

Autodesk Mudbox 2013 Service Pack 3 Release Notes

This document describes known limitations, issues, and fixes included in Autodesk Mudbox 2013 **Service Pack 3**. It is strongly recommended that you read this document before you install this release.

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(Windows & Mac OS X) Multi-touch device support

This service pack provides support for multi-touch devices, meaning you can now work with Mudbox using simple finger taps and hand gestures.

The **Enable Multi-touch Gestures** preference (in the **User Interface** section of the **Preferences** window) lets you turn gestural input on or off.

If your workstation includes a supported Multi-touch device* with the latest drivers, Mudbox can now recognize the following inputs/actions with no additional configuration required:

- Tumble (1-finger swipe)
- Pan/zoom (2-finger swipe/pinch)
- Tilt the camera (2-finger twist)
- Return to home position (2-finger double-tap)
- Undo/redo (3-finger flick left/3-finger flick right)
- Set Center of Interest (1-finger double-tap)**
- Activate the Hotbox (5-finger hold)

When sculpting, use the following in place of the Shift or Ctrl hotkeys:

- Activate smoothing on any sculpt brush (3-finger hold)
- Invert the action of the sculpt brush (4-finger hold)

With the cursor hovering over a model, use the following:

- Change the brush size (3-finger pinch)
- Change the brush strength (3-fingers swipe up and down)

* Supported devices include Wacom touch & stylus devices (such as the Cintiq 24HD Touch or Intuos 5)

**Cintiq only

What's Fixed?

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

Fixed in Service Pack 3:

Bug Number	Description
MDBX-1669	Crash creating a Stroke on Curve after undoing a Stroke on Curve
MDBX-1767	Artifacts when sculpting using PTX map on some systems
MDBX-1983	Frame Selection under the Display menu is broken.
MDBX-2071	Exporting an FBX file containing creases is very slow
MDBX-2074	3Dconnexion: Camera direction flips when zooming in close to object
MDBX-2093	3Dconnexion: A new slider has been added in the View Cube properties-> 3Dconnexion Properties...-> Input Threshold, which is the amount the user has to move the mouse before the camera starts to move
MDBX-2260	3Dconnexion: Some 3Dconnexion properties are not being saved
MDBX-2412	Linux: Change PTEX library to use the Mudbox temp folder set in the preferences instead of getting the temp folder location from the operating system
MDBX-2428	Changed "Bits per Channel" field in "Extract Texture Map" dialog to a dropdown menu
MDBX-2432	Vector displacement map edge bleed is a different colour than the UV shell colour
MDBX-2763	Crash after creating a paint layer and view curve and then undoing the view curve and paint layer
MDBX-2996	Vector displacement maps have seams at UV shell border with absolute tangent space

Feature Limitations and Notes

This section lists known limitations and workarounds for Mudbox 2013 Service Pack 3.

Please report any additional issues using the online bug reporting form at:

www.autodesk.com/mudbox-bugreport or from the Help > Report a Problem menu item in Mudbox.

Bug Number	Description
388437	The Gigatexel Engine stops working intermittently after assigning a new material or Ptex setup. Workaround: Toggle the visibility of the offending paint layer on and off, create a new paint layer (can be empty or hidden), or save the file and reopen it to restart the Gigatexel Engine. You need to start the Gigatexel Engine with this workaround before painting, otherwise textures on some tiles will go missing.
MDBX-1616	An environment variable MUDBOX_EXPOSE_8K exposes "8192" in the Create New Paint Layer "Size" option. (It will not be exposed if less than 512 MB GPU available. 1.5 GB or more recommended).
MDBX-371	When the amount of texture data exceeds the available GPU on your machine, the effects brushes draw red temporarily if "Solo as Diffuse" is ON for a paint layer. Workaround: Once the stroke is done, the brush correctly applies the effect

Bug Number	Description
	and the result is correct. You can turn off the Gigatexel Engine in the Render preferences (which effectively disables the paint buffer) and the effects brushes will work correctly.
355918	Installation: Error that says the product key may be invalid and to re-enter it. Workaround: Click OK on this dialog, click Next button again, and if product key is valid the installation continues.
357041	Mudbox on Linux does not get pressure events from Wacom tablets with Fedora 12/Redhat 6, QT 4.5. You can find more details in the bug report here: https://bugzilla.redhat.com/show_bug.cgi?id=569132 There is a patch for Qt here: http://koji.fedoraproject.org/koji/buildinfo?buildID=160252
358312	Files that include 16 bit TIF maps will show errors with "Send to Maya..." operation.
360224	Mudbox crashes if the extraction map output file name contains %S in string (for example: AO_(%S).bmp).
362133	Creating a joint with Topology Weights doesn't work properly with non-4-sided meshes. Workaround: Use alternative Weights method.
362857	If the level of the source model is not the current level when extracting a map, the detail of lower sculpt layers will be missing. Workaround: Ensure you display the required subdivision level before extracting the map, or select the current level in the Extract Texture Maps window to get the correct result.
363366	Transfer paint layer works incorrectly if target and source have overlapping UVs.
MDBX-260	The Transfer Details function works best on objects that are the same size, or larger than the default Mudbox meshes. If the transfer produces artifacts on the target mesh, try scaling up the source and target meshes to the same size as the default head mesh.
374126	When using a non US-English standard keyboard, some of the hotkeys may not work. Workaround: Set your IME to "English - United States" while using Mudbox. For more information see your operating system documentation.
MDBX-292	Send to 3ds Max: Changing units between Max and Mudbox causes unpredictable results.
381496	When painting or sculpting with symmetry ON, sometimes the result will not appear on the opposite side. Verify that you have "Falloff based on Facing Angle" turned off.
MDBX-1614	On Linux, if Mudbox crashes when starting up with an error message such as "mudbox: symbol lookup error: /usr/lib64/libssl.so.0.9.8: undefined symbol: X509_VERIFY_PARAM_new", try the following workaround: 1. Install OpenSSL >= 1.0.0 if you haven't already. 2. Point the old symbol link to the 1.0.0 version, like "ln -s -f /usr/lib64/libssl.so.1.0.0b /usr/lib64/libssl.so.0.9.8"
MDBX-1203	If a portion of a curve on a mesh is obscured (for instance, if a portion of the curve is on the back side of an object) and you use Stroke on Curve" with mirror ON, results may be incorrect.
MDBX-456	On Linux Fedora 14+ the SELinux is false by default. This may prevent Mudbox from launching properly and produce plugin errors. A possible workaround is to set the SELinux enforcing mode to "Permissive" or "Disable".

Bug Number	Description
MDBX-341	When saving a .mud file to replace the original .mud file with the same name the file will also keep the original file size. To save the file with the actual file size use "Save Scene As..." and save the file with a new name.
MDBX-1556	On Mac OS X the installer may hang at end of a successful installation. It is recommended to force quit the installer. Mudbox will then run normally.

- To run Mudbox 2013 you must have a processor which is SSE3 compliant. Mudbox uses SSE3-specific code, which does not allow Mudbox to run on hardware which is SSE2 or previous.
- Sculpting with the Stamp Spacing property turned on may cause the brush stamp to be offset to the cursor location when using a Wacom Cintiq or a Wacom tablet when the pen setting is set to Mouse mode. To correct this, add the environment variable "MUDBOX_USE_LOWRES_TABLET_DATA".
- With ATi graphics cards, if you are seeing texture painting corruption such as painting black and artifacts adding the environment variable "MUDBOX_PAINT_CONTEXT_FLUSH" may fix the problem.
- Some users may be seeing incorrect GPU RAM reporting causing many warnings to pop up every time they create or merges layers, or change the visibility of layers. The environment variable "MUDBOX_FORCE_GPU_RAM" (on Windows only) lets you override the amount of GPU memory in megabytes that Mudbox sees. If you have an Nvidia Quadro 5600 and it reports 1 MB of GPU RAM (the hardware has 1.5GB), set the variable to 1536 (which is 1.5 * 1024) for that card. Values which are not numbers will be ignored, and values will be clamped to the range 256 to 4096.
Note: For more information on these environment variables, see the Environment Variables topic in the Mudbox Help.
- You can download and install the MudboxHelp locally from <http://www.autodesk.com/mudbox-helpdownload-enu>
- If you previously installed any beta version (including Release Candidate versions) of Autodesk Mudbox 2013, you must uninstall and delete all system folders pertaining to the pre-release versions before you can install the commercial version.

(Windows 32-bit and 64-bit) Uninstalling or repairing Mudbox 2013 fails with a message “SetupRes.dll is not found!”

This maintenance failure message occurs if Autodesk Mudbox 2013 was installed in a suite package or from a standalone image and the selected product language is other than the four supported by Mudbox (English, French, Japanese, German).

Fix: You will need administrator privileges. Make the following changes to the registry and then try to repair or uninstall:

For 64 bit Windows

Key: HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\Uninstall\Autodesk Mudbox 2013 64-bit\
Name: UninstallPath

Data: <InstallationDirectory>\Setup\Setup.exe /P {0C821839-EA2A-48C2-BBD5-2B3D28159BC0} /M

Mudbox /LANG ~~ko-KR~~ en-US

For 32 bit Windows

Key: HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\Uninstall\Autodesk
Mudbox 2013 32-bit\
Name: UninstallPath
Data: <InstallationDirectory>\Setup\Setup.exe /P {A675D66E-0CBD-4A8F-0068-82B774DD4C9E}
/M Mudbox /LANG ~~ko-KR~~ en-US

SDK Examples

On Mac OS X, release configurations may not build correctly. User must set the Active Architecture to x86_64 in Xcode. To do this:

1. Open example project using Xcode.
2. In menu bar, select Project > Edit Project Settings.
3. Select the Build tab.
4. Under Architectures in the Setting window, make sure the Architectures value is set to 64-bit Intel.
5. Close window and build using the Release configuration.

PtexImporter example requires PtexExtractor example to be built and copied into PtexImporter's build directory for linking.

To build Turntable example, install Qt and run moc on the example header files. See readme in example.

Additional Resources

For complete **installation and licensing instructions** refer to the *Installation Help* and the *Licensing Help*. Access these guides from the Installation Help link of the Mudbox installer or find them here:

<http://www.autodesk.com/mudbox-install-2013-enu>

<http://www.autodesk.com/me-licensing-2013-enu>

Find **new feature information** in the "What's New" section of the Mudbox Help at:

<http://www.autodesk.com/mudbox-help-2013-enu-whatsnew>

Find **learning resources** for Mudbox at:

<http://www.autodesk.com/mudbox-learningpath>

Watch **videos** to learn how to use Mudbox at:

<http://www.autodesk.com/mudbox-trainingvideos>

Find **support** and **troubleshooting** resources at:

<http://www.autodesk.com/mudbox-support>

For the latest list of **certified hardware** to run Mudbox 2013, including graphics cards, refer to the Mudbox 2013 certification chart located at:

<http://www.autodesk.com/mudbox-hardware>

Find the Mudbox 2013 minimum **system requirements** at:

www.autodesk.com/mudbox-systemreq-2013-enu

Find documentation and examples for the Mudbox **SDK** with your installed version of Mudbox here:

\Mudbox 2013\SDK or online here:

<http://www.autodesk.com/mudbox-sdkdoc-2013-enu>

Customer Involvement Program (CIP)

The first time you start Mudbox, the Customer Involvement Program dialog box appears. If you choose to participate in the Customer Involvement Program, Mudbox will automatically send Autodesk information about your system configuration, what features you use most, any problems that you encounter, and other information helpful to the future direction of the product. For further information, see <http://www.autodesk.com/cip>.

Customer Error Reports (CERs)

We are able to improve the stability of Mudbox largely because of the Customer Error Reports (CERs) that users of our products submit. We thank you for taking the time to fill out these reports and ask that you include as much information as possible about what actions you were performing at the time the error occurred. These details raise the value of the report immensely and are very much appreciated by the Autodesk Mudbox Engineering team.

For further information about CERs refer to <http://www.autodesk.com/cer>.

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