio trouble when using fbo offscreen functions
MAYA-15057	getApplicationVersionAsFloat() can incorrectly return 0 in certain situations

Artisan

错误编号	说明
MAYA-6518	Paint Attributes Tool is not remembering last setting
MAYA-15219	Object 'exportMapValueMenu' not found and artisan tools become corrupt

Composite

错误编号	说明
MAYA-1266	Overlay mode in Reaction renders incorrectly
MAYA-1298	Correct conflicting file and directory permissions
MAYA-9364	Color picker does not show correct luminance values for over bright pixels
MAYA-13047	Gamma conversion on render output doesn't work

文件引用和文件 I/O

错误编号	说明
MAYA-8901	Too slow to open scene with reference instancing
MAYA-14572	Removing a referenced object that constrains another referenced object causes crash
MAYA-15297	Crash when performing a Reference Remove
MAYA-4502	Object's full DAG path not used when applying a reference edit; edits applied to

错误编号	说明
	incorrect object
MAYA-6459	Reference Edits not saved in a callback
MAYA-8245	Avoid crashes on file load with large scene due to memory handling
MAYA-10445	referenceQuery liveEdits query does not return full DAG path to nodes
MAYA-1810	Scene file crashes Maya instantly
MAYA-9540	addAttr category not saved on File > Save
MAYA-12812	Creating an itemFilter with non-default classification causes a CER when exporting all with preserve reference checked on
MAYA-15099	Crash with export selection
MAYA-15966	Maya fails to open a newer binary file with ignore version turned on
MAYA-14932	Crash when listing unloaded references

流体

错误编号	说明
MAYA-10338	Maya Fluids Auto Resize Bounding slow
MAYA-10647	Incorrect rendering with mental ray (ocean changes levels every other frame)
MAYA-12093	Fluid emission direction wrong when fluid is rotated

建模

错误编号	说明
MAYA-122	Display Alpha as Grey scale does not work in Viewport 2.0
MAYA-774	Bad Display After cut-and-move
MAYA-1478	Merge to Center creates history when history is disabled
MAYA-6541	Crash when selecting vertices on Lion (10.7.2) followed by hitting the spacebar
MAYA-9485	Interactive polygon split tool will stop unexpectedly on non-manifold geometry
MAYA-10467	General sets membership propagation behavior differs from ShadingEngine sets after polyUnite (Mesh > Combine)
MAYA-10470	Component set membership not propagated with certain poly operations (polyUnite, polyBoolOp, polySeparate)
MAYA-10553	ColorSets not correctly propagated for polySmooth(exponential), polySeparate, polyUnite, polyPoke(triangles), and polyDelEdge(InvalidGeom)
MAYA-11679	Edit Curves > Rebuild (performRebuildCurveSet.mel script) errors when the curve shape is non-unique
MAYA-11787	Merge UV doesn't work on non-default UV set
MAYA-12125	When all Falloff Curves are set to 1, flooding soft-mod weights on vertices fail
MAYA-12603	polyMirrorFace and polyChipOff actions do not propagate objectSet membership for edges and vertices as expected
MAYA-13141	Pressing '3' for polygon mesh causes custom viewport crash
MAYA-14085	RelationshipEditor only acts on "objectSet" and "character" nodetypes, and not nodes derived from objectSet
MAYA-14763	polyChipOff & keepFacesTogether when set to False causes crash
MAYA-15445	polyQueryBlindData does not return expected value after importing other object
MAYA-15446	polyQueryBlindData does not return expected value after selecting UV set as current

Viewport2.0

错误编号	说明
MAYA-964	When selecting a duplicated object the unselected object gets display priority
MAYA-1129	Material with texture project node doesn't render
MAYA-6203	Camera override with orthographic matrix is incorrect
MAYA-6617	Face index number has black backgrounds behind it
MAYA-6865	Component IDs cannot be drawn on Mac
MAYA-8208	Crash when rendering with high res settings
MAYA-8893	DX11 effect using a geometry shader does not render, does not throw errors
MAYA-9404	NURBS surface scene is very slow to load and update
MAYA-9569	DX11Shader Time and FrameNumber semantic does not provide any meaningful data
MAYA-9702	Undoing a mental ray Batch Bake causes crash
MAYA-10096	Camera scale locator doesn't update
MAYA-10368	Joint axis do not scale to screen space
MAYA-11024	Add support for clamp color shading node
MAYA-11317	normalMaps not displayed as expected
MAYA-11895	Extend MGeometryExtractor to support more than just polygonal meshes
MAYA-12626	Painting vertex color works with per instance sharing incorrectly
MAYA-12632	Unparenting objects from hidden parent causes corruption
MAYA-12847	Camera Based Selection not working for Marquee and Drag select on second selection (depth test state bleed)
MAYA-13175	Crash when using custom override
MAYA-13804	Crash when performing multiple Undo operations to CGFx Shader modifications
MAYA-13836	Masking textures with blending does not work correctly
MAYA-14364	Image plane not updated properly if camera parameters are changed
MAYA-14388	Transparent objects are handled incorrectly
MAYA-14749	Crash when deleting resources from plug-ins
MAYA-15977	Face center doesn't display

渲染

错误编号	说明
MAYA-142	Crash when attaching Checker texture node to the Frequency ratio of the Noise node
MAYA-11377	Allow PTex slice to link tools with an independent version of the PTex library
MAYA-11903	Crash on save (possibly due to switching the connection on cameraShape node)
MAYA-12409	Alpha value of float texture image are changed by HDR image preview options
MAYA-12885	Crash when tearing off a stereo panel a second time
MAYA-13177	Support second UV sets in MGeometryExtractor implementation
MAYA-13207	HLSL plug-in does not support the standard set of annotations and semantics
MAYA-13329	Crash in TpolyHwConverter when interactively moving UVs
MAYA-3163	Light intensity changes when photometric light's transform is scaled
MAYA-11530	Transparency set to 1.0 when using the mia_material 'Chrome' Preset
MAYA-14019	mia_photometric_light casts light incorrectly depending on the "shape" of the mental ray Area Light

脚本

错误编号	说明
MAYA-11638	Group MEL command does not return unique name
MAYA-11850	Error when exiting in standalone mode when using the PyMEL
MAYA-14620	shelfButton default pop-up menu is unexpectedly attached to another control
MAYA-3256	Parenting script slowdown
MAYA-4526	Python script slowdown
MAYA-8247	Python confirmDialog fails silently when invalid flag used
MAYA-9103	Performance issues with TnameObject::reserveName
MAYA-13370	Python File command pr flag causes crash
MAYA-13767	PyMEL version "ls" command, "-long" is ignored

Maya 一般功能

错误编号	说明
MAYA-9321	Crash when custom node calls a MEL command and the undo limit is reached
MAYA-10148	Channel Box can't cancel editing value by Esc key
MAYA-10396	Window -widthHeight/-width/-height flag doesn't work
MAYA-10703	4Double types not saved or read in .ma format
MAYA-10810	Error with cmds.objectTypeUI for new windows
MAYA-10916	Crash when doing hotbox gestures with RMB
MAYA-11194	Component editor: unexpected data entry when Ctrl+LMB click
MAYA-11334	Expand Spreadsheet Checkbox in animcurve Attribute Editor template inconsistencies
MAYA-11603	Spacebar can be used to switch views during a mouse operation
MAYA-11630	Flag -byName in selectType and selectPriority should be split into two flags
MAYA-11718	Editing a shelfButton causes popup menu to attach to incorrect UI
MAYA-11822	Undo in Script Editor no longer works with the clear history buttons
MAYA-11823	xform command does not support -ws -s in query mode
MAYA-11856	TnamespaceManager::isAbsoluteName() optimizations
MAYA-11980	Shift+Drag files into viewport will delete them (Windows only)
MAYA-12209	channelBox fieldWidth cannot be changed
MAYA-12260	File > Open dialog slow with networked machines
MAYA-12380	Marking menu items with submenus can't be highlighted
MAYA-12384	Crash on close ('x' button) and Save, shutdown on cancel after crash is removed
MAYA-12558	RGB overlay performance issues
MAYA-12919	Expose stack tracing into TdbTrace (dbtrace) framework and add printStack() option
MAYA-12937	editorTemplate with -addDynamicControl creates empty space in Attribute Editor
MAYA-13922	Heads up display buttons not visible
MAYA-14092	PolyTextureMenu.mel repeated arguments
MAYA-146	Stereo camera viewport breaks when tearing off and saving display state
MAYA-14864	Querying the objectTypeUI 'listAll' argument is broken
MAYA-14943	Hypershade Create Bar defaults to half the width of the Hypershade
MAYA-15142	ChannelBox 'Duplicate Values' limited to work with only one object
MAYA-15271	dglInfo tells does not include information about connections

错误编号	说明
MAYA-15533	Copying 256K of text from the History in the Script Editor fails on Linux
MAYA-1774	Custom hotkeys not respected and connection lost on mapping of former press/release hotkeys (if hotkeys saved and Hotkey Editor is open)
MAYA-1838	Channel Box selection cleared when selecting a key in the Graph Editor
MAYA-1975	Marking menus slower with fast gestures
MAYA-3262	qdockwidget problems
MAYA-3288	Deleting a shelf present at start-up returns an error
MAYA-5991	Scale tool not aligning when an object is rotated
MAYA-6141	Switching between Attribute Editor and Channel Box is not predictable
MAYA-6350	Quotes and backslashes in render or animation layers break the functionality and cause data loss
MAYA-7566	Crash when opening file browser while animation is playing
MAYA-7665	Error with setParent command
MAYA-8530	Crash when the attrcolor flag is used
MAYA-8615	Add floating point Hue value for the new Color Chooser
MAYA-9381	Imageplane attributes not always accessible
MAYA-9436	File Browser can render thumbnails for ".jpg", ".png", ".bmp" and ".tif", but not ".JPG", ".PNG", ".BMP" and ".TIF" (case sensitive)
MAYA-9940	Prevent use of Shift key from causing focus issues in the Node Editor
MAYA-2068	License error causes performance slowness
MAYA-11573	Send To feature missing
MAYA-890	DWG_DCE export from command line crashes Maya
MAYA-10854	Optimize TobjlImport::cleanupMesh()
MAYA-10736	Incorrect particle motion blur at emission with mental ray
MAYA-12128	Reposition using middle mouse button doesn't work with Rotate Tool
MAYA-11023	Upgrade Alembic Libraries and Plugins to 1.0.5
MAYA-9670	Nvidia Quadro Gfx Driver bug: Maya crashes when gpuCache imports abc files

功能限制和说明

以下部分介绍有关此版本的限制和其他说明。

限制

错误编号	说明
MAYA-11471	Undo after deleting a Scene representation from an assembly definition causes node not to work properly
MAYA-12661	Cannot reload Scene Assembly file after changing render layer order in that file
MAYA-12934	assemblyReference node can use invalid character for namespace (e.g. '1')
MAYA-13492	Opening files with saved Scene Assembly edits always indicate that unsaved changes have been made
MAYA-16009	Cannot undo removal of Scene Assembly edits
MAYA-16354	Edits to lattice points or curve CVs on objects contained in a Scene Assembly hierarchy do not display in the List Assembly Edits window
Maya-16444	Relative file paths display as absolute file paths in the Attribute Editor
Maya-16049	Transform values on assemblyDefinition nodes are not saved as edits

错误编号	说明
MAYA-1475	Subdivision surfaces face selection is not visible in Viewport 2.0.
MAYA-15567	In Viewport 2.0, when the fall-off radius of the Soft Modification Tool is so small that it can only affect some control points but not edit points, then false coloring may not appear.

说明

MAYA-1436: 使用到其他软件的一键式功能时本地化默认文件名称崩溃

如果默认场景名称是简体中文或日语字符的“Untitled”，在执行到其他软件的一键式功能时可能会发生崩溃。若要避免此问题，请仅以单字节 ASCII 字符重命名该场景，然后再通过 ICE 发送至其他产品。

MAYA-9651: 非字母拼写的 Shift 热键不能与 Ctrl 修改键配合使用

非字母拼写的 Shift 热键不能与 Ctrl 修改键配合使用。例如，“CTRL+]”可以作为热键正常使用，但“CTRL+}”（实际代表的是“CTRL+SHIFT+]”）不行。

MAYA-11993: 某些重影的线框上色错误

Viewport 2.0 中的渲染顺序与其他视口中不同；因此，相同的对象可能会以不同的顺序绘制，并可能在另一个对象的上部绘制。“动画层重影”通常会出现这种情况。

MAYA-16277: 用于 Viewport 2.0 中与 DX 设备配合使用的调试模式环境变量

此环境变量可用于在开发 Viewport 2.0 插件时调试显卡问题。您必须安装 DirectX SDK 才能使用此功能。将 MAYA_FORCE_DX_DEBUG_DEVICE 设置为 1 后，在 Viewport 2.0 中使用 DirectX 模式，DirectX 设备创建时 D3D11_CREATE_DEVICE_DEBUG 标志处于启用状态。

GPU 缓存: Maya 随附的 HDF5 库非线程安全

Maya 随附的 HDF5 库不是线程安全的（使用 --disable-threadsafelibrary 编译）。

但是，分析显示非线程安全的 HDF5 的性能优于线程安全版本。由于 Maya 当前以单线程的方式调用 Alembic，所以可安全使用。

MAYA-14706: 使用图像平面序列的固定图像平面在 Viewport 2.0 中加载速度很慢

将附加的图像平面从使用图像序列切换回使用单个图像时，对时间轴的约束没有移除。因此，图像要重新加载每一帧。

解决方案: 通过断开与“图像编号”(Image Number)字段连接的表达式删除该约束。

MAYA-16289 由负缩放引起的背面多边形在 Viewport 2.0 中变为黑色

当 DirectX 11 Shader 属性编辑器下的“双面照明”(Double Sided Lighting)选项处于启用状态时，由负缩放引起的背面多边形可能会变为黑色。负缩放后应当反转法线。

MAYA-14552 Maya 2013 将加载插件管理器中的隐藏目录

在 Maya 2013 中，模块的子文件夹是递归解析的。在 Extension for Maya 2013 中，默认情况下 Maya 不会搜索子文件夹。要在搜索中包含子文件夹，请在模块定义文件中使用 [r] 关键字为文件夹请求递归行为；例如，如下所示：

```
[r] scripts: ..\..\CommonFiles\scripts
```

.folders（即，文件夹名称以“.”开头，也称为隐藏文件夹）会被忽略，即使 [r] 关键字已设置。该文件夹未递归解析，也未添加到模块/脚本文件路径。

MAYA-16196“对象排序”(Object Sorting)透明度的新算法

Extension for Maya 2013 针对“对象排序”(Object Sorting)透明度选项（“渲染器 > Viewport 2.0”(Renderer > Viewport 2.0)）使用了新算法，可以提供更精确的结果。若要还原为旧版 (Maya 2013)“对象排序”(Object Sorting)算法，请设置

```
MAYA_OBJECT_SORT_USING_BOUNDING_BOX = 1。
```

MAYA-14871 操纵装备（父约束）时“顶点动画缓存”(Vertex Animation Cache)不会更新

当 Viewport 2.0 中“顶点动画缓存”(Vertex Animation Cache)处于启用状态时，使用带有父约束的角色动画装备可能会在调整装备时导致更新失败。

解决方案：调整装备时禁用“顶点动画缓存”(Vertex Animation Cache)，然后在播放检查时重新启用。

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