

Autodesk Maya 2012 Service Pack 2 自述

本文档包含此版本中已修复问题的错误编号及相应说明。此外，本文档可能还包含此版本中新增功能的相关信息（如果适用）。强烈建议您安装此版本前阅读本文档。为便于参考，应该将本自述文件保存到硬盘驱动器或打印一份副本。

重要说明：

- 此 Service Pack 在所有操作系统上均为完整产品安装。因此在安装此版本之前，请先卸载现有 Maya 应用程序。
- 此 Service Pack 包含之前修补程序版本中的所有修复。因此，除了此 Service Pack 外，无需下载和安装所有修补程序。

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其他资源

有关卸载和安装 Maya 2012 的完整说明，请参见：www.autodesk.com/maya-faq-2012-chs。

有关完整文档和学习资源的信息，请参见：www.autodesk.com/maya-docs。

有关硬件限定条件的信息，请参见：www.autodesk.com/maya-hardware。

若要报告此版本相关的问题，请参见：www.autodesk.com.cn/maya-support。

有关更多资源的信息，请参见：www.autodesk.com/maya-learningpath。

Service Pack 2

修复的问题

错误编号	说明
MAYA-100	Add editable location field in the File Browser
MAYA-101	Maya doesn't always switch between single/multi pane views
MAYA-188/7273	Merge vertices pops users out of translate mode
MAYA-206/7797	Graph Editor updating while hidden
MAYA-548	Dope Sheet Editor memory usage
MAYA-874	Split Polygon Tool and Interactive Split Tool for grouped polygon object issues
MAYA-1287	Inconsistent hotbox -displayCenterOnly behavior
MAYA-1618/8988	Hotbox menus appear in inconsistent positions with multi-monitor setups
MAYA-1633	mental ray: light map baking issue with normal maps
MAYA-1673	GUI/QT/Attribute Editor slowing down workflow
MAYA-1799	Import window creates namespace except when file is dropped into viewport
MAYA-1801/7660	Channel Box mirroring Attribute Editor width
MAYA-1944	Outliner scroll bar is the wrong color and is very hard to see
MAYA-2155	Improve performance of window -ex query
MAYA-2350	Performance issue in importing large mesh
MAYA-2657	Import Objects from Multi-level Reference causes crash
MAYA-2909	Referenced MEL commands lost after Import
MAYA-3109	Some icons in UV Texture Editor are not able to open up option windows
MAYA-3169	Interactive split doesn't let you add a single vertex to an edge
MAYA-4427	Hypershade performance issue
MAYA-4444	MFnMesh::setFaceVertexNormals() performance issue with mesh data
MAYA-4476	Issue with Copy and Paste from Script Editor into Thunderbird
MAYA-4481/7615	Move tool (and others) hang mid-move, then can't undo
MAYA-4503	Collapsed marking menus with ATI Radeon 5870 graphics card
MAYA-4515	Qt include files not included in the runTime/include directory tree
MAYA-6101/8519	Marking menus don't work in tear off panels
MAYA-6137/8000	Reinstate workflow using CTRL to activate window
MAYA-6138/7512	Editing keys in Graph Editor destroys undo queue
MAYA-6331	MItMeshPolygon::getUVArea() returns last calculated value on mesh with tweaks
MAYA-6443	Issue with sub-frame caching for negative frames
MAYA-6560	Python API: MDGMessage.addPreConnectionCallback() causes crash
MAYA-6753	Turtle not rendering in command line
MAYA-6772	Referencing in an object causes crash
MAYA-6776/7720	TskinPercentCmd problems
MAYA-7549/7930	Lag when switching between panes
MAYA-7583/7918	Pop-up menu crashes in Shelf Editor icon previews
MAYA-7585/8209	Maya crashes if a Paint > Sculpt operation is flooded (on poly edges)
MAYA-7625	Removing a reference causes crash
MAYA-7661	Tool settings: blank state issue
MAYA-7666/7718	Ghosting an animation layer causes crash
MAYA-7701	Correct timeline performance issue

错误编号	说明
MAYA-7702	Windows sometimes lose saved settings and open at 0,0
MAYA-7748	OGS: Improve object manipulation performance
MAYA-7814/7929	Selecting and translate/rotate/scale on vertices quickly results in crash
MAYA-7817	Change selection priority of GPU Cache objects
MAYA-7917	Poly tool doesn't block or handle undoing operations correctly
MAYA-7920	Interactive split should reset after completing an operation
MAYA-8013	Improve how interactive split handles bad data
MAYA-8164/9151	Grouping with multiple input NURBS curves in attachCurve and file referencing causes crash
MAYA-8244	Poly separate is slow to make results active
MAYA-8296/8505	Quick move tool marking menus freezes then causes crash
MAYA-8423/9130	Opening a file after Graph Editor pinning causes crash
MAYA-8552/9173	Unloading tool context plug-in after deleting tool context by deleteUI causes crash
MAYA-8726	artUserPaintCtx no longer respects vertex selection
MAYA-8769/8979	The Shift key is taking focus and removing UI when trying to type in Hypershade
MAYA-8834	Render View not showing updates during renders (appears blank until render finishes)
MAYA-9568	nParticle expression using opacity causing nCache crash
MAYA-9582	mental ray: Output Shader fix for Camera (Shave/Haircut)

Service Pack 1

修复的问题

错误编号	说明
BRTA-4470/386499	Update the testMayaAudio with the ability to list the valid devices
BRTA-4381/383529	Reference edits not loaded for IK solvers
BRTA-4359/386452	Incorrect string passed through %f when play blasting
BRTA-4360/385513	Playblast ignores the value of the image format and only renders .iff
BRTA-4362/386450	Playblast does not support IMF plug-in formats
BRTA-4485/384665	setDependentsDirty not called in Python plugin MPxLocatorNodes
386333	New flag for viewer app like %f but with correct padding
370637	Pop-up windows do not create a separate taskbar button
BRTA-4306	Effector/IKHandle visibility conflicts with evaluation
BRTA-3268	Prefix option for Import problem with "All node", "Clashing node" and "file name"
BRTA-3145/379979	Deleting lights with referenced files crash when attempting to save
BRTA-3164	Maya UI issues with Simplified Chinese version
BRTA-2788	Cannot duplicate Bullet objects
BRTA-2047/386199	Depth compositing broken in image planes
BRTA-3722 /385912	LOD node not working in Viewport 2.0
BRTA-3427	Interactive bind manipulator not showing correctly with Reflection on
BRTA-1652	Import option "clashing nodes" problems
BRTA-3681	Problems muting audio in Audio attribute

错误编号	说明
BRTA-3685/352809	Offset and Silence attribute are not updated for scrubbing in the Time Slider
BRTA-4718	Audio does not update after changing the offset
BRTA-4720	Hotkeys: Alt + > and Alt + < not functioning correctly in Graph Editor
BRTA-3114	Reference edits corrupted
BRTA-1297	Final gather not working with Rebuild off
BRTA-3490	MatchMover freezes due to increased network activity
BRTA-3491	MatchMover cache on Windows 64-bit has a maximum limit of 2048 MB
BRTA-3993	Make setting the face/vertex normals of a mesh via the API faster

功能限制和说明

以下部分介绍有关此版本的限制和其他说明。

错误编号	说明
BRTA-4815	Muting audio track in Trax Editor still plays sound when scrubbing in the Time Slider
BRTA-4858	Playblast with audio node set to Mute still plays sound

BRTA-2843 - Hotkeys not preserving their custom mappings

如果为 Maya 预先存在的默认热键（如 Maya UI 菜单中显示的热键）之一创建自定义热键，则热键指定不会立即生效。必须先退出并重新启动 Maya，热键指定才能生效并按预期工作。

BRTA-4475/367731 - Cannot pick a color outside of the Maya environment

要解决此问题，用户必须手动添加新的环境变量选项 (MAYA_GRAB_FROM_WHOLE_SCREEN)，才能从整个屏幕拾取颜色。请注意，此解决方案还可以解决以下问题：BRTA-4477/383021 - Eye dropper causes windows to go blank when you select the edge。

BRTA-3535/ 386939 - Create Node & Hypershade windows open slowly when PATH includes a network drive

Maya 不再搜索用户路径中的图标。用户应将其 XBMLANGPATH 设置为包含图标的位置。

mental ray Satellite 渲染支持

mental ray Satellite 渲染可能需要在四台远程计算机上进行，每台计算机最多四个处理器和数量不限的核心。

Hotfix 4

修复的问题

错误编号	说明
387003	Wacom mouse not working
BRTA-1132	Unexpected flipping when pairBlend rotation interpolation is set to Quaternion

错误编号	说明
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 initial 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

Maya Composite 中修复的问题

Maya 2012 Hotfix 4 包含对 Maya Composite 的更新。有关详细信息，请参见下表。

重要信息：必须先卸载现有 Maya Composite，然后才能安装此更新。Mac 和 Linux 用户：此更新包含在安装程序中。Windows 用户：使用下载页面上提供的单独软件包。

错误编号	说明
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

Mac OS 10.7 (Lion) 的限制

下表列出了在 Mac OS 10.7 (Lion) 上运行 Maya 2012 Hotfix 4 的限制。

错误编号	说明
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 简体中文

此版本新增了一种 Maya 2012 操作语言：简体中文。Maya 用户界面显示中文文本和标签，此外，还提供简体中文版的 Maya 帮助。

运行日语或简体中文用户界面的 Maya

在日语/简体中文操作系统环境中启动 Maya 时，用户界面会自动显示为日语/简体中文界面。如果要在启用了多种语言的系统上运行日语或简体中文用户界面的 Maya，则必须设置相应操作系统的操作系统首选项。该步骤可能因操作系统不同而有所区别：

在 Windows 操作系统 (Windows XP) 中运行日语/简体中文 Maya

1. 从“开始”菜单中，选择“设置 > 控制面板”，然后双击“区域和语言选项”。
2. 在“区域和语言选项”窗口中，单击“高级”选项卡，然后将“非 Unicode 程序的语言”设置为“日语”或“中文(中国)”。
3. 单击“确定”。
Windows 操作系统将指示系统需要重新启动，更改才能生效。
4. 重新启动 Windows 后启动 Maya，Maya 用户界面即显示为日语或简体中文，具体取决于您的设置。

在 Windows 操作系统 (Windows 7) 中运行日语/简体中文 Maya

1. 从“开始”菜单中，选择“控制面板”，再选择“时钟、语言和区域”选项，然后选择“区域和语言”。
2. 从“区域和语言”窗口中，单击“管理”选项卡，然后选择“更改系统区域设置”。将“当前系统区域设置”更改为“日语(日本)”或“中文(简体，中国)”。
3. 单击“确定”。
Windows 操作系统将指示系统需要重新启动，更改才能生效。
4. 重新启动 Windows 后启动 Maya，Maya 用户界面即显示为日语或简体中文，具体取决于您的设置。

在 Mac OS X 操作系统中运行日语/简体中文 Maya

1. 从“Apple”菜单中，选择“系统首选项”。
2. 在“系统偏好设置”的“个人”区域中，单击“语言和文本”图标。
3. 在“语言”列表中，单击并向上拖动标题为“日语”或“简体中文”的文本，使其显示在列表顶部。
下次启动 Maya 时，用户界面将显示为日语或简体中文，具体取决于您的设置。

注意：如果要在 Mac OS X 上运行英语用户界面的 Maya，可以单击并向上拖动标题为“English”的文本，使其显示在“语言”列表的顶部。下次启动 Maya 时，用户界面即可显示为英语。

修复的问题？

错误编号	说明
385243	Add Japanese and Chinese to Help location drop-down menu

Hotfix 2

一般更新

mental ray Satellite 更新

Maya 2012 现在包括四个 mental ray Satellite 网络渲染许可，允许您最多免费使用四台从属计算机（每台计算机最多使用四个处理器，内核数量不限）来进行 mental ray 网络渲染。

注意：Maya 2012 帮助、mental ray Satellite 自述和 Maya 2012 许可手册将 Satellite 的许可数错误地列为 8。Maya 2012 中可用的正确 Satellite 许可数为 4。

批渲染目标渲染支持（错误 380520）

多个可渲染的摄影机不支持批渲染目标渲染。

注意事项和解决方案

已去除的“最近的命令”（Recent commands）菜单不更新（错误 198732、380317）

解决方案：不删除菜单，始终直接从热盒中使用。

热盒冻结（错误 345838）


解决方案：按空格键关闭热盒。

Linux 上的 Maya 帮助首选项中缺少日语选项（错误 386006）

在 Hotfix 1 和 Hotfix 2 中，“日语”（Japanese）选项不会出现在 Maya 帮助首选项（“窗口 > 设置/首选项 > 首选项”（Window > Settings/Preferences > Preferences））中的“语言”（Language）下拉列表中。

解决方案：

1. 在系统上安装 Maya 日语帮助。

2. 在 Maya 中，通过选择“窗口 > 设置/首选项 > 首选项”（**Window > Settings/Preferences > Preferences**）打开帮助的首选项窗口。
将出现“首选项”（**Preferences**）窗口。
3. 在“类别”（**Categories**）下单击“帮助”（**Help**）。
4. 在“帮助位置”（**Help Location**）部分中，选择“自定义”（**Custom**），然后单击  图标以浏览到 Maya 帮助的共享位置，或者直接在“自定义”（**Custom**）字段中键入 http 路径的目录。
5. 单击“保存”（**Save**），退出“首选项”（**Preferences**）窗口。

修复的问题？

错误编号	说明
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 'Satin 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: 无法将对象设置为辅助效应器的父对象 (MNLN-343)

安装此修复后，骨架可以在操纵身体部位或全身时将活动辅助效应器考虑在内。以前，如果未选定或固定活动辅助效应器，则不会将其考虑在内。

注意：操纵时，如果这些辅助效应器的达到设定为 0 或 1，它们将正常工作。如果值介于 0 和 1 之间，反馈会不准确，因此在此类情况下，我们建议在“选定”模式下使用角色。

Hotfix 1

Maya Python API 2.0

在此版本中，使用新的 Maya Python API 2.0 增强了编写 Python 脚本的功能。此新的 API 性能更优、速度更快，可以让程序员更好地体验 Python。新 Python API 的结构类似于原始 Python API，因此便于转换。为了提供最大的灵活性，程序员可以同时也在代码中使用两种 Python API，也可以分别单独使用，以扩展和自定义 Maya。

若要获得支持文档，请访问 www.autodesk.com/developmaya。

DMM 插件更新

此版本还更新了适用于 Maya 的 DMM™ (Digital Molecular Matter) 插件。该插件来自 Pixelux Entertainment™，可供您解算多达 2500 个四面体。在 Mac OS X 和 Linux 系统上，DMM 现在支持多线程的性能改进。更新还修复了以下问题：

- 在 Linux 系统上，DMM 不再意外停止。
- 恢复 Maya 会话之后，DMM 工具架项目不再消失。
- “被动区域”的问题已在所有平台上修复。

重要信息：在 Windows 7 上，若要安装 DMM 插件，必须以管理员身份执行此操作。在 DMM.exe 文件上单击鼠标右键，然后从弹出菜单中选择“以管理员身份运行”。

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