Autodesk Maya 2012 Service Pack 2 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:

- This service pack is a full product installation on all operating systems. Uninstall your existing Maya application before installing this release.
- This service pack includes all of the fixes from the hotfix releases that preceded it. Therefore, you do not need to download and install all of the hotfixes in addition to this service pack.

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.

Service Pack 2

What's Fixed

Bug Number	Description
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

Bug Number	Description
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

What's Fixed

Bug Number	Description
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
BRTA-3685/352809	Offset and Silence attribute are not updated for scrubbing in the Time Slider

Bug Number	Description
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

Feature Limitations and Notes

The following section describes limitations and other notes about this release.

Bug Number	Description
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

If you create a custom hotkey for one of Maya's pre-existing default hotkeys (like those that are seen in the Maya UI in menus), the assignment does not immediately take effect. You must exit and restart Maya for the hotkey assignment to take effect and work as expected.

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

To solve this issue, users must manually add a new environment variable option (MAYA_GRAB_FROM_WHOLE_SCREEN) to allow color picking from the full screen. Note that this workaround also corrects the following issue: 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 no longer searches for icons in the user's path. Users should set their XBMLANGPATH to include the desired location for icons.

mental ray Satellite rendering support

mental ray satellite rendering can take place on four remote machines, with up to four processors each and an unlimited number of cores.

Hotfix 4

What's Fixed

Bug Number	Description
387003	Wacom mouse not working

Bug Number	Description
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.

Important: You must uninstall your existing Maya Composite before installing this update. Mac and Linux users: the update is included in the installer. Windows users: use the separate package provided on the download page.

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.

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.