

# Autodesk Maya 2011 Hotfix 3 Readme

(July 19th, 2010)

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

**Note:** Every hotfix is cumulative; it contains the fixes from the hotfix(es) that preceded it. For example, Hotfix #2 includes the fixes released in Hotfix #1, therefore you do not need to download and install both hotfixes.

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](http://www.autodesk.com/maya-hardware).

To report issues with this release, see: [www.autodesk.com/maya-support](http://www.autodesk.com/maya-support).

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

Bug Number	Description
319246	Mac: All error messages do not appear via Python
339016	All windows redraw on hotbox and marking menu use
351769	Remove environment variable for enabling active stereo on Windows Vista and Windows 7
353250	64 bit Mac vector render plugin not built for 64bit Mac
353529	Sequencer : wrong duration for movie files in XML files exported from Maya
354884	Lost - add option box to menu item in the middle of a menu
354995	Inserting a menu item after the last one in a menu crashes Maya
355735	Duplicating airField increases the scene file size
356034	EDL export fails with error: global name 'clip' is not defined
356134	Sequencer XML export is missing timebase element for time code definition
356180	timeControl -showKeys fails to find channel box
356272	The interface stops refreshing or updating
357073	Unwanted blurred reflection with mental ray
358055	nParticle into fluid emission is not happening on certain frames

Bug Number	Description
358521	Reference parenting doesn't stay saved when you re-open file
358725	OGS viewport does not handle newer GL drivers
358825	CER crash when drag and drop in the Hypergraph on Mac OSX 64 bit
358843	UI no longer refreshing when using wacom tablet
359040	Hotbox will not drop down after calling render view from hotbox
359614	Update FBX to 2011.3
359678	Hair collision is off by one frame from animation
359933	GLFunctionTable.cpp doesn't recognize OpenGL versions properly
361381	Empty ramps when reading 2010 particle file into 2011

## Hotfix 2

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

Bug Number	Description
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

## Hotfix 1

Bug Number	Description
350487	Maya crashes when navigating through menus on Mac 64-bit.
356542	Viewport renderer plugins do not work
356289	mental images Material no longer respects refraction limit
356557	mental images Material Ambient Occlusion color bleed stops Final Gather bounces

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