

Autodesk Maya 2013 Service Pack 1 Readme

本書では、このリリースで修正された問題に関するバグ番号および内容を記載しています。また、このリリースでの新機能に関する情報も記載しています(該当する場合)。このリリースをインストールする前に本書を必ずお読みください。本書はハードドライブに保存するか印刷して参照してください。

注意事項:

- このサービス パックは、すべてのオペレーティング システムにおいて、製品のフル インストールの形式をとっています。このリリースをインストールする前に、既存の Maya アプリケーションをアンインストールしてください。
- 本サービス パックには、以前の修正パッチ(Hotfix)リリースでの修正がすべて含まれています。したがって、このサービス パックの他に、すべての修正パッチ(Hotfix)をダウンロードしてインストールする必要はありません。

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追加の製品情報

Maya 2013 のアンインストールとインストールの詳細手順については、www.autodesk.com/maya-install-2013-jpn を参照してください。

この製品のすべてのマニュアルと学習リソースについては、www.autodesk.co.jp/maya-docs を参照してください。

認定ハードウェアについては、www.autodesk.com/maya-hardware (英語)を参照してください。

本リリースに関する問題をお知らせいただく場合は、www.autodesk.co.jp/maya-ss を参照してください。

その他の参考情報については、www.autodesk.co.jp/maya-learningpath を参照してください。

Service Pack 1

修正項目

Bug Number	Description
MAYA-126	Set key on many components is slow
MAYA-142	Crash when attaching a Checker texture to Frequency ratio of the Noise node
MAYA-146	Stereo cam viewport breaks when tearing off and saving display state

Bug Number	Description
MAYA-155	Undo sometimes creates keyframe where timeline indicator is
MAYA-782	When importing OBJ files, Visibility is turned off in reflections
MAYA-890	DWG_DCE export from command line causes crash
MAYA-1975	Marking menus slower with fast gestures
MAYA-2172	Load default settings reference option doesn't work on load reference
MAYA-3199	Preserve load states when importing a file with references
MAYA-4502	Use object's full DAG path when applying reference edits
MAYA-5115	Extension consistency for JPEG images
MAYA-6155	Playblast in Sequencer: imagePlane is off by 1 frame
MAYA-6350	Quotes and backslashes in render or animation layers causing issues
MAYA-7444	mental ray adds multiple scriptJobs for every render
MAYA-7897	Context tool with custom cursor doesn't work
MAYA-8247	Integrate python confirmDialog fails silently when invalid flag used
MAYA-8615	Make Hue value floating point for the new Color Chooser
MAYA-9381	Image plane attributes not always accessible
MAYA-9689	Unnecessary attrCtx created on right-click to marking menu
MAYA-10338	Maya Fluids Auto Resize Bounding performance lag
MAYA-10420	Unable to create constraints when hairs or CVs are deleted
MAYA-10611	Assigning new hair system to nHair system with Paint Effects output causes crash
MAYA-10675	nHair collision display may not draw if node is out of view
MAYA-10679	Maya scene with corrupt UVs causes mental ray renderer crash
MAYA-10689	Constraint creation fails when connecting input hair and an existing constraint
MAYA-10719	Adding custom passes causes a ray explosion and performance issue
MAYA-10736	Incorrect particle motion blur at emission with mental ray
MAYA-10773	Some EXR files no longer load properly
MAYA-10820	mental ray batch render produces incorrect results with animated node connections
MAYA-10854	TobjlImport::cleanupMesh() needs optimization
MAYA-10916	Hotbox gestures with right mouse button causes crash
MAYA-10932	Problems on non-interactive nParticle creation
MAYA-11154	Problem with mental ray shadow shader
MAYA-11230	follicleShape simulation method turned to static after simulation causes crash
MAYA-11245	Fields are no longer working with nHair
MAYA-11267	Changing area light shape after duplicating causes an error
MAYA-11428	HIK: Offset on Hips effector offsets other body parts on manipulation
MAYA-11430	Delete key resets values to zero when Show Buffer Curves is enabled
MAYA-11452	Hair may move even when no forces (internal or external) are applied
MAYA-11537	Manipulation rotation glitches on aligned rig
MAYA-11603	Spacebar used to switch views while moving components causes conflicts with Undo
MAYA-11607	Mac: problem with One Click Maya-Mudbox
MAYA-11750	Playback of hair after file load without rewinding causes crash
MAYA-11787	Merge UV doesn't work on non-default UV set
MAYA-12093	Fluid emission direction incorrect when fluid is rotated
MAYA-12128	Reposition using middle mouse button doesn't work with Rotate Tool
MAYA-12151	Character set interferes with getAttr -t command

Bug Number	Description
MAYA-12176	Referenced object on animLayer cannot be removed from AnimLayer
MAYA-12209	Field Width cannot be changed in the Channel Box
MAYA-12384	Close ('x' button) and Save/Cancel scene causes crash
MAYA-12409	Alpha value of float texture image is changed by HDR Image Preview Options
MAYA-12513	Increase Camera Sequencer frame limits
MAYA-12663	Animation on locators doesn't update when playing or scrubbing the Timeline
MAYA-12802	Unloading DirectConnect causes crash
MAYA-12812	itemFilter as read-only node causes crash
MAYA-12819	Numerical errors in Camera Sequencer and Trax Editor at ~ 100 000 frames or more
MAYA-12833	Middle mouse button during Create Polygon Tool or Append Polygon Tool causes crash in Japanese and Simplified Chinese versions
MAYA-12885	Tearing off a stereo panel a second time causes crash
MAYA-12943	Add rig sync on set key in full body/body part modes
MAYA-12951	HIK: In Selection mode, make "Align Control Rig" on by default
MAYA-12958	Make it possible to detect render requests from Playblast renders or Viewport draw
MAYA-13026	MCommandResult always returns resultType 0
MAYA-13109	Using blastCmd with devkit plug-ins causes crash
MAYA-13141	Pressing '3' for polygon mesh causes custom viewport crash
MAYA-13207	HLSL plug-in does not support the standard set of annotations and semantics
MAYA-13270	Attaching existing cache file attaches hair cache as a geometry cache
MAYA-13271	Failure when deleting frames with nHair cache
MAYA-13273	Add and blend new nHair and the cache connects subsequent nodes incorrectly
MAYA-13274	Rewinding with appendCache for hair causes 'off by one frame' error
MAYA-13309	HIK: Rotating FK shoulder effector in body part repositions the rig in full body
MAYA-13518	HUD buttons broken Viewport 2.0
MAYA-13905 MAYA-14556	Rotation manipulator broken in Local mode when Rotate Order is other than default
MAYA-14032	Imported OBJ file corruption
MAYA-14491	mib_lookup mentalrayTexture map attributes not available in Attribute Editor

機能の制限と注意事項

MAYA-12397 –NVIDIA の Linux ドライバ 295.59 による変更

NVIDIA[®] の Linux ドライバ 295.59 は、OpenGL の最適化機能のいくつかを無効にします。これにより Maya のパフォーマンスに影響が与えられる可能性があります。パフォーマンスが低下した場合は、`__GL_MAYA_OPTIMIZE` 変数を 1 にして最適化を有効にしてください。NVIDIA の最適化での問題を回避するには、この変数を 0 にして最適化を無効にしてください。この変数は既定では無効です。

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