



AUTODESK®
MAYA® 
8.5

Autodesk®

Service Pack 1 Release Notes

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Autodesk® Maya® 8.5 Service Pack 1

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Autodesk Maya 8.5 Service Pack 1 release notes

The Autodesk Maya 8.5 Service Pack 1 release notes contain information on what's new, what's fixed and known limitations for this release.

To find out more, see the following chapters:

- "General release notes" on page 11
- "Modeling release notes" on page 17
- "Animation, Character Setup, and Deformers release notes" on page 21
- "Dynamics and Effects release notes" on page 23
- "Rendering and Render Setup release notes" on page 29
- "Developer Resources release notes" on page 33

2

General release notes

This chapter provides information about what's new, what's fixed and known limitations for the following:

- "Basics" on page 11
- "Mac OS X" on page 12
- "Linux" on page 13
- "File Referencing" on page 14
- "MEL and Python" on page 14
- "Licensing" on page 15

Basics

What's Fixed?

Constraints being lost when file saved

A problem with constraints being lost under certain File > Save conditions has been fixed.

Importing scenes with objects that have the same name

An issue with objects being renamed when importing scenes with objects named the same as the file has been fixed.

File names for image planes

A problem with certain file names for image planes being used on Linux has been fixed.

Non-deletable nodes deleted when using container nodes

When working within the Hypergraph and Hypershade editors, non-deletable nodes (for example, default shading materials) are deleted whenever its container node is deleted. This has been fixed.

Extended ASCII characters in node and attribute names and scene portability

Maya supports characters in the lower ASCII range (0-127) for node and attribute names. On some platforms, Maya allows these names to contain single-byte characters from the extended ASCII range (for example, Windows under the ISO-8859-1 or Latin codepage, and Linux in a Latin locale such as en_US.iso88591).

These extended ASCII characters include letters with accents and other diacritical marks and digraphs (for example, é and ß), commonly found in such languages as French or German.

Scene files with node or attribute names containing characters outside the lower-ASCII range may exhibit problems when moved between platforms.

In order to properly use these extended ASCII characters on Windows, you must first open the Regional and Language Options Control Panel, and ensure that the Advanced tab's language setting for non-Unicode programs is set to a Latin-compatible language such as English, French, or German. Changing this language setting may require you to reboot your system.

In order to properly save or open scenes with these characters on Linux, you must set your LANG environment variable to a Latin-compatible locale before running Maya. Depending on your shell, the command to do so will look something like this:

```
export LANG=en_US.iso88591
```

Maya does not allow extended ASCII characters in node or attribute names on Mac OS X, or on Linux running under a multi-byte locale such as en_US.UTF-8. Opening a scene file with extended ASCII characters in an unsupported environment may result in data loss.

(Maya's user interface on Linux does not support Japanese or any other multi-byte text.)

Mac OS X What's Fixed?

Serious problem with Maya 8.5 uninstaller

There is a serious bug in the uninstaller for Maya 8.5 that could potentially delete important files from your machine.

In rare cases where Maya was installed directly into the Applications folder (overriding the default location /Applications/Autodesk/Maya8.5), the Maya uninstaller will "clean up" the entire Applications folder while uninstalling Maya. This would result in the loss of the entire contents of that folder (including all other installed applications).

Before installing Maya 8.5 Service Pack 1, please check where you installed Maya 8.5. In the unlikely event that it was installed directly under the Applications folder (or anywhere else where you may be concerned about inadvertent deletion of other files), you can remove Maya 8.5 by manually deleting the following files and the Maya8.5 folder:

```
Command Line Tools Readme.rtf  
ExternalWebBrowser/  
Fcheck.app  
Maya Terminal.term
```

```
Maya-OPA.opa  
Maya.app  
Public/  
Uninstall Maya 8.5.uninst  
Docs/  
Movies/  
Autodesk/PCW/
```

This problem is resolved in Maya 8.5 Service Pack 1 and all subsequent releases.

Save As defaults to .ma file format on Mac OS X

When using File > Save As on Mac OS X, the feature would default to the .ma file format regardless of what is specified for the File type option setting. This has been fixed.

User preferences not respected when Maya launches

In Maya 8.5, default user preference files would automatically be created the first time Maya was launched even though user preferences from previous versions existed. The new default user preferences would be used instead of the existing ones. This problem has been fixed.

Linux

What's Fixed?

Hotbox disappears when space bar is released on Linux version of Maya

The Hotbox disappears even when a mouse button is depressed whenever the space bar is released when using the Linux version of Maya. This makes it difficult to make selections from the Hotbox. This has been fixed.

Middle mouse button paste on Linux

The middle mouse button paste functionality on Linux that lets you paste selections of text into the Script and Expression Editors was broken. This has been fixed.

Set Normal Angle option window too small on Linux

The Normals > Set Normal Angle option window appears too small and cannot be resized to a usable state. This has been fixed.

File Referencing

What's Fixed?

List Unknown Reference Edits

The List Unknown Reference Edits window would show all reference edits if the scene had no unknown reference edits. This has been fixed.

Reference edits for connected attributes

Reference edits on connected attributes were not being saved properly. This has been fixed.]

Shader nodes with the same name and file referencing

When using the shared shading network feature for file references, light linking and materialInfo would not be merged properly when a referenced scene had shader nodes with the same name. This problem has been fixed.

Referenced-in file with animation clips problems

Reference edits to the animationMapping attribute (on a character set node), when it has an animation clip, overwrite the computed values. This problem has been fixed.

Per-face shading assignment on referenced instance

A problem where there was a loss of per-face shading assignment on referenced instances when unloading and reloading a reference or saving and re-opening the scene has been fixed.

MEL and Python

What's Fixed?

scriptEditorInfo -writeHistory

A problem where `scriptEditorInfo -writeHistory` did not work properly has been fixed.

Note

`scriptEditorInfo -writeHistory` does not respect the suppression flags set in the Maya Script editor. If you want to set suppression flags, you have to set them using `scriptEditorInfo`; the check marks in the menus of the Script editor do not have an impact.

The `CommandWindow` does allow you to set suppression flags that will be respected by the `scriptEditorInfo` command.

Python libraries on Linux

There was a problem with a few of the Python modules shipped with Maya 8.5 on Linux. Some of the Python modules were compiled to use the unicode type UCS2 while the version of Python that shipped with Maya used UCS4. Those modules do not load in Maya. Those modules include: `array`, `pyexpat`, `unicodedata`, `local`, and `tkinter`. This problem has been fixed.

Python path

Maya was setting the `PYTHONHOME` environment variable, which was confusing external Python interpreters if they were launched from Maya (that is, launching using the Python `os.system` call or the MEL system call). This problem has been fixed; Maya no longer leaves this variable set.

Python limitations

Missing Python modules from 64-bit systems

The following modules are not included in 64-bit distributions of Python (Windows and Linux):

```
audioop, imageop, rgbimg
```

For more information, see svn.python.org/projects/python/trunk/README.

Licensing

What's Fixed?

Hardware locks (dongles) on 32-bit Linux operating systems

An issue with USB dongles not working properly on certain 32-bit Linux operating systems has been fixed.

On SuSE 10.1, you may need to mount the USB hardware lock before installing the driver (that is, `mount -t usbfs none /proc/bus/usb/` before running `rpm -i aksusbd-suse-1.8.1-3.i386.rpm`). If you do not want to mount the filesystem each time you reboot the system, you can add the following line to `/etc/fstab` after the `/proc` entry:

```
none /proc/bus/usb usbfs default 0 0
```

2 | General release notes
Licensing > What's Fixed?

3

Modeling release notes

This chapter provides information about what's new, what's fixed and known limitations for the following:

- "Polygonal Modeling" on page 17

Polygonal Modeling

What's New?

The following documentation has been updated based on recent bug fixes. This documentation will appear in the Maya Help in the next full version of Maya.

Edit Mesh > Add Divisions

Splits selected polygon components (edges or faces) into smaller components. Add Divisions is useful when you need to add detail to an existing polygon mesh in either a global or localized manner.

Polygon faces can be divided into three-sided (triangles) or four-sided (quadrangles) faces. Edges can be subdivided so that the number of sides on a face is increased.

Edit Mesh > Add Divisions > □

Settings

Determines how the selected faces or edges get subdivided into smaller components. The Division of the components can occur in either an exponential or linear manner depending on the component type selected.

Exponentially	Divides the selected faces recursively based on the Division levels setting. That is, the selected component is divided in half, then each half is further divided in half, and so on. The location for a division on a face is dependent on the number of border edges surrounding the face.
Linearly	Divides the selected faces or edges into an absolute number of segments based on the Division levels setting. For polygon edges, Linear specifies the number of new vertices that get inserted on the selected edges.

Note The Exponential or Linear Controls that appear in the Add Divisions options window change depending on whether polygonal faces or edges are currently selected in the scene.

Exponential Controls (for faces)

- Division levels** Specifies the number of divisions that occur for selected faces. The option can have a value ranging between one and four. The default value is one. A Division level of one divides a single face into four smaller faces when *Exponentially* is the selected Division method. If the Division level is set to two, a single face is subdivided into sixteen smaller faces.
- Mode** Turn quads on to subdivide faces into quads or turn triangles on to subdivide faces into triangles. These options are only available for faces.

Linear Controls (for faces)

- Divisions in U, V** When *Linearly* is the selected division method for faces, you can specify the number of divisions that occur along U and V for a polygon. For example, when the Subdivisions in U and V are set to three and two, the polygon face would be divided into six smaller faces.

Linear Controls (for edges)

- Division levels** When polygon edges are subdivided using the *Linearly* option, a subdivision level of one inserts a single vertex along the edge dividing it into two edges. When the subdivision level is set at two, two vertices are inserted along the edge to subdivide it into three smaller edges.
- Minimum length** Sets the minimum length of each sub-edge created. This option is only available for edges.
- Worldspace** When turned on, the specified Division value is the distance between vertices in world space. When turned off, the Divisions value is the distance between vertices in local space. This option is available for edges only.

Note The Add Divisions feature is driven from the pick mask, not the current selection. For instance, if you select a face, but the pick mask is set to Edge, Add Divisions will not work and if you open the option window, the option window for Edges displays. Also, if the pick mask is set to Vertex or UV, the Add Divisions option window will not open, since only faces and edges can be subdivided. To work around this, ensure that the pick mask corresponds to the selection.

Edit Mesh > Collapse

The Collapse feature collapses edges on a component by component basis and then merges the associated vertices for each collapsed edge separately. Collapse also works on faces, but produces results that are more predictable when using edges. If you wish to collapse and merge a selection of faces you should first try Edit Mesh > Merge To Center.

To merge a selection of edges separately

- 1** Select the edges you want to merge on a component by component basis.
- 2** Select Edit Mesh > Collapse.
Each edge is collapsed and its component vertices merged.

What's Fixed?

Add Divisions option window displays incorrect settings

The Edit Mesh > Add Divisions option window incorrectly displays an Exponential setting whenever polygon edges are selected in versions 8.0 and 8.5. This has been fixed.

Collapse feature in Edit Mesh menu

The Edit Mesh > Collapse feature is missing from the Edit Mesh drop-down menu in versions 8.0 and 8.5. This has been fixed.

Insert Edge Loop Tool on Subdiv Proxy object exits Maya

Using Edit Mesh > Insert Edge Loop Tool on a Subdiv Proxy object set to display in Full Mirror mode while the UV Texture Editor additionally displayed causes Maya to quit unexpectedly. This has been fixed.

Polygon reverse normal settings are reversed in option window

The Normals > Reverse options settings window has the Selected Faces and Selected Faces Then Extract options reversed. Selecting one option performs the others actions and vice versa. This has been fixed.

Split Polygon Tool may fail when mesh is rotated or scaled

The Split Polygon Tool sometimes fails to split across multiple faces on a mesh if the mesh has been rotated or scaled. To workaroud this issue, freeze transformations on the affected mesh then invoke the tool again. This has been fixed.

Split Polygon Tool reverts positions of edit vertices

Vertices inserted and subsequently repositioned when using the Split Polygon Tool revert to the position of their creation when the split is executed or the tool exited. This has been fixed.

Insert and Offset Edge Loop tools with reversed normals

The Insert and Offset Edge Loop Tools insert edge loops inconsistently when one or more of the face normals are reversed along the loop on the mesh. The new edge loop is either positioned inconsistently across the selected edge loop or causes Maya to exit unexpectedly depending on the situation. This has been fixed.

Issues with undo and redo when using Move Tool with Reflection setting

Performing an undo and subsequently a redo when using the Move Tool with the Reflection setting turned on results in undesired translation and scale operations on the selected vertices on the mesh. This has been fixed.

Extrude works incorrectly after Convert Selection operation

The Extrude feature does not work correctly after a Convert Selection to Face operation from vertices has occurred. Instead the vertices are extruded if that was the current component selection mode. To workaround this issue, update the selection mode to Faces, then use Extrude. This has been fixed.

Merge fails after Convert Selection operation

The Merge feature fails to execute correctly after a Convert Selection operation depending on the previous component selection type. To workaround this issue, update the selection mode to Edges, and then select Merge again. This has been fixed.

4

Animation, Character Setup, and Deformers release notes

This chapter provides information about what's new, what's fixed and known limitations for the following:

- "Animation" on page 21
- "Character Setup" on page 21
- "Deformers" on page 22

Animation

What's Fixed?

Scale curves appear in Graph Editor for unkeyed joints

The Graph Editor incorrectly showed Scale keyframes for joints whose child joints were keyed. This is now fixed.

Character Setup

What's Fixed?

Problem with curve influence object evaluation

The problem with the evaluation of curve influence objects that had the Use Components `skinCluster` attribute turned on is now fixed.

Problem with influence objects with Use Components enabled

The problem with the smooth skinning deformation calculation for the case where some influence objects were set to Use Components and some were not is now fixed.

Remove Unused Influences may cause skinning problems

The problem where removing unused influences could cause Maya to assign bad weights or crash is now fixed.

Curve influence objects cause double transformations

The problem with the smooth skinning evaluation that caused a double transform when a curve influence object was parented to the skeleton is now fixed.

Deformers What's Fixed?

Problems with Delete Non-Deformer History

- Delete Non-Deformer History did not properly maintain different weight values on coincident vertices. This is now fixed.
- The problem that Delete Non-Deformer History had with weighting assignment near surface edges has now dramatically improved.

5

Dynamics and Effects release notes

This chapter provides information about what's new, what's fixed and known limitations for the following:

- "nCloth" on page 23
- "Fluid Effects" on page 27
- "Hair" on page 27

nCloth

What's New

nCloth attribute presets

You can now easily create nCloth effects like burlap or chiffon with the new *nCloth attribute presets*.

The nCloth attribute presets change the attribute settings of your nCloth objects to preset values so that you can quickly achieve the nCloth effects you are looking for rather than starting from the default settings.

The nCloth attribute presets are located in the Preset drop-down menu in the nClothShape Attribute Editor tab.

nCloth example files

New nCloth example files that contain nCloth effects like a zipper or a bag of marbles are now available in the Visor.

You can access the nCloth example files from nCloth > Get nCloth Examples in the nCloth menu set.

What's Fixed?

Constrained CVs flip and become trapped on wrong side of surface

With nCloth constraints that have short Max Distances and low Strengths, constrained CVs would sometimes flip over to the wrong side of their surface and become trapped. This is now fixed.

Simulation changes with Substeps

The overall character of nCloth behavior during playback changed when Substeps increased or decreased. This is now fixed.

Cross Links and Component Type ignored on file load

When an nCloth object's Cross Links are turned off, or when it has a constraint with a Component Type of All or Borders and its scene is saved at an advance frame with respect to the nCloth start frame, then the nCloth object's scene would load with the Cross Links and Component Type attributes ignored. This is now fixed.

Volume conservation problems with air intake

Volume conservation was not working correctly when the motion of the nCloth object should have resulted in air intake. For example, it was difficult to get a parachute to puff out correctly. This is now fixed.

Constraints do not use component Weights

Point to Surface and Slide on Surface constraints between two nCloth objects did not use component Weight and Strength correctly. This is now fixed. A component with a Weight of 0.0 now does not affect other components and a constraint link with a Strength of 0.0 now has no effect.

Maya runs out of memory with large nCloth objects

Creating an nCloth or Passive object greater than six meters in any dimension would cause Maya to run out of memory and crash. This has been fixed.

Wind Speed scaling incorrect

If you had a Nucleus solver with a non-zero Wind Speed, it would scale incorrectly if you changed its number of Substeps or if you changed its scene's frame rate. This has been fixed. However, to get the same Wind Speed behavior as in Maya 8.5, you need to multiply the Wind Speed by the number of frames per second and divide by the number of Substeps.

nCloth does not evaluate when particle evaluation is disabled

Turning off particle evaluation (Modify > Evaluate Nodes > Particles) would turn off nCloth evaluation as well. This is now fixed.

Unpredictable cacheBlend behavior

When an nCloth cache blend node couldn't find one of its caches, unpredictable behavior would result. This is now fixed.

Transfer Cache To Input Mesh only works on one nCloth object at a time

The problem with Transfer Cache To Input Mesh not working with more than one nCloth object at a time is now fixed.

nCloth creation scripts do not return node names

The problem with the `createNCloth`, `createNConstraint` and `makeCollideNCloth` scripts not returning the names of the nCloth, dynamicConstraint or nRigid nodes they created is now fixed.

Fields ignore nCloth Mass value

Non-Gravity dynamic Fields treated nCloth objects as if their Mass values were always 1.0. This is now fixed.

Undesirable collisions with low Friction passive objects

Undesirable nCloth behavior would occur when nCloth objects collided with low Friction passive objects. This is now fixed.

Rigidity prevents small nCloth object rotation

Small nCloth objects (smaller than approximately 0.2 cm in diameter) would have problems rotating when Rigidity is turned on. This is now fixed.

No nCloth examples or presets

The nCloth attribute presets that were made available for download from The Area after Maya 8.5 shipped are now available directly from 8.5 SP1. There are also nCloth example scenes now available from the nCloth Visor tab.

nCloth constraints with Bend crash Maya

Under some circumstances, setting a non-zero Bend value on an nCloth constraint would cause Maya to crash. This is now fixed.

Shear Resistance doesn't work with Bend Resistance

The problem with Shear Resistance on an nCloth not working when its Bend Resistance was set to 0.0 is now fixed.

Collisions fail with animated passive objects

The problem with the arbitrary failure of collisions with passive objects when the timescale is not 1.0 is now fixed. For cases where changing the timescale results in extremely fast moving objects, you may still need to increase substeps for better collisions.

Constraint instability occurs with large frame number

Simulating at a large frame number introduces instability into the simulation. This is now fixed.

Attract to Matching Mesh constraint Strength too low

The default constraint strength for Attract to Matching Mesh constraint has been increased to get a closer match when the constraint is first applied. The constraint strength can still be modified after creation to get a closer or looser attraction.

nCloth object as skin influencer fails

Using an nCloth object as a smooth skin influence object would fail because multiple nodes with the same name would be generated when the nCloth influence object's base node was created. This is now fixed.

Release Notes

Unlimited license check in batch occurs when nCloth in scene is disabled

When nCloth or passive objects in your scene are disabled in batch mode, a Maya Unlimited license check for simulation still occurs.

For example, if you are working with a scene that has disabled nCloth or passive objects in it, and you are performing batch render tests on the non-effects components of your scene, Maya will still try to check for a Maya Unlimited license.

Workaround

Disable the `nucleus` node for your nCloth and passive objects, rather than disabling all your individual nCloth and passive objects.

Unlimited license check in batch occurs when nCloth in scene is cached

When the nCloth objects in your scene are cached, and the scene is saved at a frame after the nCloth simulations' start frames, then a Maya Unlimited license is used unnecessarily when batch rendering.

Workaround

If your scene contains nCloth objects, make sure that the scene is saved at or before the start frame of your nCloth simulations.

Maya hangs after nCloth topology edit

If you change the topology of a passive object by reducing the number of its vertices or faces, and you make this change at a frame after the start frame, Maya may hang if you resume playback after you make the change.

Workaround

After changing the topology of a passive object, rewind to the start frame before resuming playback.

Deleting constrained passive objects crashes Maya (Windows 64 only)

Maya crashes when you delete a passive object that has nCloth objects constrained to it.

Workaround

First delete the passive object's constraints, and then delete the passive object.

Fluid Effects

What's Fixed?

Fluids cache licence error

When batch rendering a fluid with a segmented cache, a Maya Unlimited license was still checked for if one was available, and a run up still happened, resulting in much longer render times than expected. This is now fixed.

For fluids where the grids are set to Static, Maya Unlimited licenses are no longer used in batch, no runup occurs, and the solver is not used. To take advantage of this, after creating your segmented cache, set any grids that were Dynamic to Static. This will improve interactive playback of the segmented cache.

For fluids with only gradients and no grids, Maya Unlimited licenses are also no longer used in batch.

For fluids that only use expressions, plug-ins, or emitters to update, and they do not require a solver, set their solver type to None and their grids to Dynamic. This does not use a Maya Unlimited license, but still permits runup in batch.

Hair

What's Fixed?

Problem with creating Hair caches in batch mode

The problem where you could not create Hair caches when in batch rendering mode is now fixed.

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Hair > What's Fixed?

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Rendering and Render Setup release notes

This chapter provides information about what's new, what's fixed and known limitations for the following:

- "mental ray for Maya" on page 29
- "Rendering" on page 32

mental ray for Maya

What's New?

Improved mental ray for Maya export performance

We've improved the performance of mental ray for Maya's export of JPEG files.

What's Fixed?

Maya batch renders multiple copies of render layers

Previously, scenes containing render layers with a single camera rendered with Maya's batch renderer (Render > Batch Render), rendered the same layer images multiple times. This is now fixed.

Embed letters `mi` in directories or filenames when using the `-file` flag

Previously, when using the command line renderer, there were problems with the `-file` flag when the letters `mi` were in the directory structure. This has now been fixed.

Auto Memory Limit and extra memory of 64-bit systems

Previously, there were problems with the Auto Memory Limit option calculating a memory limit value that is too small. This could cause scenes to crash when rendering. This has been fixed.

Camera background color and IBL node with primary visibility turned off

In previous versions of Maya, adding an IBL node to your scene with primary visibility turned off results in a black background regardless of your camera background color. This has been fixed.

Lightlinking is obeyed when baking vertex color with IBL

In previous releases of Maya, lightlinking appeared to be ignored when vertex baking is used with IBL. This has now been fixed.

Light linking with one mesh and multiple shaders

Previously, when your scene consists of one mesh and multiple shaders, light linking may not work properly. This has now been fixed.

Exporting mi files with non-iff files on Linux platform

Previously, if you use mental ray rendering on the Linux platform, and you choose to save to a non-iff file, mental ray would overwrite your settings and default to the iff format. This has now been fixed.

mental ray fur rendering with the Rasterizer and Full Motion Blur

Previously, mental ray did not render fur correctly when the Rasterizer was used and Motion Blur was set to Full. This has now been fixed.

Batch rendering now respects MAYA_LICENSE environment variable

Previously, batch rendering with mental ray ignored the MAYA_LICENSE environment variable. In particular, if you set MAYA_LICENSE=Complete, the batch render would still check out an Unlimited license if one was available, and there will thus be one less Unlimited license available for the artists. This has now been fixed.

mental ray now renders deformer animation for smooth proxies

Previously, when rendering with mental ray, deformer animation does not flow into smooth proxies. This has now been fixed.

mental ray for Maya limitations

Rendering fur in mental ray with directional light produces artifacts

Scenes with fur rendered by mental ray may appear with grid-like artifacts (vertical and horizontal lines), when: the Fur Shader is set to Hair Primitive (Fur > Fur Render Settings > mental ray for Maya Fur render settings); and the scene is lit by Directional light(s).

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mental ray for Maya > mental ray for Maya limitations

Workaround

- 1 Shut down Maya and mental ray standalone (if you are using it).
- 2 Set the following environment variable as indicated:
MI_HAIR_SPLITTING=0
For information on how to set environment variables, see:
www.autodesk.com/us/maya/docs/Maya85/DeveloperResources/Setting_environment_variables_using_Mayaenv.html and
www.autodesk.com/us/maya/docs/Maya85/DeveloperResources/Setting_environment_variables_using_system_commands.html.
- 3 Start Maya and re-open your scene.
- 4 Re-render your scene. You can render from within Maya, or use mental ray standalone.

Notes

- Using the MI_HAIR_SPLITTING environment variable requires significant memory. You may need to adjust your memory limit, especially on 64-bit systems (at least 3GB is recommended). You can explicitly set the memory limit in the mental ray Render Option window (Render > Render Current Frame > Memory). For more information, see http://www.autodesk.com/us/maya/docs/Maya85/Rendering/Render__Render_Current_Frame.html.
- In addition, because this environment variable requires significant memory, you should only use it in specific cases, and otherwise disable it.

Incorrect bounding boxes reported for fur node

Maya reports incorrect (zero) bounding boxes for its FurFeedback nodes.

Workaround

Enable Show > Locators and the bounding boxes will be correct.

Initial render in mental ray fails on Windows Vista

On the 32-bit Windows Vista operating system, the initial render in mental ray fails with a mi_openexer.dll error.

Workaround

Render for a second time.

Firewall software interfering with network rendering

When performing mental ray network rendering, it is important to ensure that any firewall software is not interfering with the operation of your network rendering software.

mental ray satellite for Maya 8.5 Service Pack 1

If you are running mental ray Satellite with Maya, you must install a new version of Satellite with Maya 8.5 service pack 1.

Rendering What's Fixed?

Objects hidden by display layer settings appear in High Quality render

Previously, objects on a hidden display layer, appeared in High Quality renders. This is now fixed.

Unloading file references causes lighting information to disappear

Previously, unloading a file reference caused the lighting and/or light linking information to disappear from the shared shading group associated with the file reference. Now, when you unload a file reference the lighting and/or light linking information is maintained.

Batch rendering with NURBS now working properly

Scenes that contained certain kinds of NURBS objects with control points were failing to batch render using mental ray and the software renderer. This has been fixed.

7

Developer Resources release notes

This chapter provides information about what's new, what's fixed and known limitations for the following:

- "API" on page 33

API

What's New?

addNodeAddedToModelCallback

A new API callback method, `MModelMessage::addNodeAddedToModelCallback` has been added, to listen for nodes added to the model.

What's Fixed?

Wrong error message if plug-in fails to load

On Mac OS X, a wrong error message may have been written out if a plug-in failed to load. This has been fixed.

Maya Python API:

MAnimMessage.addAnimCurveEditedCallback

Previously, adding a callback in the Maya Python API caused Maya to crash. Support has been added for `MAnimMessage` callbacks for Python.

Documentation update for certain API example shaders

The documentation for certain API example shaders has been updated to better reflect current usage.

Multidimensional arrays in the Maya Python API

An issue where a method in the Maya Python API was unable to get and set multidimensional array information from `MScriptUtil` has been fixed.

Problems compiling plug-in using gcc

An issue where users received error messages due to extra semicolons when trying to compile plug-ins using `gcc` with the `-pedantic` flag has been fixed.

MString in callbacks using Python

An issue where MString rather than a Python string was being used when creating callback arguments has been fixed.

MArgList::asString problems

An issue where using MArList::asString caused Maya to crash has been fixed.

FBX: problems with MGlobal::deleteNode()

An issue where using MGlobal::deleteNode() crashing on input has been fixed.

MObjectHandle

A crash in the API when using MObjectHandle has been fixed.

Custom transform nodes

An issue where custom transform nodes created via the API reacted differently to rotate pivot changes than regular transform nodes would has been fixed.

MDataBlock

A memory leak in MDataBlock::context() has been fixed.

MGlobal

A memory leak in the MGlobal::executeCommand() methods has been fixed.