

Maya 2009 Late Breaking Release Notes

General

Refresh issue with Nvidia GeForce graphics card

If you are using Nvidia GeForce graphics cards/drivers you may find that the Maya scene view does not refresh correctly. You can set the following environment variable in the Maya.env file to reduce flickering/stale view that may occur:

```
MAYA_GEFORCE_SKIP_OVERLAY=1
```

Compiler Requirements

The Maya API requires a specific compiler and linker on each of the platforms we support. The compilers listed below are identical to what we use to build Maya. Using these compilers will guarantee binary compatibility when building plug-ins:

- Windows 32 and 64 bit: Microsoft Visual Studio 2005 SP1 + hotfix KB 930198
- Linux 64 bit: gcc 4.1.2 on RHEL4.4
- Intel Mac 32 bit: Xcode 2.4.1 on OS X 10.4.11

(Windows) Exporting DXF files

Maya 2009 does not currently support exporting DXF files via the FBX plug-ins on Windows 32 or Windows 64 platforms. DXF files can be imported, however, using the DirectConnect plug-in.

In addition, the following topics in the Maya documentation incorrectly state that DXF files can be exported from Maya:

- General > Basics > File management > Supported File Formats
- Translators and Exporters > Translators > FBX file translator

(Linux) Missing text in Maya on Fedora 8

A problem with missing font files in Fedora 8 prevents some text and labels from displaying properly in the Hypershade, Hypergraph, and Visor windows. For example, texture names may not appear as expected below the texture icons in the Hypershade window.

To repair this problem, download and install the following rpm files:

1. xorg-x11-fonts-ISO8859-1-75dpi
2. xorg-x11-fonts-75dpi
3. Xinet.d
4. tcsh

5. libXp (for both .i386 .x86_64)
6. libXp-devel (for both .i386 .x86_64)
7. mesa-libGLw mesa-libGLw-devel)
8. gamin-devel (for libfam.so)
9. Autofs

Focal Length display

You can display the current camera's Focal Length in the HUD by selecting Display > Heads Up Display > Focal Length.

Tutorials and What's New Help menu links do not work

If you select Help > Tutorials or Help > What's New, Maya returns an error.

Workaround

Go to the main Help system by pressing the F1 key or selecting Help > Maya Help, then select Learning Resources > Tutorials or What's New from the navigation panel on the left.

Required packages for Maya 2009 on Linux

If you are installing Maya on a supported Linux operating system, note that the following must be installed in order for Maya to run:

Shell Dependencies

- tcsh

General Dependencies

- glibc
- libpng
- libjpeg
- expat
- libICE
- libSM
- fontconfig
- freetype-
- e2fsprogs-libs
- zlib
- mesa-libGL

X/Motif Dependencies

- libX11
- libXext
- libXi
- libXt
- libXpm
- libXmu
- libXp
- libxcb
- libXdmcp
- libXau
- libXrender
- libXft
- libXinerama

Installer Dependencies

- glibc
- libstdc++
- libgcc
- expat
- libxcb
- libXdmcp
- libXau
- libXfixes
- libXrender
- libXrandr
- libXcursor
- libXinerama
- libXft
- freetype
- fontconfig
- libXext
- libX11
- libSM
- libICE

Modeling

Preserve UVs and Preserve Child Position not synchronized across all tools

You must set the Preserve UVs setting individually for each of the Select, Move, Rotate, and Scale Tool. For example, assume you start with Preserve UVs off for all tools. Select the Move Tool and turn Preserve UVs on. If you switch to the Rotate Tool, then the Preserve UVs setting will be off for the Rotate Tool, but remain on for the Move Tool.

Camera based selection on Mac OS

If you turn on Camera based selection on a Mac, you will be unable to select components.

Rigging

Deleting duplicated Muscle objects

If you have duplicated Muscle objects, they cannot be deleted using the Delete Selected Muscle Objects option (Muscle > Muscle Objects > Delete selected Muscle Objects).

Rendering

BSP is the default Acceleration Method for Raytracing with mental ray for Maya

The Maya documentation states that BSP2 is the default Acceleration Method if you use Raytracing with the mental ray for Maya renderer. This is incorrect. The default is actually Regular BSP.

Rendering a large number of user frame buffers at a high resolution

Rendering to a large number of user frame buffers with a high resolution may cause unexpected results in Maya.

Workaround 1: Use fewer frame buffers per render layer.

Workaround 2: Render from the command line using the "-fb_virtual 2" option to enable output buffer caching.

Exercise caution when overwriting a MPxHardwareShader's uniform parameters

Overwriting a MPxHardwareShader's uniform parameters (by giving it a new MUniformParameterList) when one of the parameters represents a texture and is linked to a texture node may cause that texture node to be deleted.

MayaPluginWizard.vsz file requires editing when Vis Studio is used on Windows 32-bit systems

When using Vis Studio on Windows 32-bit systems, you must edit the MayaPluginWizard.vsz file by changing the following line: Wizard=VsWizard.VsWizardEngine.7.1 to Wizard=VsWizard.VsWizardEngine.8.0 in order for the plug-in wizard to work.

FieldAssembler help format not supported in Windows Vista

If you attempt to open About > Help in the FieldAssembler, the help will not appear. This is because the FieldAssembler help is in a format that is unsupported by Windows Vista.

Workaround

Go to <http://support.microsoft.com/kb/917607> to download the appropriate viewer for these help files.

nDynamics (General)

Combining hidden and visible Nucleus objects

If you have both hidden and visible Nucleus objects in a scene and assigned to the same Nucleus solver, the simulation may not play back the same way as it would if all Nucleus objects were visible in the scene.

Workaround

To hide Nucleus objects or animate their visibility during a simulation, but have the simulation play back as if all Nucleus objects were visible, cache the simulation with all objects visible. Select and hide any Nucleus object you don't want visible in the final simulation.

Caching nParticles with previously cached nCloth objects

When you cache an nParticle object at the same time as two or more nCloth objects that are already cached in the same cache file, the nCloth objects in the resulting cache do not behave as expected if the One file per geometry option is not used.

Workaround

If you want to cache nCloth and nParticle objects together in the same scene, make sure you select One file per geometry in the Create nCache Options window when setting your nCloth and nParticle nCache options.

nParticles

Leading frames without nParticles are omitted from nParticle cache

If you cache an nParticle system in which the leading frames have no particles, the leading frames will not be included in the nCache. Maya then sets the cache range to the first frame that a particle appears in the scene, and the leading frames of the simulation are treated as uncached. This means that an unlimited license will be necessary to batch render the simulation which includes the empty leading frames

Workaround

If all the objects in your simulation are cached, disable the Nucleus node (turn off Enable in the Nucleus node Attribute Editor) when batch rendering.

nCloth

No connections for velocity channels when nCloth objects are cached in same file

If you specified Position and Velocity for Caching nCloth, and you have multiple nCloth objects selected for nCaching to the same file, the connections and channel names may not appear correct in the resulting cache.

Workaround

Do one of the following:

- In the Create nCache Options dialog box, select One file per geometry so that a cache file is created for each nCloth object.
- Make the additional connections for the velocity channels, and then specify the names of the channels you want to associate with each of the data outputs on the cache node.

For example, if you cached two nCloth objects, nCloth1 and nCloth2 (and you've selected the objects in this order), the first two data connections are for nCloth1 and nCloth2 positions. These two data connections can be left unchanged. However, the names must be specified for all the connections. To set up the remaining data connections correctly, you would do the following:

```
setAttr -typ "string" nClothShape1Cache1.channel[0] nClothShape1_positions;  
setAttr -typ "string" nClothShape1Cache1.channel[1] nClothShape2_positions;  
setAttr -typ "string" nClothShape1Cache1.channel[2] nClothShape1_velocities;  
setAttr -typ "string" nClothShape1Cache1.channel[3] nClothShape2_velocities;  
connectAttr nClothShape1Cache1.outCacheData[2] nClothShape1.velocities;  
connectAttr nClothShape1Cache1.outCacheData[3] nClothShape2.velocities;
```

Maya Documentation

Selecting a Vertex or Face loop

In the Polygonal Modeling > Polygon Selection and Creation > Polygon Selection > Select a Face Loop / Select a Vertex Loop documentation, step 3 states that you must double-click an adjacent vertex or face in the direction you want the loop. In actuality, you must hold the Shift key and then double-click an adjacent vertex or face in the direction you want the loop.

Maya Help opens or browses slowly

On certain builds of Microsoft Internet Explorer 7, clicking the Index tab will load the index very slowly – up to several minutes. Autodesk is working on a fix to resolve this problem in a subsequent version.

Maya 2009 Getting Started Fur Render lesson file

Before you begin Lesson 2 in the Fur section of the *Getting Started Unlimited* tutorials, you must set the project folder to the Fur folder otherwise the fur will not appear in the render.

To set the project, do the following:

1. Select File > Project > Set.
2. In the file browser, navigate to the Getting Started directory and select the Fur directory.
3. Click OK.

Maya Help search engine errors in Internet Explorer (Japanese only)

In Internet Explorer, searching common terms such as “UV Editor” with the OR parameter on may result in a “Stop running this script?” warning. Clicking Yes in this dialog causes the search to stall.

Workarounds

- Click No in the warning dialog box until the search results appear.
- Switch the search parameter from OR to AND. If the same warning appears, click No in the warning dialog until the search results appear.
- Use another supported internet browser, like Mozilla Firefox (this error does not occur on Firefox).

Double-byte space characters in the Maya Help search

The Maya Help search engine does not accept double-byte space characters.

Workaround

Do not use double-byte space characters in the Search field in the Maya Help.

Sending comments in Safari from the Maya Help (Mac OS, Japanese only)

In Safari, when you use the “Please send us your comments about this page” link in the Maya Help, some of the characters in the topic title field may be unreadable in the Japanese environment.

Workaround

Use another supported internet browser, like Mozilla Firefox.

(Windows) MayaToAlias plug-in documentation

The following topic in the Maya documentation contains incorrect information on the MayaToAlias export plug-in: Translators and Exporters > Translators > Export plug-ins > MayaToAlias export plug-in.

The MayaToAlias plug-in is only supported on Windows XP 32 and Windows Vista Business 32, and it does not support DXF or IGES file import.

mental ray for Maya Release Notes version discrepancy

In the Maya Help > mental ray > mental ray for Maya release notes the version number is 3.7.1.25, although the mental ray version shipped with Maya 2009 is 3.7.1.26. Despite this discrepancy, the release notes are complete and correct for Maya 2009.