

What's Fixed in Maya 2011: Customer Issues

The following list contains bug numbers and corresponding descriptions for issues reported by customers that have been fixed in Maya 2011.

General User Interface and Basics

Bug Number	Description
212729	script editor on osx always scrolls to the top
215885	Mac slider doesn't go all the way to the end
268142	Maya crashes when opening 2 Maya apps at one time.
200268	FTIs vector icons in hypershade not square
301157	Component Editor issues on Linux QT fixed
250685	Outliner cannot handle 40000 objects - Crash
217850	Linux Crash Involving tripleShadingSwitch Node (Switch Utilities In Hypershade)
159585	Channelbox inconsistency: cannot adjust all 3 scale attrs
305104	outliner - can't drag and then drop to the very bottom
200073	extra attributes in attribute editor slow on linux
168011	want bookmark directories in filebrowser
265119	Tear-off menus not working (on Mac)
207046	overlapping tear-off menu crash in Windows CER
203798	'end' key not working in fields under Linux
194235	Mac: Crash when I clicked on torn off Hypershade Edit menu
197786	frameLayout problems with setting the appropriate height for a layout
178595	getModifiers command doesn't work right - maya4.5 on linux: redhat7.3
299053	hang w/ overlay planes disabled
277912	Creating too many frameLayouts crashes/locks maya on Windows
276968	crash (desktop heap memory issue)
260558	Many popup menus make Maya unstable
173048	iconTextCheckBox doesn't display text in OS-X
250681	Shelf: right arrow button isn't always working
315272	locking rotateOrder attribute locks rotations

226410	file -f -o returns last referenced file, not the main open file
339468	Can't save as .ma, therefore, can't open in 2011
317051	image file rule does not point to "images" folder
238598	file command reuses last value of -de/-defaultExtensions flag
187482	file -q -exists ""; returns 1
312834	"file -query -location FILE_NAME" command doesn't return the full path.
206971	Importing without namespaces removes existing namespaces
297641	active selection changes after a file save
339485	obj file export crashes Maya
341678	export OBJ will erase overwritten file if export selected fails
243398	scriptJob -event "workspaceChanged" broken
234245	Difficult/impossible to list non-deletable/default objects
246598	Transform nodes in the scene have conflicting node names
213346	connectAttr error message gives wrong order of attributes
343480	maya.cmds.removeMultiInstance(plug.name(),b=False) breaks connections anyway
177884	Creating Objects taking an extremely long time
200589	ls does not list everything
186557	docs for "parent -removeObject" incorrect
214630	Undoing wholesale connects of multi attribs causes crash
252925	"Add New Objects to Current Layer" doesn't work on duplicate DAG objects
340237	dynamic multi attribute can make deleteAttr/renameAttr crash Maya
320731	CER: Undo after duplicate mesh which has connections with object set
330029	Crash on non existing enum value
328840	array-of-compounds attr is not displayed correctly in the AE of Maya 2009
269172	unparent should not fail for multiple objects if one is not parented
327804	compound attribute removal bug
328600	instance an animated object -> instance transforms locked
339761	_OpenMayaCloth.so doesn't have proper RPATH entry on Linux
298094	3D Paint tool cannot paint 100% white after painted with low opacity

Assets and File Referencing

Bug Number	Description
324993	Remove from a container within a container doesn't keep root transform
243472	loss of connections when scene ref'ed twice (MAYA_FORCE_REF_READ issue)
225654	File referencing and painting weights problems (edits lost after file save)
254412	error in "getRelatedReference.mel" script
245868	API solver nodes not updating in reference (MAYA_FORCE_REF_READ)
324883	file -exportAnim fails with Animation Layers
247212	Vertex color (and vertex face normals) lost when loading a referenced object
266693	namespaces and proxies are misnaming
278252	Instanced referenced object workflow {CP-4} (Assets?)
327656	MSceneMessage callback order documentation
274775	Referencing lots of large files hangs (MAYA_FORCE_REF_READ issue)
316038	Changing skin weight to 1.0 from parent scene breaks bind
327266	Importing into a relative namespace is broken
244385	Remove unneeded pulldown menu option for clashing nodes ref option
229839	leaf node duplicate on reference
240800	grouping a referenced node with non-unique names produces reload error
185938	referenced nodes from files generated by a plug-in translator not grouped
352724	problem with replacing reference namespace
347341	Blind shave data from Shave and Haircut
346016	Referencing objects doesn't include ignore version
308564	Accumulating lots of light-linking
273089	Referenced file lose their animation (MAYA_FORCE_REF_READ issue)
267754	Default \$gRefEdViewportCamera not set correctly
297159	Error about layers in a reference even after reference eliminated
316060	A colon in the constraint name causes pairBlend dataloss
329857	Crash when unloading/swapping reference containing motionPath w/ keyed uValue
316214	Referencing lots of large files hangs Maya when saving

313268	Same file referenced multiple times breaks rig (orient constrains)
321330	Expression reference edits not saved properly

Performance

Bug Number	Description
305938	removing an attribute array is not undone properly
318285	HW shader crashes Maya
324238	scene load and performance different in 2009 on mac

Modeling

Bug Number	Description
295061	objExport crashes maya on high res mesh
252343	distanceDimension returns a space at the end of the string
341810	#QNAN / #IND causing issues opening .MA files
350226	crash deleting history on a poly while smooth mesh preview displayed without the base cage
307893	severe slowdown from poly init (and reinit) when scene is ref'd/imported
339447	Deleting an edge corrupts edge creases
317092	Position Along Curve fails when objects' names are not unique
342506	Invisible poly cage selectable whilst trying to select smoothed poly obj
320721	nurbsPlane command -u arg limited to 1000
220213	'Attach Multiple Output Meshes' flag needs more documents and release note.
311510	MFnMesh::setCreaseEdges() doesn't work.
184503	polyEditUV running slow, eating memory.
311511	MFnMesh:: setCreaseVertices doesn't work either
172563	Poly Extrude Undo bug 1 (growing extrusion)
204630	cut faces tools drops selection

260733	User Normals don't scale properly for non-uniform scaling
285263	CER crash in polyGeom trgFaceOrder (64 only?)
318442	CER crash in polyGeom cacheSurfaceNormals
283455	Split Polygon Tool not working properly
327218	crashes after undoing while adding edge loops
268096	Scale tool does not use world space when scaling components
311296	setting creases causes old creases to get corrupt
340560	CER dynamic multi-attribute can cause polyBevel to crash Maya.
297150	CER crash in polyGeom remUnusedUV
277660	CER crash in polyGeom getFaceTriangle
316655	poly shoots off into space after transform component or duplicate face (no separate)
308379	Extrude/Extract doesn't work properly for faces more than 100000 units
283538	CER crash(es) in polyTopo completeEdgeToFace
327499	hardware shading light direction/spec/shadow sticks on mesh
317081	Drawing many meshes as bounding box causes crash on Linux platform
295888	CER crash in __chkstk from mapUVtoClr
280468	CER crash in midBody faceCount (monkey too)
283120	addPolyTopologyChangedCallback doesn't get latest mesh
324530	Dragging uv's by MMB in 3d view affects object in UV Texture Editor
334877	polyDuplicateAndConnect failing silently
328841	UV lattice tool should allow for 2 x 2 dimensions
270776	poly combine performance issue
306374	crash in polyTopo::getEdgeFace() from vertexEdgeIterator::next()
331295	maya crash - corrupt mesh with 0 vertices crashes during 'polyEvaluate'
318393	polyFlipEdge crashes 64-bit Maya

Animation

Bug Number	Description
344869	can't create deformer: get error in mainline
310094	animators are having problems with saving their scene out to 25 fps
320382	Maya will crash when mirroring a joint chain with geometry parented
333383	Selecting key framed FBK attr in Graph Editor then other effector crashes Maya
335369	Many hair curves controlled by one blendShape node cause Maya to crash
328315	the return value of the joint() command is wrong
340340	Setting the ".freezeGeometry" attr to 1 breaks lattice
224251	Unexpected interpolation: FK/IK
313622	CER: crash in geometry iterator getAllPoints from TDNSkinCluster
333045	CER: crash when copying skin weighting with multiple object
344275	wire deformer not resetting.
326165	Maya freezes during animation bake or playblast
323267	Buffer curve error & crash
321250	Graph Editor: no curve shown (regression)
345105	Playblast Crashes Maya
139877	playback with soundfile - negative offset
334962	Unacceptable audio playback on Linux
194324	Linux: Maya fails to sync sound when overlay planes are on
259096	Maya is not syncing the audio file correctly during playblast
312117	Scrubbing on the timeline with sound loaded causes Maya to crash
334533	maya 2009 audio delay when stopping in playback
265579	Scrubbing in Linux will only play audio every other frame
347693	minimally-unique path name for particles is critical - node keyword expressions
259891	Sound scrubbing in Linux changes pitch when scrubbed too quickly
340615	Crash with Buffer Curve of Nonkeyable Hidden dynamic attribute
334197	Instanced locator shapes and cutKey/pasteKey commands crashes Maya 2008 & 2010

324889	Math for animBlendNodeAdditiveScale appears wrong
325319	visibility attribute not merged properly with anim layers on linux
346589	"-layer" option for constraint commands
346995	Rotate pivot is wrong for parentConstraint under anim layer
322484	animation layers don't respect character node connections.
322169	Maya does not merge imported animation layers
332770	AnimLayers leaving dead animCurves floating in the scene after merge

Rendering

Bug Number	Description
267546	renderer command in wrong location
264075	Swatches for cgfx shaders always get rerendered.
309726	custom hardware shader file crashing
329739	HLSL Shader Creates Viewport Display Artifact In Harware Texturing Mode
328458	Phong Hardware shader does not appear in the viewport during animation
327649	cgfx crashes Win64 Maya but not 32bit Win or 64bit Mac
315381	HyperShade breaks if an optionVar "" exists
269626	unused light linker node when exporting
283110	CER crash in TshadingOpus shade
337437	stereoViewer doesn't always display particles
312627	3d Rock texture renders with black spots
324484	psd texture corrupts data if texture not found
342849	Stereo image being reversed (wrong image to wrong eye)
349152	MR Batch Render log doesn't appear in Script Editor.
320150	render settings presets broken
332299	Maya changes position of custom stereoCamera rig
332930	renderWindowRenderCamera crash with dg incoming
334917	render region gets confused with viewport
333965	stereo pulldown menu sometimes gets out of sync with its setting

309459	Max. texture display res. doesn't display all the textures on OSX
303543	No shadow in the viewPort on OSX
332017	Maya hangs reading this PhotoShop file on Linux
302507	Failed tessellation of NURBS surface causes shadow map computation to abort
268267	texture reference objects and motion blur
325403	Mia_Material with backface culling on and transparency greater than 0 crashes
303372	mia_material_x with cutout opacity is broken
314173	Shading Grp Transparency threshold doesn't provide proper pass extraction
315432	mi5518 - render proxy and UV mapping
334436	mental ray include "shader_sds34.h" missing
315808	mr>BSP2>Raytracing>ParticleInstancer - Objects/Shadows do not render on 64Bit
326855	mia_material_x_passes cutout attribute broken
279704	Custom Shader of initialBakeSet doesn't work
319008	MR IPR : cannot interrupt Translation
331579	Beauty Pass renders soft shadows incorrectly
322257	mi5823 - fg_copy is not working with Maya 2009
328845	mi6359: crash with ccmesh approximation
277070	CORE: ccmesh Approximation
309993	Mayatomr.Export fails when using Render Layers with References
279161	Batch bake (mental ray) causes color breeding to GL.
299397	MentalRay Memory Limits
243533	render layers rendering black w/mrfm file imported to .mi
323030	Specular pass is not rendering correctly with Area light
316002	mi5520 - Maya 2009 Render will not complete on Mac
323154	"Bake to one map" from Batch Bake with multi meshes selected only bakes one mesh
322064	Maya2009: Emit Diffuse and Emit Specular doesn't work for mia_material
343697	maya's lightmap baking crashes with bulk baking

345576	Mental ray sample is not rendering in Maya
300221	querying geometry from a mesh with multiple shaders is missing information

Dynamics and Effects

Bug Number	Description
344205	set fluid res to 0,0,0 though connection: crash on 1st refresh after load
173332	need ability to map fluid emission from surface
335442	Faces flipped for Fluid To Poly with Pond
325962	Strange interpolation applying fluid as field to particles
209606	Min/Max Distance of fluids surface emitter doesn't work correctly
321303	cache not found on Mac when a project moved from Windows
282246	read all frames before go to start frame
275225	bend rest angle appears to change after collision
282987	Dynamic Relationships editor much slower
314666	nCloth friction not working as expected (real physical friction)
351547	nCloth constraint not respecting membership for exclude collisions
284356	Create ncloth returns an error when performed on mesh with duplicate name
285097	wrinkle map not evaluating on nCloth
333846	nCloth crash when painting cache weights
279645	Rigidity changes result if nCloth has been initialised with setFromMesh
286008	passive deformations not accounted for when scrubbing in channelbox UI
329580	Cached nParticle doesn't play from nCache during emitter rate is 0
302660	SPH: surface tension
328899	nParticles runs out of memory when hiding a nParticleObject
324182	nParticle doesn't play on re-opened scene after nCache created
328639	nParticles issue with nCache and mass in particles expressions
338760	Can't switch/blend other caches on disk
326263	nParticles bug with age attribute when file is saved
346325	nParticles/nCache with the letters 'id' in the name become corrupt

334084	nParticles have still bug with Age attribute
343849	MFnParticleSystem::getPerParticleAttribute does not work as expected
334856	small nParticle error
330790	computePolysetVolume incorrect
214292	can't change particleShape attribute from AE after particle deformation
303077	Particle shape node's .startFrame not evaluated properly
334591	maya crashes when reloading a reference with hairSystem connected
345522	MFnInstancer::instancesForParticle() doesn't work
321741	Maya 2009 Crashes on a reference file with rigid bodies
316759	CER crash in TdynRigidNode destroyNode
259006	Bad follicle flip

API and Scripting

Bug Number	Description
349062	MFnCameraSet does not support custom stereo rigs
343767	MTimerMessage::addTimerCallback only fires when UI events occur.
347054	ADN: devkit sample narrowPolyViewer crashes in 64 bit when you try to
348522	python execution of MPxCommand with multi-use flag fails
340303	meshFn.setCreaseEdges sets crease values arbitrarily
173455	deregisterContextCommand is being called before the deleteUI mel
225532	MItMeshPolygon::getTriangles() crashes if you don't call getTriangle()
248077	wrong primitivelds being passed into plug-in shader
282838	ADN: MPxSurfaceShape and MMaterial evaluateMaterial devkit issue
300817	ADN: MFnTypedAttribute::getDefault doesn't work with dynamic string attr
313539	MPxTransformationMatrix *baseTransformationMatrix is missing
323210	MDataHandle::asString() is returning an MString object instead of a Python str
326631	ADN: MFnArrayAttrsData with string array crashed Maya
314905	MItSelectionList Class Reference has wrong example code
335702	ADN: Can't Override Values & Properties from PythonAPI SelectionContext

304680	ADN: MRampAttribute crashes on getValue/ColorAtPosition
326926	MFnSet::getMembers() doesn't clear selection list before adding members
327167	The program 'maya.bin' received an X Window System error
328354	API reverse crashes where MEL version succeeds
341966	MFnMesh has an undocumented method getUvShellsIds
306980	crash when opening files
340541	OSUnix_ in API headers M3dView in alpha3
325794	MPxTransform is included in viewFit but normal transform node is not
299221	ADN: memory leak message of type MCallbackId
320700	Maya 2009 experiencing a fatal crash when running a plugin
329672	MFnClip::getMemberAnimCurves doesn't work correctly with character
322032	IMST : value refresh problem
330114	apiSimpleShape and apiMeshShape don't build correctly on Mac
326444	MLibrary::initialize (scriptOutput=false) with scriptEditorInfo cause crash
330107	The first time plugToManipConversion is called, it is passed in a wrong index
328713	Cant use the function 'getDivisions' in the Maya Python API
312604	Missing docs in the API
323633	Possible Python memory leak in MNodeMessage.addAttributeChangedCallback()
347560	Maya stand alone appliactions return none zero as errorLevel
216895	MPxObjectSet Nodes Not Properly Duplicated
324896	filterExpand python documentation incorrect
349787	fileDialog2 has no -fileCommand flag, making script updates difficult
335420	Undo issues with python code executed via callbacks
349703	fileBrowserDialog -includeName adds extra set of '"', can't execute
338196	distutils.errors.DistutilsPlatformError: invalid Python installation
219931	setAttr inconsistency with Int32Array type (fixed but not documented)
272584	setAttr on matrix attribute doesn't work
254830	Clarify documentation for the catch command
340572	libreadline on mac should use the one from Snow Leopard

300940	the unloadPlugin command does not recognize python objects as callbacks.
328711	floatEq documented but not found when executed
302670	Expression edit using external editor with JP comments corrupts expressions
296039	callbacks are being passed u'true' and u'false' instead of python booleans
316533	CER crash in PyDict_SetItem
335739	python inconsistent with tuples
333494	isDirty mel command, and python command are not exemplified correctly