

Extension for Autodesk Maya 2013 Readme

This document contains bug numbers and corresponding descriptions for issues fixed in this release. In addition, this document may contain information about new functionality in this release (where applicable). 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.

Important notes:

- This release is a full product installation on all operating systems. Uninstall your existing Maya application before installing this release.
- This release includes all of the fixes from the service pack(s) that preceded it. Therefore, you do not need to download and install all the preceding release in addition to this extension.

Contents

Additional Resources	1
What's New?	1
What's Fixed?	2
Feature Limitations and Notes.....	7

Additional Resources

For complete instructions about uninstalling and installing this release, see: www.autodesk.com/maya-install-2013-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?

For information on new features in this release, see the Maya Help: http://download.autodesk.com/global/docs/maya2013/en_us/.

What's Fixed?

This section describes fixes included in this extension.

For a list of included fixes from preceding releases

see: http://images.autodesk.com/adsk/files/Maya2013_SP1Readme_enu0.pdf.

Animation

Bug Number	Description
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

Bug Number	Description
MAYA-14761	Avoid crash when deleting keys in the graph editor and pre-select highlight is enabled
MAYA-3055	Correctly handle the <code>-sequenceTime</code> flag during Playblast
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

Bug Number	Description
MAYA-3180	There is no <code>kFloatArray</code> type for <code>MFnData</code>
MAYA-6413	Duplicate <code>MPxLocator</code> 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 <code>MFnBase.h</code> generates spurious warning messages
MAYA-11162	Extra semi-colon in <code>MThreadUtils.h</code>
MAYA-11192	Using switch-case to implement operator[] in <code>MVector.h</code> and <code>MFloatVector.h</code>
MAYA-11399	Unable to attach 'transferAttributes' node object to <code>MFnGeometryFilter</code> function set
MAYA-11715	Typo in <code>MFileIO.h</code>
MAYA-11720	Getting Maya Library to run as a process
MAYA-11734	<code>MItDependencyGraph::getPlugPath</code> returns path in reverse order
MAYA-13871	<code>blastCmd.cpp</code> aspect ratio trouble when using fbo offscreen functions
MAYA-15057	<code>getApplicationVersionAsFloat()</code> can incorrectly return 0 in certain situations

Artisan

Bug Number	Description
MAYA-6518	Paint Attributes Tool is not remembering last setting
MAYA-15219	Object 'exportMapValueMenu' not found and artisan tools become corrupt

Composite

Bug Number	Description
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

File Referencing and File I/O

Bug Number	Description
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 incorrect object

Bug Number	Description
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

Fluids

Bug Number	Description
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

Modeling

Bug Number	Description
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

Viewport 2.0

Bug Number	Description
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

Rendering

Bug Number	Description
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

Scripting

Bug Number	Description
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 General

Bug Number	Description
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	dgInfo tells does not include information about connections
MAYA-15533	Copying 256K of text from the History in the Script Editor fails on Linux

Bug Number	Description
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 TobjImport::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

Feature Limitations and Notes

The following section describes limitations and other notes about this release.

Limitations

Bug Number	Description
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

Bug Number	Description
Maya-16049	Transform values on assemblyDefinition nodes are not saved as edits
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.

Notes

MAYA-1436: Localized Default file name crashes One-click function to other software

If the default scene name is "Untitled" in Simplified Chinese or Japanese characters, a crash may occur during the one-click function to other software. To avoid this issue, rename the scene with only single-byte ASCII characters before sending to other products via ICE.

MAYA-9651: Non alphabetic shifted hotkeys do not work with Control modifier

Non alphabetic shifted hotkeys do not work with the control modifier. For example, 'CTRL+]' will work as a hotkey, but 'CTRL+}' (which is really 'CTRL+SHIFT+}') will not.

MAYA-11993: Incorrect coloring on wireframes for some ghosts

The rendering order in Viewport 2.0 is not the same as that of other viewports; thus, objects that are the same may draw in different order and potentially draw on top of another object. Animation Layer Ghosting is a common place for this to happen.

MAYA-16277: Environment variable for debug mode with DX device in Viewport 2.0

This environment variable enables you to debug graphics card issues during development of plug-ins for Viewport 2.0. You must also install the DirectX SDK to use this functionality. Set `MAYA_FORCE_DX_DEBUG_DEVICE` to 1 so that, when using DirectX mode in Viewport 2.0, the DirectX device is created with the `D3D11_CREATE_DEVICE_DEBUG` flag enabled.

GPU Cache: HDF5 Library shipped with Maya is not thread-safe

The HDF5 library shipped with Maya is not thread-safe (compiled with `--disable-threadsafe`).

However, profiling shows that non-thread-safe HDF5 has a performance advantage over the thread-safe version. Because Maya currently invokes Alembic in a single threaded fashion, it is safe to use.

MAYA-14706: Fixed image plane using an image plane sequence is slow in Viewport 2.0

When you switch an attached image plane from using an image sequence back to using a single image, the constraint to the timeline is not removed. Therefore, the image is reloaded each frame.

Workaround: Delete the constraint by disconnecting the expression connected to the Image Number field.

MAYA-16289 Backfacing polygons caused by negative scaling turn black in Viewport 2.0

When the Double Sided Lighting option under the DirectX 11 Shader Attribute Editor is enabled, backfacing polygons caused by negative scaling may turn black. You should reverse normals after scaling negatively.

MAYA-14552 Maya 2013 is loading hidden directories in the plug-in manager

In Maya 2013, the subfolders of modules were parsed recursively. In Extension for Maya 2013, Maya does not search subfolders by default. To include subfolders in your search, request recursive behavior for that folder by using the [r] keyword in the module definition file; for example, as follows:

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

.folders (that is, folders starting with a '.', also known as hidden folders) are ignored even if the [r] keyword is set. The folder is not parsed recursively, nor is it added to the module/scripts file paths.

MAYA-16196 New algorithm for Object Sorting transparency

Extension for Maya 2013 uses a new algorithm for the "Object Sorting" transparency option (Renderer > Viewport 2.0) that provides more accurate results. To revert to the legacy (Maya 2013) Object Sorting algorithm, set the MAYA_OBJECT_SORT_USING_BOUNDING_BOX = 1.

MAYA-14871 Vertex Animation Cache does not update when manipulating rig (parent constraint)

Using a character animation rig with parent constraints while Vertex Animation Cache is enabled in Viewport 2.0 may cause update failures while adjusting the rig.

Workaround: Disable Vertex Animation Cache while adjusting your rig, and re-enable it for playback review.

Autodesk, Backburner, FBX, Maya, MotionBuilder, Mudbox, Softimage, and 3ds Max are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings, and specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document.