



AUTODESK[®] MOTIONBUILDER[®] 2011 SUBSCRIPTION ADVANTAGE PACK

FOR MICROSOFT[®] WINDOWS[®] PLATFORM

RELEASE NOTES

These *Release Notes* document last minute updates to the Autodesk MotionBuilder 2011 Subscription Advantage Pack.

For current MotionBuilder Subscription customers, the Advantage Pack can be downloaded at: <http://www.autodesk.com/subscription>.

For an overview of the new features and changes to this release, go to: <http://www.autodesk.com/motionbuilder2011-subadvpack-documentation>.

For updates to the MotionBuilder documentation, go to: <http://www.autodesk.com/motionbuilder-documentation>.

For information about the MotionBuilder software, or for any downloads, go to: <http://www.autodesk.com/motionbuilder-support>.

Whether you are new to MotionBuilder, somewhat familiar with MotionBuilder, or an advanced MotionBuilder user/software developer, we invite you to consult the following Autodesk web pages:

- <http://www.autodesk.com/motionbuilder-learningpath>
- <http://www.the-area.com>
- <http://www.autodesk.com/fbx>
- <http://www.autodesk.com/developmotionbuilder>

For information about the Autodesk Entertainment and Creation Suites, go to: <http://www.autodesk.com/entertainmentcreationsuites>.

For information about the Autodesk featured software trials, go to: <http://www.autodesk.com/freetrials>.

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CONTENTS

SYSTEM REQUIREMENTS

CERTIFIED HARDWARE

INSTALLATION AND REGISTRATION

NEW FEATURES AND
ENHANCEMENTS

ADDITIONAL CHANGES IN THIS
RELEASE

RESOLVED ISSUES

UNRESOLVED ISSUES AND
LIMITATIONS

System Requirements

For information about the Autodesk MotionBuilder 2011 Subscription Advantage Pack system requirements, go to: <http://www.autodesk.com/motionbuilder-systemrequirements>.

Note: The system requirements for the Autodesk MotionBuilder 2011 Subscription Advantage Pack are the same as for the Autodesk MotionBuilder 2011.

Certified Hardware

For information about the Autodesk MotionBuilder 2011 Subscription Advantage Pack certified hardware, go to: <http://www.autodesk.com/motionbuilder-hardware>.

Note: The certified hardware for the Autodesk MotionBuilder 2011 Subscription Advantage Pack is the same as the certified hardware for the Autodesk MotionBuilder 2011.

Note: The Autodesk Entertainment Creation Suites 2011 Subscription Advantage Packs for Microsoft include the MotionBuilder 2011 Subscription Advantage Pack.

For information about the Autodesk Entertainment Creation Suites system requirements and certified hardware components, go to:

<http://www.autodesk.com/entertainmentcreationsuites>.

Installation and Registration

Install and register your MotionBuilder 2011 Subscription Advantage Pack by following the on-screen installation instructions. The default installation paths are as follows.

For Microsoft® Windows® XP Professional:

C:\Program Files (x86)\Autodesk\Autodesk MotionBuilder 2011 Subscription Advantage Pack.

For Microsoft® Windows® XP x64 Edition:

C:\Program Files\Autodesk\Autodesk MotionBuilder 2011 Subscription Advantage Pack.

For Microsoft® Windows® Vista® Enterprise x64 Edition:

C:\Program Files\Autodesk\Autodesk MotionBuilder 2011 Subscription Advantage Pack.

For Microsoft® Windows® 7® Enterprise x64 Edition:

C:\Program Files\Autodesk\Autodesk MotionBuilder 2011 Subscription Advantage Pack.

New Features and Enhancements

Live Video Input Capabilities

Configure a webcam on your system and launch MotionBuilder. The device appears in the Navigator > Videos folder. Click Online and view and record live video directly inside MotionBuilder.

Up-Vector Settings have been added to the Path Constraint

Path constraints now have an option to set an up-vector. Enable “Follow Path” option in the constraint properties to access these options.

Real-Time Relation Constraint Filter

This filter applies a low-pass filter that allows filtering of incoming live data.

Audio Link to Take

You can now assign an audio file to a particular scene take. This option is located in the Audio Settings.

GPU Skinning

GPU skinning is now disabled by default on machines with more than 2 cores. Use the Ctrl-Shift D shortcut to enable GPU skinning if required.

Displacement box for use in Relation Constraint with devices

This box has been created to eliminate the dependency on display frame rates when using Relation Constraints with Physics.

Input 1 : 3D Velocity (in cm/s)

Input 2 : Reset (Action button to reset original position to o)

Output : o based Position computed from live input velocity

Setting the Initial State of a Checkbox using FBTree

The class FBTreeNode has a new boolean attribute: Checked. It is used to change the state of CheckBoxes created with FBTree.

New Python Sample for Merging Animation Layers

Merging animation layers is now exposed through both C++ and Python. It is demonstrated in the new Python sample script MergeAnimationLayer.py

Additional Changes in this Release

Configuration Files Relocation

MotionBuilder configuration files are now written in a folder outside the Program File in order to be more compatible with Vista and Windows 7. The new location is: *C:\My Documents\MB*.

Web-Based Help

You can now consult and search the MotionBuilder 2011 Subscription Advantage Pack web-based Help at:

<http://docs.autodesk.com/MB/MB2011-SubAdvPack-Help/ENU/index.html>.

You can also consult and search the MotionBuilder 2011 web-based Help at: <http://docs.autodesk.com/MB/MB2011/ENU/index.html>.

The MotionBuilder Help is updated regularly. To find out the version number, click the Copyright topic in the MotionBuilder Help Table of Contents and scroll to the bottom of the page. The Copyright page includes the document title, date, version, build version, and the software product version.

Resolved Issues

Save Selections

Save Selection no longer discards skinning information.

Sphere Maps

Sphere maps are now working correctly.

Frame Selection

A defect with frame selection in the Viewer has been resolved.

Keying on Reach Properties

A defect where keys were automatically created on Reach properties when keying in body parts mode has been corrected.

Updating Templates Directory

A defect where changes to the Templates directory via the Asset Browser could cause MotionBuilder to crash has been corrected.

Changes to the Editing Layout for 1920x1200

The Editing layout has been modified to remove a redundant Properties pane.

Align Control Rig Function

Align control rig is now working with the HIK 3.6 solver.

Voice Device / Character Face Connection

A defect was fixed where there was no automatic creation of a relation constraint when a voice device was attached to a character face. Note that the relation is created but the device will have to be manually connected to the multiply operators which was not the case previously.

HIK Issues

The following describes the resolved HIK issues:

- HIK no longer loses sync when deleting keys.
- HIK no longer loses sync between rigs when you plot all.
- HIK no longer loses sync with the story, when the subtrack doesn't include all bodyparts.
- HIK character no longer loses sync when put into stance pose in body part mode.

Style Enumeration in FBSpreadCell

A defect was fixed where setting `FBSpreadCell::Style` to `kFBCellStyle View` was crashing MotionBuilder. It now works as expected.

Improved Performance in Scenes with a Large Number of Models

Previously, selecting models via the SDK was slow when a scene had more than 1000 models. In this version the code has been optimized and the new functions `FBBeginChangeAllModels()` and `FBEndChangeAllModels()` allow you to control the refresh to reduce system load.

Python Parameter adjustment for the function `FBCharacter.GetEffectorModel`

Fix for missing parameter in Python `FBCharacter.GetEffectorModel`.

Simulating Pressing an Action Button Using Python in the Properties Window

You can now script the action of pressing a button in the Properties Window in MotionBuilder using Python, such as “Solid Look” on a Control Rig.

ORSDK Samples Files

The following ORSDK samples have been fixed:

`ortoolcharacter`

`ortoolcluster`

ortoolconstraint
orstretchdeformer
orpositionfromposition
ortoolimportexport
ortoolbatch
ortoolpose
orvideodevice

Python Sample files

The following Python samples have been fixed:

FBConstraintManager.py
BlendShape_Editor.py
Keyboardmapper.py

MB_CONFIG_DIR

This environment variable can be set to override the default location of the MotionBuilder config files.

Unresolved Issues and Limitations

Recording Live Video

Certain camera drivers seem to cause problems while recording. We found removing the driver resolved the issue.

Video recorded with some cameras will be compressed by default despite setting compression to None in MotionBuilder. This could affect playback on 64 bit since Quicktime is not supported.

Video and Audio Sync

Video and Audio are not synced with Save Audio to Video option is enabled.

Path Constraints

Path constraints are not supported by FBX. Bake the animation onto the constrained object before importing into other software.

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