

# Autodesk Maya 2013 Release Notes

This document describes known limitations, issues and fixes in Autodesk Maya 2013. 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.

## Contents

- Additional Resources ..... 1
- What’s New ..... 1
- What’s Fixed?..... 2
- Feature Limitations and Workarounds ..... 16
- Notes and Troubleshooting ..... 21

## Additional Resources

For complete instructions about uninstalling and installing Maya 2013, see: [www.autodesk.com/maya-install-2013-enu](http://www.autodesk.com/maya-install-2013-enu).

For complete documentation and learning resources, see: [www.autodesk.com/maya-docs](http://www.autodesk.com/maya-docs).

For hardware qualifications, see: [www.autodesk.com/maya-hardware](http://www.autodesk.com/maya-hardware).

To report issues with this release, see: [www.autodesk.com/maya-support](http://www.autodesk.com/maya-support).

For more resources, see: [www.autodesk.com/maya-learningpath](http://www.autodesk.com/maya-learningpath).

## What’s New

To learn about new features in Maya 2013, see: [www.autodesk.com/maya-whatsnewdocs](http://www.autodesk.com/maya-whatsnewdocs).

## What's Fixed?

The following list contains bug numbers and corresponding descriptions for issues fixed in this release. They are divided up based on the pre-release milestone during which they were fixed.

### Gold Fixes

Bug Number	Description
ENCS-1487	HIK: IK gets rotated at keying time which causes rig to be out of synch at keyframes
MAYA-97	UV snapshot does not output file, and adds "*" to file name when file extension is unspecified
MAYA-201	CV/EP Curve Tool crash
MAYA-548	Dope Sheet Editor takes up about 500 kb every time the editor view is changed
MAYA-731	Multiple viewports viewing same 'persp' don't refresh with Alt+MMB-drag
MAYA-737	Lasso tool settings: Soft Selection controls do not refresh or have no effect
MAYA-825	mayapy: Mayatomr plugin load error due to missing MEL procedure
MAYA-1228	Crash during selection of Polys/Nurbs at component level in Channel Box
MAYA-1261	False aim constraint interpretation when opening a scene
MAYA-1357	Add failure status to MItMeshPolygon::getEdges
MAYA-1418	Crash when setting keys on locked nodes (in extension attribute code)
MAYA-1573	Displacement with planar projection leads to incorrect tessellation in mental ray
MAYA-1887	CER window systematically pops up when exiting Composite
MAYA-3134	Double-transform applied when using deformer -before flag on referenced meshes with tweaks
MAYA-3158	Inconsistent simulation with nCloth in interactive versus batch mode
MAYA-3199	Preserve load states when importing a file that has references
MAYA-3242	Playblast : Audio is not in synch with video on Mac OS X
MAYA-3251	Improve handling of corrupt geometry in MFnMesh::create and MFnMesh::createInPlace
MAYA-3310	Controls that are hidden become visible in images captured off-screen

Bug Number	Description
MAYA-3348	Displacement render inconsistencies
MAYA-4436	Typo in compiler version in the readme for modified Qt download (howToBuildQtOnLinux_m2012.txt)
MAYA-6441	Move tool does not work immediately after selecting vertex or component
MAYA-6455	Vector displacement render result with mentalraySubdivApprox is different between Windows and Linux
MAYA-6527	Color picker/eyedropper is not picking the right color in render view
MAYA-6677	nParticles rotational value is non-numeric if radius or collision width scale is 0
MAYA-7704	Maya does not remember the floating window positions
MAYA-7838	Scaling the surface that a hairSystem is attached to set the wrong length and width for the first segment, which resulted in an incorrect nHair simulation
MAYA-8111	Improve animCurve performance
MAYA-8228	Renders quitting after less than 100 frames
MAYA-8291	Cannot attach image plane using context menu
MAYA-8478	Thickness display for nHair should look the same as nCloth and nParticle display
MAYA-8533	nHair: some of attributes are slow to update
MAYA-9365	Playing a composition in the preview window causes crash
MAYA-9401	Scale Hair tool not updating hair length interactively
MAYA-9482	Graph Editor > Modifying Key Values using "-=" formula fails to maintain correct value after keys are unselected
MAYA-9646	Deleting the PXL tool while processing causes Composite crash
MAYA-9780	Viewport 2.0 per face shading assignment breaks with unsupported shaders
MAYA-9940	Prevent the <SHIFT> key (e.g. while typing a name with an underscore "_") from causing the focus to be taken away from Node Creation field in the Node Editor
MAYA-10057	Maya 2013 command documentation error: node mesh
MAYA-8510	Pinch brush can cause errors in topology

Bug Number	Description
MAYA-10566	When adding or removing extra links rest lengths not being computed causing hair to collapse during the first playback
MAYA-10661	Rendering particle instancer aborts if motion blur is enabled
MAYA-10692	Follicles lag a frame behind with sub-frame evaluation (also with frame rates other than 24 fps)
MAYA-10755	When saving and loading a Turtle Bake Preset, the nodePreset fails
MAYA-10784	Ctrl_References of Human IK retarget must be placed on top scene level
MAYA-10815	Component Editor pasting problems (with units set to meters): value of 999.00 jumps to 99900.00
MAYA-10882	Dope Sheet Editor does not release memory (400mb not released)
MAYA-10890	HumanIK Shoulder Correction solving causing abnormal behavior on one shoulder
MAYA-11002	Inconsistencies between pinning and HIK solving between MotionBuilder and Maya
MAYA-11045	HIK: Hips Effector has inconsistent spine solving
MAYA-10533	Editable motion trails cause crash when loading file

### Release Candidate Fixes

Bug Number	Description
ENCS-1460	Reach T/R should not be keyed in Selection mode
ENCS-1400	Character Controls tab pops up even if it was saved while closed
MAYA-9708	Bake Channel options error
MAYA-9574	Major slipping when offset object is set using non-linear animation
MAYA-9568	nParticle expression causing nCache crash
MAYA-9409	Undoing the autoKeyframe MEL command toggles it instead
MAYA-8726	artUserPaintCtx does not respect vertex selection
MAYA-8662	Crash on File > New with a keyed image plane
MAYA-8534	Follicle position not evaluated on substeps

Bug Number	Description
MAYA-8530	Crash when the attrcolor flag is used
MAYA-8478	Thickness display for nHair should look the same as nCloth and nParticle display
MAYA-8249	Area light samples setting only affects U samples
MAYA-8111	Performance issue with animCurve change
MAYA-7936	mental ray Hair geometry shader causes crash
MAYA-7705	Issue adding more clips into the blending systems without corrupting previous data
MAYA-7610	Animation layers won't merge
MAYA-7387	Compound String Attr displaying badly in Attribute Editor when compound is built to size zero
MAYA-6455	Vector displacement render result with mentalraySubdivApprox is different between Windows and Linux
MAYA-6155	Playblast in Sequencer: imagePlane is off by 1 frame
MAYA-6154	Playblast in Sequencer: imagePlane type set incorrectly
MAYA-3348	Displacement render inconsistency
MAYA-3343	The playblast flag -completeFilename (-cf) doesn't work
MAYA-3310	Transparent controls appear in images captured off screen
MAYA-2032	Localized text in viewport is too small to see straight
MAYA-1532	Enabled color management shifts colors to green when rendering passes
MAYA-1357	MItMeshPolygon::getEdges requires failed status when the geometry is bad
MAYA-825	Mayatomr plug-in load error over missing MEL procedure
MAYA-795	Non-readable attributes cannot be made keyable
MAYA-744	MFnSkinCluster.getWeights() failure in API, Python
MAYA-735	Space bar causing crash
MAYA-703	File Browser: very slow to connect to workstations on the network
MAYA-702	MFnMesh::createInPlace() crashes Maya in Devkit Example

## Beta 3 Fixes

Bug Number	Description
MAYA-8296	Quick Move tool marking menus stalls
MAYA-7999	nHair cache incorrect with dynamic curves that have different numbers of CVs
MAYA-7814	Selecting and t/r/s on vertices really fast results in crash
MAYA-7453	Gamma incorrect for Quicktime playblast Note: The environment variable MAYA_QUICKTIME_ENCODING_GAMMA has been added to allow users to customize the gamma used for encoding. The default value is 2.2.
MAYA-7364	Viewport corruption caused when expanding view when another panel is on top of it
MAYA-6560	API: Python: MDGMessage.addPreConnectionCallback() causes crash
MAYA-6297	Support 48Kz 24-bit mono WAV files
MAYA-6167	Add Quicktime support to movie texture node on Windows 64-bit
MAYA-6132	Set key hotkey on selected attributes in the channel box doesn't always work
MAYA-6101	Marking menus don't work in tear off panels
MAYA-6018	Documentation is wrong for animClip channel offset defaults (node documentation)
MAYA-5973	Component Editor slider doesn't work
MAYA-3112	Update Hair Samples in Visor
MAYA-3062	Docs don't include description of all available flags
MAYA-1918	Undocked Perspective view doesn't refresh when Perspective Camera is panned in a docked viewport
MAYA-1754	Custom viewport color assignment (Alt +b) changes to black on its own
MAYA-1710	Trying to simulate with nHair (nucleus mode) causes crash
MAYA-1618	Hotbox menus appear in strange positions with multi-monitor setups
MAYA-970	Grid is drawn over geometry when Gamma Correction is enabled
MAYA-172	Viewport renders bad UV seams
MAYA-129	Node editor keeps focus when changing manipulator scale and multiple panes are open

Bug Number	Description
MAYA-7666	Ghosting an animation layer crashes Maya (curves issue)
MAYA-7594	TUIInventory crash
MAYA-7585	Crash if a Paint > Sculpt operation is Flooded (on poly edges)
MAYA-7583	RMB > Open and Edit on Shelf Editor Icon Preview crashes
MAYA-7549	Lag when switching between panes
MAYA-7354	Timeline update after setting many keys is slower
MAYA-7317	Removing a zero size dynamic or extension attribute (message type) under certain circumstances causes data loss
MAYA-6884	implicitSphere not supported by Viewport 2.0
MAYA-6776	Clicking on an animation layer crashes Maya (TskinPercentCmd issue)
MAYA-6772	Referencing in an object causes crash
MAYA-6399	Flipping between translation and rotation will get into a state where select no longer works
MAYA-6386	New version of mental ray shaders added
MAYA-6331	MitMeshPolygon::getUVArea() always returns last calculated value on mesh which has tweaks
MAYA-6296	"File > Export All: Preserve references", when disabled, the resulting file still contains reference (RN) nodes
MAYA-6138	Editing keys in Graph Editor erases Undo queue
MAYA-6137	Workflow using CTRL to activate window no longer works
MAYA-4519	Video preview on Mac can't switch screens in Composite
MAYA-4481	Move tool (and others) hang mid-move, then can't undo
MAYA-3279	exportEdits not including mesh shapes
MAYA-3230	Inactive start/end frames when baking animation curves in graph editor
MAYA-2047	Sequence Time panel loses focus when scrubbing in sequencer (Linux only)
MAYA-1922	Improve performance of Artisan tools (Paint Skin Weights, Sculpt)

Bug Number	Description
MAYA-1801	Flipping from Attribute Editor to Channel Box, width of Channel Box mirrors the Attribute Editor so you have to resize it
MAYA-134	Windows sometimes lose their saved setting and open at 0,0
MAYA-108	"stereoCameraView -stateString" won't work under evaluation
MAYA-102	Issue with tool settings resulting in blank state
MAYA-100	Add editable location field in the File Browser
MAYA-2034	Lag when switching between windows (fixed for Linux operating systems only)
MAYA-6193	Maya freezes during selection with Attribute Editor open

### Beta 2 Fixes

Bug Number	Description
MAYA-6167	Add QuickTime support to movie texture node on Windows 64-bit
MAYA-5973	Component Editor slider doesn't work
MAYA-4526	Python script slowdown
MAYA-3230	Inactive start or end frames when baking animation curves in Graph Editor
MAYA-1799	Import window always creates namespace except when dragging and dropping file into viewport
MAYA-174	Groups disable split poly tool
MAYA-160	Hotbox makes sub-windows go behind the main window
ENCS-614	Pin and reach doesn't lock the spine correctly
ENCS-574	Characterizing some HIK skeletons changes the joint size
MAYA -4478	Support for drawing every frame with editable motion trails
MAYA -4484	Paint Skin Weights tool missing minimum/maximum UI
MAYA -4456	Paintable blend shape paintWeights causes skin painting scripts to fail
MAYA -4380	Selecting influenced vertices is blocked when nodes sit between the mesh and skinCluster



Bug Number	Description
MAYA -3236	Hammer Weights tool affects all vertices of a mesh, not just the selected
MAYA-4665	nHair simulation is off by 1 frame on animating geometry
MAYA-3220	nHair simulation won't start unless rewinded first
MAYA-6443	Subframe caching for negative frames broken

### Beta 1 Fixes

Bug Number	Description
BRTA-4313	nDynamic shape nodes (ramp) data trumps cache node data (fixed for internal ramps)
BRTA-3121	Geometry cache over network playback problems
BRTA-1002	Default lighting angle in Viewport 2.0 is too harsh, details obscured by darkness
BRTA-730	Text and some manipulator displays don't show up in Viewport 2.0 on OS X
BRTA-3919	Reloading a plugin does not return its name
BRTA-3189	nHair not working correctly with transformed Nucleus node
BRTA-3279	Revert to original doesn't bring the exact node hierarchy back in multiple representations
BRTA-5594	Convert selection to one locator or bounding box per shape does not work
BRTA-5405	Outliner option Representation Nodes doesn't work after deleting active representation node
MAYA-388	Selection priority problems with Nucleus node
MAYA-597	Paint effects tubes on curved surface are badly shaped
MAYA-602	Attach brush to curve results in twisted tubes
MAYA-1059/ 275282	Scale Hair Tool doesn't perform undo correctly
MAYA-2458	Blend Shape: cannot paint targetWeight if envelope is set to "0" or "Has No Effect"
MAYA-407	Graph Editor: cannot advance frame with hotkeys
MAYA-581	Object rotation keying is broken in animation layers
ENCS-618	HIK: IK effectors and FK controllers are not synchronized

Bug Number	Description
ENCS-296	HIK: Manipulation in Body Part mode effects more than the selected body part
BRTA-1128	kUnknownParameter confusion in Python
BRTA-3108	M3dView::setDrawColor(const MColor & color) does not set alpha value
BRTA-4586	Python commands in undo queue have erroneous new line
BRTA-5158	Custom commands implemented in Python lose their type in MEL
BRTA-5440	MFnDagNode::hiliteColor() returns wrong color (grey)

### Alpha 6 Fixes

Bug Number	Description
BRTA-4381/ 383529	Reference edits not loaded for IK solvers
BRTA-4470/ 386499	Update the testMayaAudio with the ability to list the valid devices
BRTA-4359/ 386452	Incorrect string passed through %f when play blasting
BRTA-4475/ 367731	Cannot pick a colour outside of the Maya environment
BRTA-4360/ 385513	Playblast ignores the value of the image format and only renders .iff
BRTA-4362/ 386450	Playblast does not support IMF plug-in formats
BRTA-4485/ 384665	setDependentsDirty not called in Python plugin MPxLocatorNodes
BRTA-4477/ 383021	Eye dropper makes widows go blank when you select the edge
386333	New flag for viewer app like %f but with correct padding
370637	Pop-up windows do not create a separate taskbar button
KATZ-424	Dragging a file over Node Editor causes crash
BRTA-4734	Reflections not working in Vector render
BRTA-4532/ 275282	Scale Hair Tool performs Undo incorrectly
BRTA-4306	Effector/IKHandle Visibility conflicts with evaluation
BRTA-4236	Display Layers don't get exported
BRTA-4235	Problems making image objects invisible

Bug Number	Description
BRTA-4198	Detonation Frame needs to be published
BRTA-4185	worldToView API function returns incorrect results
BRTA-3749	Crash when selecting texture to display from UV Texture Editor
BRTA-3681	Problems muting audio in Audio attribute
BRTA-3685/ 352809	Offset and Silence attribute are not updated for scrubbing in the Time Slider
BRTA-4718	Audio does not update after changing the offset
BRTA-4814	Shading disappears when plugin shaders are used with consolidation

### Alpha 5 Fixes

Bug Number	Description
BRTA-3133/ 388032	Playblast audio out of sync when timeline range is not at start on Mac OS X
BRTA-2453	Warning message when unselecting a joint while using interactive skin binding
BRTA-2517	Paint skin weights marking menu broken
BRTA-2823	Crash in MltMeshPolygon::getTriangle
BRTA-2525	Floating Animation Layer window causes "Error: A permanent scriptJob cannot be killed."
342331	mental ray produces pinhole artifacts on mesh
371523	Incorrect display after cut and move
384665	setDependentsDirty not called in Python plugin MPxLocatorNodes

### Alpha 4 Fixes

Bug Number	Description
BRTA-2115/ 387596	RGB-Luminance Node causes crash when connecting it to mia_material_x
BRTA-2104	Local wind problem
BRTA-2085/ 387003/ 387332	Wacom mouse not working

Bug Number	Description
BRTA-1939/ 387065	Keys in Graph Editor change values when moved along timeline while zoomed out
BRTA-2001/ 379328	Transparent controls appear in images captured off screen
BRTA-1951/ 387294	Added MFnAnimCurve::setTangentTypes()
BRTA-1917/ 344867	Improve speed when setting the face/vertex normals of a mesh via API
BRTA-1678	Sequencer: copy/paste doesn't copy clipPreHold, clipPostHold
BRTA-1586	File -exportSelection: add '-preview' flag that returns a list of node names and forces the export to abort
BRTA-1579	Render Off Screen Playblast size
BRTA-1537	Double slash (//) in Maya script path causes crash on exit in batch
BRTA-1521	MEL putenv ("NAME", "") does not update Python environment variable
365541	Installshield problem on BonusTools install
370637	Pop up windows do not create a separate taskbar button
378694	Viewport freezes with Quadro 4000 and qualified driver (Linux)
383672	Curve with one edit point always returns (0,0,0)
384143	Click-selecting a mesh with illegal faces causes crash
384665	setDependentsDirty not called in Python plugin MPxLocatorNodes
385306	Auto-orient on joints cause animation issues
385421	Audio files attached to shot nodes are clipped after shot node trims
385811	MPlug::findPlug should return error when used to find array plug without index
386293	Relax intial state resets some nCloth damp values
386333	New flag for viewer app like %f but with correct padding
386350	attrFieldSliderGrp - cc option does not work
386450	Playblast does not support IMF plug-in formats
386530	Plug-in load failure due to Dependency Graph initialization
386622	Nucleus no longer stops immediately when simulation is aborted

Bug Number	Description
386875	nCloth collision failures
387672	Auto Load New Objects not updating on Panel toolbar

### Alpha 3 Fixes

Bug Number	Description
384665	setDependentsDirty not called in Python plug-in MPxLocatorNodes
385811	MPlug::findPlug should return error when used to find array plug without index
386293	Relax initial state resets some nCloth damp values
386333	New flag for viewer application similar to “%f”
386428	Failure importing Nucleus file created with different frame rate
386450	Playblast does not support IMF plug-in formats
386452	Incorrect string being passed through “%f” in Playblast
386530	Plug-in load failure
386778	Rigid Body attributes not immediately available in Attribute Editor after creation
386806	Collider shape is not sized and centered around rigid body
386774	Create Rigid Body toolboxes are empty
386617	Non-symmetric shape is moved when rigid body is created
386850	Rigid body scale issues
386634	OpenCL GPU acceleration available in solver

### Alpha 2 Fixes

Bug Number	Description
385330	Extrude Edge using Divisions causing crash
385978	cameraShape mental ray tab problem
276885	UV Texture Editor toolbar collapsing and disappearing

Bug Number	Description
311730	Unitized UVs with construction history different after save and open
356680	Archive Scene does not work with Fur
363796	Viewport fails to display anything
371820	Crash with deformers and modeling
380162	Odd right mouse behavior in UV Texture Editor
380555	stereoCamera plugin breaks heads-up display when using -file command line option
382859	Context tool lost when leaving blocking dialog
383174	Syntax error if the last line of your selected code is a comment
384143	Click-selecting a mesh in the viewport causes crash if mesh has illegal faces
384393	Attribute Editor does not refresh object name
385222	Painting on dense geometry uses huge amounts of memory
385327	Default Attribute Editor template for compound attributes with child message attributes is incorrect
385811	MPlug::findPlug should return error when used to find array plug without an index
386333	New flag for viewer application similar to “%f”
386452	Incorrect string being passed through “%f” in Playblast

### Alpha 1 Fixes

Bug Number	Description
382733	glVertexPointer not available in Python
381027	MPx3dModelView::getObjectsToView returns invalid list, causing crash
339325	Problem in the apiMeshCreator.cpp devkit sample trying to submit an empty uv array
370832	Maya crashes if a scripted plugin is derived from MPxTransform
368754	FBX import crashes Maya
371820	Crash with deformers and modeling

Bug Number	Description
380071	Sequencer shot with 100% scale produces fractional Maya time
382321	groupParts missing groupId connection
348999	MGeometryManager::getGeometry() crashes maya
382892	Maya keeps audio file open, preventing deletion or replacement
380949	Cannot save text with history
361220	Querying namespace requires changing namespace state
247214	FileIO::reference should have a namespace argument
356162	Inconsistent and unwanted connection to defaultLayer
380555	stereoCamera plugin breaks HUD when using -file command line option
322951	getattr -time fail on certain attributes
380921	Hotbox Controls >Show Animation >Animation Only causes hang
380950	getObjectPtr() methods not accessible from Python
370326	Cannot map or delete function hotkeys
370058	Any hotkey assigned combining command and shift are ignored
363796	Viewport fails to display anything
371535	progressWindow is too small to display the title and status
380946	Copy and paste text from document to a create text field errors if it ends in a space
374691	Setting -sizeable 0 to a window changes the size of window
356727	File browser - *.pix file does not display
382425	fileDialog2 modifies cwd
380162	Inconsistent right mouse button behavior in UV Texture Editor
380173	Layout commands don't list full path names of children
382035	webBrowser command crashes Maya
382237	Unable to create small textScrollList. -numberOfRows flag does not seem to work

Bug Number	Description
377849	iconTextButton ignores font type specified by -font flag
370856	iconTextButton -align flag is ignored by parent layout (Windows)
244350	Error: Object not found: polyTexturePlacementPanel1
371734	formLayout -e acting strangely
360373	frameLayout behavior and resizing windows causing ever expanding custom UIs
372332	Drag and drop from Hypergraph to Node editor not working
329964	iconName defaults to the window title if not defined
370048	Old scenes containing the web browser panel open to a fatal error
300120	Loading two scripts crash Maya

## Feature Limitations and Workarounds

The following section describes limitations, workarounds (where applicable) about this release.

Bug Number	Description
ENCS-343	Using limits and change rotation order on HIK controllers can potentially break the rig
ENCS-570	Custom Rig : Mapping Controls are disabled on assigned effector when turning both Translation and Rotation off Workaround: Make sure to have at one of the Rotation or the Translation mappings on. Note that the effector is not assigned any longer. Reassign the effector to reinstate the mapping controls again.
ENCS-1262	In Motionbuilder, Live Connection to Maya fails if you turn off "FastIdleOnDeactivate" option
ENCS-1463	Controllers are not synced when switching from selection mode to full body or body part mode Workaround: Force the rig to align on mode change.
ENCS-1465	"Visual C++ 2005 SP1" is not installed if Deployment Installer is in a localized folder
MAYA-560	Working Units not saving with preferences Workaround: Manually edit the 'userPrefs.mel' in user document directory.
MAYA-580	Playblast with audio node set to Mute still produces sound Workaround: Turn sound off by selecting Timeslider > Sound > Off.



Bug Number	Description
MAYA-610	There is no longer an Uninstaller option from start menu on windows
MAYA-676	Maya locks up when right click button is used to open PyQt window
MAYA-708	<p>Delete non-deformer History on Smooth bound skin causes weighting issues  Deleting non-deformer history does not reproduce the same output as prior to the delete. In particular, if the history includes skinning followed by a polySmooth node or other significant poly operation (such as extrude), the results after deleting non-deformer history may be quite different.</p> <p>Workaround: Use the "delete history before deformers only" to leave the polySmooth in place.</p>
MAYA-789	<p>keyEquivalent flag of a menu item not working as expected  Workaround: If the goal is to distinguish option menus from others with a '?', customize the label instead. Do as follows.</p> <pre> window -menuBar true -width 200; menu -label "Stuff" -allowOptionBoxes true;  menuItem -label "Option\t?"; menuItem -optionBox true; menuItem -label "Not Working" -allowOptionBoxes true -subMenu true; menuItem -label "Test1\t?"; menuItem -optionBox 1 ; menuItem -divider true; menuItem -label "Test2\t?"; menuItem -optionBox 1 ; setParent -menu ..;  menuItem -label "Working" -allowOptionBoxes true -subMenu true -tearOff true; menuItem -label "Test1\t?"; menuItem -optionBox 1 ; menuItem -divider true; menuItem -label "Test2\t?"; menuItem -optionBox 1 ; setParent -menu ..; showWindow; </pre>
MAYA-990	Executing a long-running command or script from the Hotbox, may cause the Hotbox window to block all interaction with the desktop until the command is completed
MAYA-8743	Strange scaling of clip ghosts while manipulating (Default viewport)
MAYA-9709	ATOM not preserving constraint offset
MAYA-1328	<p>Localized file name of "Auto-Save" causes crash of one-click interoperability feature  Workaround: If "Auto-Save" feature is on, and the scene is named with Chinese or Japanese double-byte characters, rename the scene with only single-byte ASCII characters before sending</p>

Bug Number	Description
	to other products.
MAYA-1436	Localized Default file name causes crash one-click interoperability feature Workaround: If scene is named as default "Untitled" in Simplified Chinese or Japanese double-byte characters, rename the scene with only single-byte ASCII characters before sending to other products.
MAYA-1499	Interactive Split Tool does not work well with "Isolate Selection" for grouped objects Workaround: Select the object, not the parent.
MAYA-1940	Hotkeys (like Ctrl+d) listed next to menu items in drop-down menus do not update to show custom hotkey specifications until Maya is restarted Note: Once, Maya is restarted, the custom hotkey mapping works and persists as expected.
MAYA-2120	Batch rendering crashes on blade with Linux Fedora 14 Workaround: Set the MI_MEM_NOBLOCKS environment variable (any value). This switches off part of the lock-free memory block management. Expect a significant slowdown.
MAYA-2301	Black lines in texture with combination of Maya Software render, squished aspect ratios and file types Quadratic or Quartic Workaround: In the file texture node, under "File Attributes" switch the Filter Type to something other than Quadratic or Quartic.
MAYA-2415	Applying Polygon Reduce (Mesh > Reduce) with the Keep Original option on, the newly created mesh is not connected to a shader, and appears invisible in shaded mode Workaround: Only perform the polygon reduce when the shader is assigned to an object's surface first (and not assigned to faces, where the object itself does not have a shader assignment, thus making it invisible).
MAYA-2890	Boolean holes in geometry do not allow Particles or Fluids to pass through Workaround: Because Nucleus does not support faces with holes, use Mesh Cleanup to triangulate the faces that have holes.
MAYA-3097	Camera setting UI does not work when switching perspective to orthographic (tear off menus)
MAYA-3104	Camera Attached Image planes in Viewport 2.0 are shifted a pixel compared to default viewport
MAYA-3141	Image Plane Attribute: Alpha Gain does not update by default Workaround: Use geometry planes as construction billboards instead of the image planes. This way, each viewport is affected by the global shader assigned to that billboard.
MAYA-6350	Quotes and backslashes in render or animation layers break the functionality and cause data loss
MAYA-6421	High resolution fluid caches fail when caching over the network on Windows XP

Bug Number	Description
	Workaround: Use a different operating system, or upgrade to Windows 7.
MAYA-6512	<p>MFnDependencyNode, MFnDagNode copy constructor should be public, not private  Workaround: Create a new functionset which operates on the same object, for example:</p> <pre>MFnDependencyNode fn2(fn1.object());</pre> <p>If you want to pass a functionset to another method, pass a reference instead.</p>
MAYA-6541	<p>Crash when selecting vertices on Mac OS Lion (10.7.2) followed by hitting the spacebar  Workaround: Upgrade to Lion 10.7.3.</p>
MAYA-6667	<p>Importing of ATOM files cannot be undone since it is a file operation  Workaround: Save your file before import so that you can revert to the saved file if necessary.</p>
MAYA-6697	Using the NVIDIA® Quadro® 4000 graphics card may cause Viewport 2.0 to crash on Mac OS 10.6 and 10.7
MAYA-6885	<p>Problems with marking menus on Linux Fedora 14, with AMD ATI FirePro 3D v5800 card  Workaround: Set environment variables as described below.</p> <p>In a console type:</p> <pre>export MAYA_SET_PARENT_HINT=0</pre> <p>and then</p> <pre>export MAYA_HBFree_Focus</pre> <p>Then, turn on compositing (in order for hotbox and marking menus to work correctly):  Turn on compiz fusion and append the following parameters to the xorg.conf file:</p> <pre>Section "Extensions" Option "Composite" "Enable" EndSection</pre>
MAYA-7383	<p>Python cannot call MFnFluid::getVelocity() which has float*&amp; type arguments  Scaling the surface that a hairSystem is attached to sets the inco length and width for the first segment , which resulted in an incorrect nHair simulation</p>
MAYA-7438	<p>Entering nothing in one of the Use Namespaces option fields should result in no assigned namespace  Workarounds:</p> <ul style="list-style-type: none"> <li>• Use the new Merge into selected namespace and rename incoming objects that match option (with :(root) selected in the tree view).</li> <li>• Import using a namespace and then use the Namespace Editor to remove the namespace thereafter (select the namespace and select "Delete" and then select Merge with Root).</li> </ul>
MAYA-7587	<p>MEL: Dynamically updating sub-menu of a shelf button menu does not work  Workaround: Since the shelfButton already has a default popupMenu, to add a subMenu,</p>

Bug Number	Description
	query its name: <pre>string \$menus[] = `shelfButton -q -pma \$button`; string \$menu = \$menus[0];</pre>
MAYA-7804	HotKey assignment of Ctrl+W for UI window is broken
MAYA-8484	Poor performance of Advanced Elliptical Filtering with IFF files and mental ray Workarounds: <ul style="list-style-type: none"> <li>• Convert IFF textures to TIFF, OpenEXR or MAP with mipmap pyramids</li> <li>• Avoid caching the specific texture (no "local" qualifier / no local keyword)</li> <li>• In mental ray 3.10: avoid texture caching at all (-texture_cache off on the standalone command line or set the {_MI_REG_TEXTURE_CACHE_SIZE} registry to "off")</li> </ul>
MAYA-9364	Colour picker does not show correct luminance values for over bright pixels
MAYA-9531	JPN characters in filename is not supported with FBX for Maya Workaround: Avoid using double-byte characters
MAYA-9859	Command port not closed when Maya is run in batch mode Workaround: Add an explicit call to quit as follows.  <pre>maya -batch -c 'commandPort -n ":9703"; quit;'</pre>
MAYA-10368	Joint axis do not scale to screen space in OGS
MAYA-10592	In the Trax Editor, Edit > Set Offset Object, fails when the selected object is in a namespace
MAYA-10589	mental ray Rendering with certain EXR textures causes crashes on Mac OS X
MAYA-10598	OGS bones retrieving ghosting information from incorrect joints
MAYA-10599	Linux installer does not list Backburner in the list of items to install
MAYA-11009	ik2Bsolver prevents joints from being ghosted in OGS
MAYA-11245	Fields not working with nHair Workaround: If forces are only required for an initial styling step, use the classic hair solver for styling. Then, set start from current, and then use the nucleus solver. Otherwise, use internal nucleus forces, hair system turbulence, and per-object or per-constraint forces inside nucleus.

## Notes and Troubleshooting

The following section includes notes on specific issues and specific feature functionality for this release. (Where applicable troubleshooting information is also included.)

### Installation

If you are installing Maya on Linux using the rpm utility, note that the *Maya Installation Help* pdf lists an incorrect package number for the Backburner web monitor. The correct package name is `backburner_webmonitor.sw.base-2012-#.i386.rpm`.

### General

- Track selection order is disabled by default in Maya 2013. Enabling this option may cause slowdowns, for example, when there are a large number of objects in your scene. Select this option under Windows > Settings/Preferences > Preferences > Settings > Selection to enable it; or, use the following MEL scripts to toggle it on and off: (MAYA-9891)

```
selectPref -trackSelectionOrder true;

selectPref -trackSelectionOrder false;
```

- The Camtasia video link on the What's New in Autodesk Maya page 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 2013 documentation 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.

### Animation

- Live character streaming does not work properly when a character has its Hips Translation node defined. Before sending your character to MotionBuilder, make sure the Hips Translation node is not defined in the Definition tab of the Character Controls window. (ENCS-263, Suites)
- If you want to add your HumanIK Control rig to an animation layer, it must be keyed in Euler rotation interpolation mode. Before keying your rig, set New HIK curve default to Independent Euler-angle curves or Synchronized Euler-angle curves in the Animation Preferences (Window > Settings/Preferences > Preferences). (ENCS-1507, Suites)
- 'iff' denotes 'image' format in Playblast Options: In the Playblast Options window (Window > Playblast), select the 'iff' option to select an image format. You can select among various image formats such as jpg and tif from the Encoding drop-down list; or select the global Encoding option to use the format specified in the Render Settings: Common tab.
- Playblast does not work with the Xvid codec when selecting Window > Playblast. To workaround this issue, select another codec; or, use the Camera Sequencer to playblast with Xvid. (MAYA-10864)

## Rigging

- If you load a character with a Custom rig and a valid skeleton definition, first select the Definition tab in the Character Controls before you define your Custom rig. (ENCS-1512, Suites)
- In the Paint Skin Weights Tool, when "Hold Influence Weights" is on for an influence, you can still modify its weights by either selecting it directly and painting on the mesh, or using the Component Editor. (MAYA-199)

## Viewport 2.0

- If you are using Maya Hardware 2.0 to render, your render output is clamped to a resolution of 4kx4k for the Windows and Linux platforms and to 2kx2k for the Mac OS X platform. If you have enabled the Multisample Anti-aliasing option, your render output may be clamped to a lower resolution. (MAYA-8208)
- In Maya 2013, Viewport 2.0 now supports non-textured mode, matching the behavior of the default viewport. As a result, plug-in shaders are only enabled when in textured mode, that is, when Shading > Hardware Texturing is enabled.

## Graphics Card Issues

- When using nVidia Quadro FX cards, Maya may stop unexpectedly when switching to Renderer > High Quality Rendering.(MAYA-9811)  
There is a fix for this Quadro issue for drivers version 295.65 and above. Otherwise, two possible workarounds are:
  1. Set the environment variable MAYA\_ENABLE\_VBO\_VDATA to 0 to bypass the issue for the current user environment.
  2. Select Render Settings > Maya Hardware tab and disable the Hardware geometry cache flag and save the file. This workaround only bypasses the issue for this file.
- Objects cannot be click selected in shaded mode when ATI graphic cards are used. (MAYA-10008)  
Use marquee selection or select in wireframe mode. There is an issue with ATI FirePro driver versions 8.850.7.3000 and 8.883.0.0. Use ATI driver 8.641.1.1000 instead.

## File Compatibility

- A new flag, "-capacityHint' to setAttr" was added for file interoperability to Maya 2013. This flag allows improved hinting of multi-attribute allocations during the File > Open operation with .ma files. An adverse affect of this flag is that scene files made in Maya 2013 do not open in Maya 2012 Service Pack 2. (MAYA-11057)
- Opening new .mb files in earlier versions with the ignoreVersion flag causes Maya to crash in some cases. Note: using ignoreVersion is unsupported. Data loss, corruption or failure to open are possible. (MAYA-3001)  
Workaround: Save out files as .ma instead.

## Template Files

Incorrectly formatted XML template files may cause instability or cause Maya to crash. Such a crash may happen when switching to a custom view, either directly (by selecting Show >Set Current View >non-default-view for the current node in the Attribute Editor), or indirectly (by selecting Show >Set Global View >non-default-view, and then switching to a node with the erroneous custom template). If you experience this, diagnostic error messages resulting from parsing the erroneous template may be available in the Script Editor, and may help correct the template.

Similarly, Maya may crash if using an erroneous template for a dagContainer or asset node. In either case, diagnostic error messages resulting from parsing the erroneous template may be available in the Script Editor, and may help correct the template. (MAYA-4390)

## Node Editor

Published attributes are now displayed in the Node Editor the same way that any attribute is displayed. Previously, all published attributes were grouped together under a common parent attribute; now, published attributes are displayed in the same manner as standard Maya attributes. Compound attributes that are published, such as Translate, are displayed as standard compounds. (BRTA-4823)

## GPU Caching

- When GPU-cached objects overlap with each other or Maya geometry, the display order may not be respected if an object's Transparency is set to a non-default value. (MAYA-11050)
- Maya may stop unexpectedly if a scene containing GPU cached-objects and a non -default camera is rendered in Viewport 2.0. (MAYA-11037)
- The GPU Cache plug-in (gpuCache.mll) does not detect or use more than 4 GB of graphics card memory. (MAYA-10740)
- Alembic and GPU cache .abc files are not included in Maya scene archives (File > Archive Scene). These files must be manually copied to the archive. (MAYA-10659)
- Shading > Use default material in the Panel menu is not supported when viewing GPU-cached objects in Viewport 2.0. (MAYA-9554)
- Shading > Bounding Box in the Panel menu is not supported when viewing GPU-cached objects in Viewport 2.0. (MAYA-8644)
- Only two-sided lighting is supported for viewing GPU-cached objects in Viewport 2.0. Turning off Two Sided Lighting in the Panel Lighting menu (Lighting > Two Sided Lighting) has no effect. (MAYA-10165)

## Rendering

- When using motion vector render passes with a scene that involves camera movement, and when Raytracing is set as the rendering mode for mental ray for Maya rendering, you must enable the following string option to obtain the correct motion vectors (MAYA-7580):

```
trace camera motion vectors
on
Boolean
```

- Beginning Maya 2013, the imagePlane node, which was previously a dependency node, is now a shape node. If a scene created from Maya 2012 (or below) is loaded in Maya 2013, the image plane name does not change, but a new transform node is added to it and is named transform.

## mental ray Rendering

- To prevent mental ray reflectivity spikes, by clamping the value of a shader (specifically, the Reflectivity attribute) so that HDR images do not appear blown out for reflection passes in multi-pass rendering, ensure that the Frame Buffer Types (16-bit or 8-bit Integer) from the original file match the render passes. This data type must match the data type of the main scene frame buffer that is set in Render Settings > Quality tab > Framebuffer. (MAYA-6537)
- mental ray for Maya does not support batch rendering of animated substances such as Clouds\_2\_Animated. (MAYA-9058)

## Matchmover

The MatchMover scripting module now supports Python. Other programming languages are not supported.

## MScriptUtil Usage

Incorrectly using MScriptUtil may cause errors or cause Maya to stop unexpectedly. (MAYA-9863)

The three main ways in which MScriptUtil is misused and its correct usage is as follows:

1) Failing to initialize an MScriptUtil object's internal storage to the correct size.

If you create an MScriptUtil object using the default constructor, for example:

```
su = OpenMaya.MScriptUtil()
```

the object has no internal storage allocated. If you subsequently attempt to get a pointer to its internal storage, for example:

```
ptr = su.asIntPtr()
```

you may obtain a pointer to a zero-sized memory block, which is not capable of holding anything and may cause Maya to stop unexpectedly if you attempt to use it.

You must first ensure that the MScriptUtil object's internal storage is set for the number of elements you need. You can do this by either supplying initial values to the constructor:

```
su = OpenMaya.MScriptUtil(1, 2) # Allocates storage for 2 elements.
```

Or, by calling one of the 'create' methods:

```
su = OpenMaya.MScriptUtil()
su.createFromInt(1, 2) # Allocates storage for 2 elements.
su.createFromDouble(5.7) # Allocates storage for 1 element.
su.createFromList([6, 12, -5, 9, 11]) # Allocates storage for 5 elements.
```



2) Using an MScriptUtil pointer after its corresponding MScriptUtil object has been destroyed.

This most common occurrence is as follows:

```
ptr = OpenMaya.MScriptUtil(0).asIntPtr()  
... go on to use ptr ...
```

All of the as\*Ptr() methods of MScriptUtil return pointers to storage internal to the MScriptUtil object. If the object is destroyed, then the pointers become invalid, and any attempt to use them result in errors or Maya stopping expectedly. In the example above, the MScriptUtil object generated by the OpenMaya.MScriptUtil(0) call is destroyed as soon as the asIntPtr() has returned and 'ptr' becomes invalid.

The correct usage is to retain the MScriptUtil object until you no longer need its pointer:

```
su = OpenMaya.MScriptUtil(0)  
ptr = su.asIntPtr()  
... go on to use ptr ...
```

3) Using the same MScriptUtil object for multiple simultaneous pointers.

Each MScriptUtil object only contains a single block of storage. All calls to as\*Ptr() return pointers to the same block of storage. So if your code is as follows:

```
su = om.MScriptUtil(0.0)  
xptr = su.asFloatPtr()  
yptr = su.asFloatPtr()  
zptr = su.asFloatPtr()  
OpenMaya.MSomething.someFunc(xptr, yptr, zptr)
```

Maya may stop unexpectedly; or, all three pointers may point to the same value after the call.

The correct usage is to create a separate MScriptUtil object for each pointer:

```
xsu = om.MScriptUtil(0.0)  
xptr = xsu.asFloatPtr()  
ysu = OpenMaya.MScriptUtil(0.0)  
yptr = ysu.asFloatPtr()  
zsu = OpenMaya.MScriptUtil(0.0)  
zptr = zsu.asFloatPtr()  
OpenMaya.MSomething.someFunc(xptr, yptr, zptr)
```

You can reuse an MScriptUtil object for a new pointer as long as you no longer need the old pointer, for example:

```
su = om.MScriptUtil(0.0)  
distPtr = su.asFloatPtr()  
OpenMaya.MSomething.getDist(distPtr)  
dist = su.getFloat(distPtr)
```

```
countPtr = su.asIntPtr()  
OpenMaya.MSomething.getCount(countPtr)  
count = su.getInt(countPtr)
```

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