Autodesk Maya 2012 Hotfix 3 Readme

This document contains bug numbers and corresponding descriptions for issues fixed in this release. In addition, this document may contain information about new functionality in this release (where applicable). It is strongly recommended that you read this document before you install this release. For reference, you should save this readme to your hard drive or print a copy.

Important notes:

- 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.
- On Windows platforms, this hotfix is designed to patch your existing Maya application. Do not uninstall Maya before installing this hotfix.
- On Mac and Linux platforms, this hotfix is a full product installation. Uninstall your existing Maya application before installing this hotfix.

Contents

Additional Resources

For complete instructions about uninstalling and installing Maya 2012, see: www.autodesk.com/maya-faq-2012-enu.

For complete documentation and learning resources, see: www.autodesk.com/maya-docs.

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.

Hotfix 3

Maya 2012 Simplified Chinese

This release provides an additional operating language for Maya 2012: Simplified Chinese. The Maya user interface displays with Chinese text and labels, and additionally, you can read the Maya Help in Simplified Chinese.

Run Maya with a Japanese or Simplified Chinese user interface

The Maya user interface automatically appears in Japanese/Simplified Chinese when launched within a Japanese/Simplified Chinese operating system environment. If you wish to run Maya with a Japanese or Simplified Chinese UI on a system that is enabled to run in multiple languages, you must set the operating system preferences for that operating system. The steps for doing this differ depending on the operating system:

To run Maya in Japanese/Simplified Chinese on a Windows operating system (Windows XP)

1. From the Start menu, select **Settings > Control Panel**, and double-click the **Regional and Language Options**.
2. In the **Regional and Language Options** window, click the **Advanced** tab and set the **Language for non-Unicode programs** setting to **Japanese** or **Chinese (PRC)**.
3. Click **OK**.
   The Windows operating system will indicate it needs to be restarted for the changes to take effect.
4. Once Windows restarts, you can launch Maya and the Maya user interface will appear in Japanese or Simplified Chinese, depending on your setting.

To run Maya in Japanese/Simplified Chinese on a Windows operating system (Windows 7)

1. From the **Start** menu, select **Control Panel**, and select the **Clock, Language, and Region** option; then select **Region and Language**.
2. From the **Regional and Language** window, click the **Administrative** tab and select **Change system locale**. Change the **Current system locale** setting to **Japanese** or **Chinese (Simplified, PRC)**.
3. Click **OK**.
   The Windows operating system will indicate it needs to be restarted for the changes to take effect.
4. Once Windows restarts, you can launch Maya and the Maya user interface will appear in Japanese or Simplified Chinese, depending on your setting.

To run Maya in Japanese/Simplified Chinese on a Mac OS X operating system

1. From the Apple menu, select **System Preferences**.
2. In the Personal section of the **System Preferences**, click the Language and Text icon.
3. In the **Languages** list, click-drag the text titled `Japanese` or `Simplified Chinese` upwards so it appears at the top of the list.
   The next time you launch Maya, the user interface will appear as Japanese or Simplified Chinese, depending on your setting.

Note: If you want to run the English language user interface of Maya when operating on Mac OS X, you can click-drag the text titled `English` that appears in the list of languages up to the top of the Languages list. The next time Maya is launched; the English language user interface will appear.

What's Fixed?

Bug Number	Description
385243	Add Japanese and Chinese to Help location drop-down menu

Hotfix 2

General updates

Mental ray Satellite update

Maya 2012 now includes four mental ray Satellite network rendering licenses, which allows you to freely use up to four slave machines (with up to four processors each and an unlimited number of cores) for mental ray network rendering.

Note: The Maya 2012 Help, mental ray Satellite Readme, and Maya 2012 Licensing Guide incorrectly list the number of satellite licenses as 8. The correct number of satellite licenses available in Maya 2012 is 4.

Batch render target rendering support (Bug #380520)

Batch render target rendering is not supported for more than one renderable camera.

Notes and workarounds

Torn-off Recent commands menu doesn't update (Bugs #198732, #380317)

Workaround: Don't tear-off the menu, always use it directly from the hotbox.

Hotbox freezes (Bug #345838)

Workaround: Press spacebar to close the Hotbox.

Japanese option missing in Maya Help preferences on Linux (Bug #386006)

In Hotfix #1 and #2, the **Japanese** option does not appear in the **Language** drop-down list in the Maya Help preferences (**Window > Settings/Preferences > Preferences**).

Workaround:

1. Install the Maya Japanese Help on your system.
2. In Maya, open the Help preferences window by selecting **Window > Settings/Preferences > Preferences**.
   The **Preferences** window appears.
3. Under Categories, click Help.
4. In the **Help Location** section, select **Custom**, and then click the icon to browse to the shared location of the Maya Help, or type the directory of http path directly in the **Custom** field.
5. Click **Save** to exit the **Preferences** window.

What's Fixed?

Bug Number	Description
374184	Goal issue when using a straight curve
379526	Render target recursively filter renders
380975	Load render pass doesn't work when project is on network share
381943	Shadow artifacts occurs with large differences in object size
382170	Connecting luminance node to bump channel of mental ray shader causes crash
382221	UNC path bookmarks are not saved in new filebrowser
382758	Final gather map visualization not working
384017	Painting blendshapes problems
384043	Wacom tablet not working correctly in mouse mode
384291	dagContainer collapses at every DAG operation
384302	Unpredictable results referencing HIK characters
384314	Creating Framebuffer with a Geometry shader causes a crash
384392	Joint orient channels not accepting setAttr correctly
384523	Graph editor: cannot view multiple f-curves on a character set
385368	Polysplit crash
385417	Metacarpal fingers not created when creating HIK control rig
385873	Pinning an effector is causing the pivot display to jump
380473	Missing manipulator handles in perspective view
375080	Adaptive sampling gives lower shading quality in framebuffers
380236	mia_material_x preset 'Satined Metal' renders differently
380322	Scenes with dense final gather settings may have longer render time
380847	Render with mental ray errors with multi-shape polygons
382154	HIK: Shift+LMB does not allow for selection of keys on timeline if HIK in scene
383833	New option in move tool broken

Human IK: Parenting Auxiliary Effectors to an object doesn't work (MNLN-343)

This fix allows the skeleton to take into account the active Auxiliaries during a body part or full body manipulation. Previously, active auxiliaries where not taken into account if they were not selected or pinned.

Note: During manipulation, the auxiliaries are correctly working if their reach is set to either 0 or 1. For values between 0 and 1 feedback is not accurate, and we suggest using the character in Selected mode in these cases.

Hotfix 1

Maya Python API 2.0

This release includes enhancements to Python scripting with the new Maya Python API 2.0. This new API performs better and faster, offering programmers a more idiomatic experience of Python. The new Python API is similar in structure to the original Python API, making transition easy. To offer the most flexibility, programmers can use both Python APIs in code, respectively, to extend and customize Maya.

For supporting documentation, see www.autodesk.com/developmaya.

DMM plug-in update

This release includes an updated DMM™ (Digital Molecular Matter) plug-in for Maya from Pixelux Entertainment™ that lets you solve up to 2500 tetrahedrals. On Mac OS X and Linux systems, DMM now supports performance improving multithreading. The update also includes the following fixes:

- DMM no longer stops unexpectedly on Linux systems.
- The DMM shelf item no longer disappears after a Maya session is restored.
- Issues with Passive Regions is fixed on all platforms.

Important: On Windows 7, to install the DMM plug-in, you must do so as an Administrator. Right-click the DMM .exe file, and select Run as administrator from the pop-up menu.