

Autodesk Maya 2013 Service Pack 2 自述

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 Service Pack 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 Service Pack 包含之前修补程序版本中的所有修复。因此，除了此 Service Pack 外，无需下载和安装所有修补程序。

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其他资源

有关卸载和安装 Maya 2013 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。

Service Pack 2

修复的问题

错误编号	说明
MAYA-3070	When locale is Japanese, pickWalk (with arrow keys) does not work
MAYA-3163	Light intensity changes when photometric light's transform is scaled
MAYA-6484	Maya on Linux instability at end of simulation
MAYA-9485	Interactive polygon split tool issue with non-manifold geometry
MAYA-9968	mental ray for Maya cannot render if mentalrayTextures are missing
MAYA-10592	Setting offset object fails when selected object is in a namespace
MAYA-10690	Instability while caching nCloth objects on Linux
MAYA-12195	mental ray Bake with convertLightmapSetup command causes crash

错误编号	说明
MAYA-12632	Unparenting objects from hidden parent causes errors in Viewport 2.0
MAYA-13119	Mouse cursor movements causing instability during simulation
MAYA-13120	Errors while caching with nCloth
MAYA-13678	Improve performance by only simulating specified part of cloth
MAYA-13984	mia_photometric_light does not cast photons in all directions
MAYA-14019	mia_photometric_light casts light incorrectly due to shape of mental ray Area Light
MAYA-14457	Animation Layer not returning correct animCurves for camera
MAYA-14511	Hammer Weights instability with large number of vertices selected
MAYA-14552	Maya loads hidden directories in Plug-in Manager
MAYA-14570	Hotbox instability when accessing menus
MAYA-14761	Deleting keys with Pre-Select Highlight on causes failure
MAYA-15105	Animation Layers: Add Selected on reference not working
MAYA-15260	Typo in performMirrorDeformerWeights.mel
MAYA-15442	inputAttract lock causes issues around locked vertices
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
MAYA-15533	Copying 256K of text from the History in the Script Editor fails on Linux
MAYA-15595	Failure when connecting mental ray texture file to mia_material
MAYA-15670	skinCluster influences are shown in a different order than previously
MAYA-15843	Switching Free Image Planes type breaks image file display and corrupts file on disk
MAYA-15881	nCloth Input Attract returns unexpected results at speed with weights less than 1
MAYA-16232	Camera sequencer deletes shot node imagePlane on save when camera is referenced
MAYA-16524	Poor performance loading .ma scene files with array attribute

Service Pack 1

修复的问题

错误编号	说明
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
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

错误编号	说明
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
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

错误编号	说明
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

功能限制和说明

MAYA-12397 - NVIDIA Linux 驱动程序 295.59 变更

NVIDIA® Linux 驱动程序 295.59 禁用某些 OpenGL 优化，可能影响 Maya 的性能。如果性能降低，将 `__GL_MAYA_OPTIMIZE` 变量设定为 1，以启用优化。若要解决 NVIDIA 优化问题，将此变量设定为 0 以禁用优化。默认情况下禁用此变量。

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