

Autodesk Maya 2011 Hotfix 2 Readme

(June 3rd, 2010)

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

For complete instructions about uninstalling and installing Maya 2011, see:

<http://images.autodesk.com/adsk/files/maya2011installationlicensingguide.pdf>

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.

Bug Number	Description
307342	Attach existing Fluid cache doesn't hook up channels properly
349676	Batch rendering cached fluid is slow for advanced frames
351488	Film offset can cause render artifacts
351823	CER on Mac 32 bit hangs with beach ball
352445	Hide zero column is broken in component editor
353533	Playblast is hardcoded to 24 fps
353740	Change the default setting for Trax colors
353968	Render view contrast/exposure
354350	Hidden geometry casts shadows in renderPass node AE in JP Maya
354392	Wacom in Maya not working under FC12
354774	Joint orientation doesn't match previous versions of Maya
354954	Mesh reduction crashes Maya
355937	Problems when reassigning a resizable Fluid cache
355941	Maya crashes when editing interactive bind
355956	Render view overrides all other windows in OSX
356253	Changing the light type in floating Attribute Editor crashes Maya
356256	ikBlend causes flip of IK bones in 2011 using anything but XYZ orientation
357023	CER crash when pressing Shift + G hotkey (Mac and Linux)
357418	CER crash when loading TGA files with Unicode characters
358964	Mesh > Separate crashes Maya with R6025 run-time error

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