

# Autodesk MotionBuilder 2013 Service Pack 1 Readme

This document describes known limitations, issues and fixes in Autodesk MotionBuilder 2013 Service Pack 1. 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.

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## Additional Resources

For complete instructions about uninstalling and installing MotionBuilder 2013 see:

[www.autodesk.com/motionbuilder-faq-2013-enu](http://www.autodesk.com/motionbuilder-faq-2013-enu)

For complete documentation and resources, see: <http://www.autodesk.com/motionbuilder-documentation>

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

To report issues with this release, see: <http://www.autodesk.com/motionbuilder-bugreport>

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

## What's Fixed?

The following list contains bug numbers and corresponding descriptions for issues fixed in this release.

Bug Number	Description
MOBU-4592	Character controls reach-pull values do not update with the next-previous hotkeys
MOBU-4566	SDK: We cannot append multiple strings of the same name to FBList objects
MOBU-4525	Creating a new FBMesh("EmptyMesh") and assign it to the model.Geometry then it crashes
MOBU-4487	Cannot update current layout
MOBU-4485	Python created takes do not register with the Transport Controls/Navigator.
MOBU-4463	Bones are receiving translation on plot from Story.
MOBU-4446	MotionBuilder is letting you delete effectors.
MOBU-4389	Copying full body key creates bad interpolation.
MOBU-4383	NoFAstIdleOnDeactivate=No does not refresh the Viewer when Mobu loses focus
MOBU-4379	File Merge (animation only) merges the folder of some types of objects
MOBU-4370	Property View doesn't display correctly for OpenReality created models

Bug Number	Description
MOBU-4365	Object list window is not resizable
MOBU-4364	Scene stops playing at frame 351
MOBU-4361	Loading MB2010 animation via 'load character animation' breaks animation.
MOBU-4356	Some mesh are not visible on load
MOBU-4355	Character keying mode changes automatically when reloading a scene
MOBU-4341	Crash when script tries to load motion file that doesn't exist.
MOBU-4329	FBApplication.OnFileOpenCompleted, OnFileNewCompleted and OnFileExit are never Called + Missing OnFileMergeCompleted
MOBU-4327	Camera Interest and up vector field are now smaller and hard to read in Navigator
MOBU-4325	LTC device property recording is broken.
MOBU-4315	Hips Interpolation bug
MOBU-4307	Switching TransportTimeFormat using Python create a display time issue in the PlayerControl
MOBU-4301	Hang on exit
MOBU-4300	Story - Ghost Manipulation 'Jerky'
MOBU-4299	Story - Body Parts Track affects Torso.
MOBU-4289	New Roll Extraction changes behavior of roll settings from older versions.
MOBU-4280	'Save OneTake per file' with 'Use Take name' is broken when Saving Character Animation.
MOBU-4279	Fcurve editor - Insert key changes fcurve interpolation
MOBU-4275	MoBu freeze when copying the time value of time cursor.
MOBU-4261	Saved Story clip does not load on new Rig (Make Read Only and Exported clip).
MOBU-4243	Python script doesn't work in 2013 version
MOBU-4223	FBNotes in Python only creates one note.
MOBU-4206	Crash using script to delete namespaced elements.
MOBU-4187	Trigger has problems with dofs on bones (3rd Floor demo)
MOBU-4106	Story - Read Only Clip - First/Last Loop Corruption (HF15.3).
MOBU-4105	Story - Ghost Pivot reset (Models Only display mode).
MOBU-4104	Constraints - Folder List order / evaluation reset
MOBU-4019	Batch Script - Flush Scene Memory.
MOBU-4018	layouts reload with issues involving dual monitor setup
MOBU-4000	Crash involving 'record options' in story.
MOBU-3994	Animation flickering in multi-eval mode
MOBU-3981	Using FBCluster setting vertex weight doesn't work.
MOBU-3980	Reference properties without sources can crash application.
MOBU-3973	Crash translating hip effector (related to undos).
MOBU-3914	Playback - switch Take in Navigator.
MOBU-3889	Story - Ghost Clip Undo Issue.
MOBU-3882	Char Controls - Default to Body Parts
MOBU-3860	Constraints - List order / evaluation reset
MOBU-3859	Transport Controls - Aux Keys stuck on Timeline after Delete

Bug Number	Description
MOBU-3858	Keying - Spherical Rotation.
MOBU-3812	keyboard device relation makes scene dirty causing crash after story routine.
MOBU-3808	Multi-ref constraint is crashing MotionBuilder.
MOBU-3768	Story - Clip Exports Start Frame at 00.
MOBU-3758	Animation Nodes ignored on Load file
MOBU-3757	Selection Keying mode on Character Extensions defaults to 'selected properties'.
MOBU-3754	FBModelTransformationMatrix is removed from 2013 but the example BasicOperations/FBModelCube.py has not been updated
MOBU-3741	Crash when create a custom reference property
MOBU-3716	Crash - Custom Keying Group / Keying Mode.
MOBU-3626	FileIO - Merge AnimLayer
MOBU-3617	FBCharacter.SetCharacterizeOn cause crash
MOBU-3589	Custom fps setting is not kept in a scene file.
MOBU-3326	Memory Management issue with story when using razor resulting in crash.
MOBU-3015	FBMaterialTextureType documentation is wrong.
MOBU-2351	Can't manipulate on Y axis in the optical panel.
MOBU-1229	Shift+Drag files into Motion Builder viewport will delete them.
MOBU-1184	Crash - Trajectories / Reach TR.
MOBU-1155	Multi-Referential errors: does not key rotation, does not respect autokey
MOBU-1152	Application Crash on Creating a New Layer
MOBU-1100	Pose Controls - Offset Issue (HIK Solver).
MOBU-903	Pose and char extension issue, handle only follows in orientation not translation.
MOBU-626	Rot Y = 180 - Glitch with Constraints / Layers
MOBU-625	AnimLayers - New Layer resets pose
MOBU-368	Issues with auxiliary effector following it's constraint (gun setup).
MOBU-137	MotionBuilder 2010: Constraint Merge Issue

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