

Autodesk Maya 2013 Service Pack 2 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 service pack is a full product installation on all operating systems. Uninstall your existing Maya application before installing this release.
- This service pack includes all of the fixes from the hotfix releases that preceded it. Therefore, you do not need to download and install all of the hotfixes in addition to this service pack.

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Additional Resources

For complete instructions about uninstalling and installing Maya 2013, 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.

Service Pack 2

What's Fixed

| Bug Number | Description |
|------------|--|
| 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 |

| Bug Number | Description |
|------------|---|
| MAYA-10690 | Instability while caching nCloth objects on Linux |
| MAYA-12195 | mental ray Bake with convertLightmapSetup command causes crash |
| 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

What's Fixed

| 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 |
| 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 |

| Bug Number | Description |
|------------|---|
| 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 | TobjImport::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 |

| Bug Number | Description |
|--------------------------|--|
| 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 |

Feature Limitations and Notes

MAYA-12397 –NVIDIA Linux driver 295.59 changes

The NVIDIA[®] Linux driver 295.59 disables certain OpenGL optimizations and may affect Maya's performance. If performance loss occurs, set the `__GL_MAYA_OPTIMIZE` variable to 1 to enable optimizations. To work around problems with NVIDIA optimizations, set this variable to 0 to disable optimizations. This variable is disabled by default.

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