

Autodesk Maya 2011 Service Pack Release Notes

This document describes fixes included in Autodesk Maya 2011 Service Pack. Please note this release contains the fixes from the hotfixes that preceded it. It is strongly recommended that you read this document before you install this release. For reference, you should save this document to your hard drive or print a copy.

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Additional Resources

For complete instructions about uninstalling and installing Maya 2011 Service Pack, see: <http://images.autodesk.com/adsk/files/maya2011installationlicensingguide.pdf>.

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.

What's Fixed?

The following list contains bug numbers and corresponding descriptions for issues fixed in this release.

Note: This release contains the fixes from the hotfix(es) that preceded it.

| Bug Number | Description |
|------------|---|
| 172420 | Color Chooser forgets RGB/HSV setting |
| 256814 | OSX: Channel box labels are not displayed correctly |
| 298922 | Hi res. cache blend fluid batch render is very slow for advanced frames |
| 307342 | Attach existing fluid cache doesn't hook up channels properly |
| 319246 | All error messages do not appear via Python. |
| 335168 | iconTextButton -commandRepeatable doesn't work |
| 337045 | cpsToolbox shelf is squeezed (width/height constraint in shelfLayout command) |
| 339016 | All window redraw on hotbox and marking menu use |
| 339248 | New file browser does not show drive name |
| 342433 | ambientDiffusion + autoresize has pulsing render |
| 347299 | Autosave: Prompt before save should show up only one instance of warning |
| 348669 | Need marking menu updates for new tools and options in 2011 |
| 349676 | Batch rendering cached fluid is slow for advanced frames |
| 350487 | Maya crashes when navigating through menus (Mac 64) |
| 350512 | Incorrect self shadowing with auto resize fluid for internal light |

| Bug Number | Description |
|------------|---|
| 350611 | Sequencer XML Export not compatible with Autodesk Smoke |
| 351488 | mi8029: film offset can cause render artifacts |
| 351769 | Remove env variable for enabling active stereo on Vista wnd Windows 7 |
| 351823 | CER on Mac 32 stalls |
| 352066 | UI MEL scripts ref to non-existent attributes that simply fail in 2010 crash 2011 |
| 352445 | Hide zero columns is broken in component editor |
| 353062 | Initial state and append to cache problems with rigidity and rotation |
| 353250 | 64 bit Mac vector render plugin not built for 64 bit Mac |
| 353405 | Sequencer : incorrect shot node names when importing XML file |
| 353529 | Sequencer : wrong duration for movie files in XML files exported from Maya |
| 353533 | Playblast is hardcoded to 24 fps |
| 353740 | Change the default settings for trax colors |
| 353902 | Package into assets (containers) broken for Maya 2011 |
| 353968 | Renderview contrast / exposure in wrong colourspace |
| 354350 | "Hidden Geometries Cast Shadows" in renderPass node AE in JP Maya |
| 354392 | Wacom in maya not working under FC12 |
| 354506 | Sequencer : Blast sequence doesn't have resolution control |
| 354507 | Sequencer : need to expose the off screen rendering option |
| 354683 | Text creation broken for Italic and Bold fonts on Mac |
| 354774 | Joint - orientation - doesn't match previous versions of Maya |
| 354884 | Lost - add option box to menultem in the middle of a menu |
| 354954 | Mesh reduction crashes Maya |
| 354966 | FBIK giving error messages whenever effectors are being manipulated |
| 354995 | Inserting a menultem after the last one in a menu crashes Maya |
| 355105 | Render Settings : data entered in Version Label field is lost when reopen scene |
| 355454 | Need interop between python and MQtUtil methods |
| 355468 | Sequencer : audio node should use the name of the audio file, like in Trax |
| 355599 | Maya crashes on calling confirmDialog command |
| 355614 | Display layers not updating properly in OSX |
| 355726 | Info dialog shows "Maya 2010" for 2011 icon |
| 355735 | Duplicating airField increases the scene file size by a lot |
| 355937 | Problems when reassigning a resizable Fluid cache |
| 355941 | Maya crashes when editing interactive bind |
| 355956 | Renderview overrides all other windows on Mac OS X |
| 356039 | EDL Export is given relative paths by default |
| 356134 | Sequencer XML export is missing timebase element for time code definition |
| 356140 | Sequencer XML export doesn't use %20 to denote space characters |
| 356180 | timeControl -showKeys fails to find channel box |
| 356251 | Dragging a shelf icon to another shelf deletes the content of the destination |
| 356253 | Changing light type in floating Attribute Editor crashes Maya |
| 356256 | ikBlend causes flip of IK bones in 2011 using anything but XYZ orientation |
| 356272 | The interface stops refreshing or updating |
| 356275 | Sequencer : Error when splitting a shot |
| 356289 | mia_material no longer respects refraction limit |

| Bug Number | Description |
|------------|---|
| 356477 | PIT file isn't removed after uninstalling Maya |
| 356500 | Scale modifiers on timeline, really hard to see in QT |
| 356542 | Viewport renderer plugins do not work |
| 356557 | mia material ao colorbleed stop FG bounces |
| 356570 | Sequencer : incorrect camera names when importing XML file |
| 356638 | Playblast Sequence Resolution Width/Height should be inversed in UI |
| 356850 | Playblast file rule for movie files is incorrect |
| 356934 | Color picker (eyedropper) doesn't pick the right color on Windows |
| 356994 | Sequencer : Wrong timecode exported in EDL if Start Frame is not set to 0 |
| 357022 | Sequencer : Missing Timecode reading on EDL import |
| 357023 | CER crash when pressing Shift + G hotkey (Mac / Linux only) |
| 357073 | Unwanted blurred reflection with mental ray |
| 357107 | Can't save playblast files to a path with "." characters in the name |
| 357300 | Step forward button slower to respond than 2010, has to click twice |
| 357418 | CER crash when loading TGA files with Unicode characters |
| 357461 | Maya auto saves files even though it is not enabled |
| 357466 | MQtUtil::toQString broken |
| 357681 | Problem with "lock asset unpublished" ... locking too much |
| 357755 | Trax/Sequencer : text color doesn't contrast with Clip background |
| 358055 | nParticle into fluid emission is not happening on certain frames |
| 358064 | PaintFX canvas - wrap doesn't work |
| 358139 | Hotbox crash |
| 358521 | Reference parenting doesn't stay saved when you re-open file |
| 358532 | Switching between Dope Sheet and Graph Editor crashes Maya |
| 358542 | mental ray incorrectly renders fluid speed |
| 358620 | Alpha/Depth overrides for cameras in Render Settings not available |
| 358725 | OGS viewport does not handle newer GL drivers |
| 358825 | CER crash when drag and drop in the Hypergraph on Mac OSX 64 bit |
| 358843 | UI no longer refreshing when using wacom tablet |
| 358964 | Mesh > Separate crashes Maya with R6025 run-time error |
| 359040 | Hotbox will not drop down after calling renderview from hotbox |
| 359614 | Update FBX to 2011.3 |
| 359678 | Hair collision is off by one frame from animation |
| 359933 | GLFunctionTable.cpp doesn't recognize OpenGL versions properly |
| 360030 | Issue with pop-up menu from within a layoutDialog form |
| 360248 | libfbxassetscore2.so exposes 3rd party boost c++ symbols that conflict with inh |
| 360997 | Maya 2011 color picker defaults to RGB (previous versions of Maya were HSV) |
| 360999 | CER crash when dropping wood texture on Blinn shader |
| 361381 | Empty ramps when reading 2010 particle file into 2011 |
| 361618 | Replayblast doesn't work in AVI and IFF formats |
| 362007 | Batch bake, delete edge then duplicate: vertex color is broken |
| 362451 | mental ray IBL does not properly emit light from an HDR Image/slows renders |
| 363430 | Maya 2011 hotfix 3 on Centos 5.5 breaks the right mouse button pop-up menu |
| 363762 | Detach components works on edges now |

| Bug Number | Description |
|------------|---|
| 363945 | tweak mode does not work well with undo |

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