

# Autodesk Maya 2011 Subscription Advantage Pack Release Notes

This document describes known limitations, issues and fixes in Autodesk Maya 2011 Subscription Advantage Pack. 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 Subscription Advantage Pack, see: <http://images.autodesk.com/adsk/files/maya2011installationlicensingguide.pdf>.

For hardware qualifications, see: [www.autodesk.com/maya-hardware](http://www.autodesk.com/maya-hardware).

To report issues with this release, see: [www.autodesk.com/maya-support](http://www.autodesk.com/maya-support).

For more resources, see: [www.autodesk.com/maya-learningpath](http://www.autodesk.com/maya-learningpath).

## What's New

This section describes new features in this release.

### Craft Animation

The following camera rigs and vehicles from Craft animation are now available with Maya:

- Craft SoftMotionCam
- Craft ObserverCam
- Craft MultiStateCam
- Craft HumanizerCam
- LookAtCam
- ObserverFree
- 4WheelerFree
- AirplaneFree

## Allegorithmic Substances

These textures from Allegorithmic are now available:

- Aircraft\_Metal
- Asphalt\_02
- Bamboo\_Fence
- Barbwire
- BrickWall\_03 & BrickWall\_05
- Bronze\_Copper
- Brushed\_Aluminum
- Cardboard
- Ceramic\_01 & Ceramic\_03
- Checker
- Concrete\_02, Concrete\_03, Concrete\_04, Concrete\_06, Concrete\_08 & Concrete\_09
- Concrete\_Pavement
- Corrugated\_Metal
- Damaged\_Marble
- Diamond\_Plate
- Dry\_Ground\_01 & Dry\_Ground\_02
- Eye
- Fencing
- Galvanized
- Granit\_01
- Grass\_01
- Gravel
- Grey\_Sand
- kevlar\_carbon\_fiber
- Lawn
- Light\_Wood
- Marble\_Wall\_01
- Meteor
- Modern\_Concrete\_02
- Moss\_Rock
- Old\_Painted\_Planks
- Painted\_Metal\_01
- Painted\_Wood\_01
- Pavement\_01, Pavement\_02, Pavement\_06 & Pavement\_07
- Pavement\_Path
- Pebble\_Grass
- Poured\_Concrete
- Prehistoric\_Cave
- Road\_01 & Road\_02
- Road\_Tarmac\_01
- Rock\_02

- Rock\_Pavement\_01
- RockWall\_01
- Roof\_Ceramic
- Rough\_Ground
- Rusty\_Metal\_Floor
- Sand\_01
- Scratched\_Concrete
- Slate\_Tiles
- Small\_Stones
- Steel\_Sheet
- Stone\_Tiles\_02 & Stone\_Tiles\_03
- Stones\_01
- Turned\_Leather
- Varnished\_Wood
- Volcano\_Rock
- Wood\_Chipboard
- Wood\_Planks\_01 & Wood\_Planks\_02
- Woven\_Leather
- Woven\_Metal

## **Mocap samples**

This release includes 70 new motion capture sample files.

You can find the new files by selecting the Mocap Example tab in the Visor. The Visor is in the General Editors in the Window menu.

## **EXR compression**

Maya now supports these OpenEXR compression methods: RLE, PIZ, ZIP, PXR24. You can select among these in the Render Settings: Common tab, File Output section.

## **Modeling**

New updates and additions to the Maya marking menus now make selections to popular modeling tools faster and easier. Improvements to the Detach Component command now make it easier to detach selected edges.

## **Dynamics**

Maya now includes a number of preset effects called Effects Assets. Building on the Maya Asset framework and simulation toolsets, Effects Assets present the most relevant attributes for an effect, making it easy to customize for your scene. Effect assets are available in the Visor window.

## Send to Softimage

ICE Flow for Maya plug-in is a one-click workflow solution that imports Softimage ICE effects directly into Maya. ICE Flow for Maya lets you take advantage of the ICE (Interactive Creative Environment) to create effects for your Maya scenes.

## 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	Bad self shadowing with auto resize fluid for internal light
350611	Sequencer XML Export not compatible with Autodesk Smoke
351488	mi8029: film offset can cause render artifacts
351769	Remove environment variable for enabling active stereo on vista wnd win 7
351823	CER on Mac 32 hangs forever with beach ball
352066	UI MEL scripts ref to non-existent attributes that simply fail in 2010 crash 2011
352445	Hide zero columns is broken again 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 64bit 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 color space
354350	"Hidden Geometries Cast Shadows" in renderPass node AE in JP Maya
354392	Wacom in Maya not working under FC12

Bug Number	Description
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 menulitem in the middle of a menu
354954	Mesh reduction crashes Maya
354966	FBIK giving error messages whenever effectors are being manipulated
354995	Inserting a menulitem 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	Render view overrides all other windows on OSX
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
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 time code exported in EDL if Start Frame is not set to 0
357022	Sequencer : Missing time code 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

Bug Number	Description
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 down 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
363945	Tweak mode does not work well with undo

## Feature Limitations and Notes

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

Bug Number	Description
367210	Composite license error with Maya 2011 SAP
357561	Mac 64 bit : Minimized windows don't appear in dock and don't stay minimized
356339	File browser doesn't update if the window is open
357076	Sequencer : File path still points to old location when relocating media files
361522	Problem with too many wrinkles in 2011
315016	MFnDependencyNode::hasAttribute() with non-existent attribute name
361361	Bend restitution has no effect when using simple bend solver
367742	Composite Advantage Pack is missing documentation on Linux

## Maya Composite license error on Mac OS X

Maya Composite uses a Maya 2011 license to run. If you want to continue to use Composite with Maya 2011 Subscription Advantage Pack, do not uninstall Maya 2011.

## Send to Softimage Notes

- In addition to the attributes listed in the in Cached attributes section of the Maya 2011 Subscription Advantage Pack What's New, the following attributes are also cached: birthTime, lifespanPP, rotationPP, and mass.
- Rectangles (in Softimage) and Sprites (in Maya) particle render types are not supported.
- When AgeLimit (in Softimage) is cached, the nParticle Lifespan mode is set to lifespanPP.

## Minimized windows don't appear in dock and don't stay minimized

To correct this behavior, add the following environment variable: MAYA\_SET\_PARENT\_HINT.

## File browser doesn't update if the window is open

To correct this behavior, type the drive letter into the file name field.

## Sequencer : File path still points to old location when relocating media files

To correct, do one of the following:

- Put the Mac network paths in the file rules for movie and sound.

Or

- Use the dirmap command to specify a cross-platform mapping of the network path.

## nClothSequencer : problem with too many wrinkles

To correct, set the bend angle Dropoff to 0.

## MFnDependencyNode::hasAttribute() with non-exist attribute name error

Problem:

1. Create a polyCube and select it
2. Execute following python script to query "abc" attribute existence:

```
import maya.OpenMaya as OpenMaya

list = OpenMaya.MSelectionList()
OpenMaya.MGlobal_getActiveSelectionList( list )
node = OpenMaya.MObject()
list.getDependNode( 0, node )
```

```
dgFn = OpenMaya.MFnDependencyNode( node )
print dgFn.hasAttribute("abc")
```

The following error message appears:

```
# Error: (kFailure): Unexpected Internal Failure
# Traceback (most recent call last):
# File "<maya console>", line 9, in <module>
# RuntimeError: (kFailure): Unexpected Internal Failure #
```

Workaround: catch the exception

```
hasAttr = dgFn.hasAttribute("abc")
except RuntimeError:
hasAttr = False.
```

### **Bend restitution has no effect when using simple bend solver**

Bend restitution is not supported for the simple bend model.

### **Maya Composite Subscription Advantage Pack is missing documentation on Linux**

Access Maya Composite documentation at [www.autodesk.com/maya-docs](http://www.autodesk.com/maya-docs), in the Maya Composite Documentation section.

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