# Autodesk Maya 2012 Hotfix 4 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 4

### What's Fixed

| Bug Number | Description |
|---|---|
| 387003 | Wacom mouse not working |
| BRTA-1132 | Unexpected flipping when pairBlend rotation interpolation is set to Quaternion |
| 386530 | Plug-in load failure because of Dependency Graph changes |
| BRTA-1077 | Crash with extruding a deleted face |
| BRTA-1939/387065 | Keys in Graph Editor change value when moved along Timeline while zoomed out |
| 386875 | nCloth collision failures |
| 386293 | Relax intial state resets some nCloth damp values |
| 386350 | attrFieldSliderGrp - cc option does not work |
| 384523 | Graph Editor: can't view multiple f-curves on a character set |
| 386622 | Nucleus no longer stops immediately when simulation is aborted |
| BRTA-2104 | Local wind problem |
| BRTA-1252/ 385858 | Crash upon reading EXR file from Mudbox |
| 386482 | Cannot open Render View when opening Maya scene by double-clicking |
| 368547 | Preferences option "Hide extensions in filter" cause File Type Options on export to disappear |

### What's Fixed in Composite

Maya 2012 Hotfix 4 includes updates for Maya Composite. See the list below for more information.

| Bug Number | Description |
|---|---|
| 344466 | Preference: Can't change the padding in the version Preference tab |
| 383782 | Viewport : Hotkeys don't work in full frame mode |
| 382182 | Crash when converting a Cineon10bit to a Cineon16bit |
| 382225 | DPX rendering options should not be available for Cineon format |
| 385108 | Composition drops textures when rendered on multiple machines |
| 363887 | Render fails with error "Terminate handler called from thread" |
| 365854 | Performance issues related to graphics cards |
| 383357 | Performance degradation issues |
| 383492 | Vector paint performance issues |

### Limitations for Mac OS 10.7 (Lion)

The following table lists limitations for running Maya 2012 Hotfix 4 on Mac OS 10.7 (Lion).

| Bug Number | Description |
|---|---|
| BRTA-2427 | Some PICT, SGI, and PSD image files fail to display |
| BRTA-2429 | Installer freezes at end of successful installation; is okay to force quit the installer |
| BRTA-2419 | Crash when using the High Quality viewport |
| BRTA-2420 | No refresh after performing some operations; force refresh by tumbling to resolve |
| BRTA-2121 | Library in home directory is hidden in 10.7; user must navigate to it using Terminal or Go to Folder functionality in the Finder |

## 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](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.