

Autodesk MatchMover 2010

Release Notes

Autodesk®

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Autodesk® Maya® 2010 Software

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MatchMover

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Release notes

Limitations

MatchMover image file support

MatchMover currently has the following image file limitations and requirements:

- On Windows 32-bit operating systems, ensure that you have QuickTime installed.
- On Windows and Linux 64-bit operating systems, you cannot import or load TIFF files.

Multibyte character file and file path names not supported

MatchMover does not support multibyte character file names or file paths such as Japanese characters.

Workaround

Create file names and file paths with single-byte characters for MatchMover related files.

Scripting not supported

MatchMover does not support the script interpreter. The Script Command Line and the Script Editor still appear in the MatchMover user interface, however they cannot be used.

Camera solves inconsistently across platforms

The result of MatchMover camera solves can vary across platforms. For example, a camera solve of an image sequence on a Windows system may not be identical to the camera solve of the same image sequence on Mac OSX.

MatchMover viewport display limitations on MacBook Pro systems

When used on MacBook Pro systems, MatchMover may have the following viewport display limitations:

- Image color may not display correctly in the Magnifier window.
- Point track markers and heads-up display objects may flicker or not display correctly.
- Transparency on the cursor appears reversed.

TIFF images appear tinted blue on Mac systems

On Mac OSX, TIFF images appear with a blue tint in the preview window of the File > Load Sequence and File > Load Images windows.

MatchMover display artifacts on Windows 64-bit and Windows Vista 32-bit systems

On Windows XP and Vista 64-bit systems and Windows Vista 32-bit systems, NVIDIA® and ATI™ graphics cards display artifacts when you marquee-select objects in the MatchMover viewport.

Workaround

Before beginning, ensure that you have the most recent, qualified graphics display driver installed on your system. Depending on your graphics card, do one of the following:

NVIDIA graphics cards

- 1 Close Autodesk MatchMover.
- 2 Access the NVIDIA Control Panel by doing one of the following:
 - Right-click your desktop and select NVIDIA Control Panel from the pop-up menu.
 - Open the Control Panel, and double-click NVIDIA Control Panel.

- 3 In the NVIDIA Control Panel, under 3D Settings, select Manage 3D settings.
- 4 In the Manage 3D Settings panel, click the Program Settings tab.
- 5 Next to Select a program to customize:, click Add, and browse to the location of the `MatchMoverApp.exe` file.
On most systems, you can find this file in the `C:\Program Files > Autodesk > MatchMover2010` directory.
- 6 Under Specify the settings for this program, set the following:
 - Under Feature, select Buffer-flipping mode.
 - From the drop-down list that appears under Setting, select Use block transfer.
- 7 Click Apply.
- 8 Close the NVIDIA Control Panel and restart Autodesk MatchMover.

ATI graphics cards

- 1 Close Autodesk MatchMover.
- 2 Access the Catalyst™ Control Center by doing one of the following.
 - Right-click your desktop and select Catalyst Control Center from the pop-up menu.
 - Open the Control Panel, and double-click Catalyst Control Center.
- 3 In the Catalyst Control Center window, click the Graphic Settings tab.
- 4 Expand 3D, and select Anti-Aliasing.
- 5 In the Anti-Aliasing panel, turn off Use application settings.
- 6 Click OK.
- 7 Restart Autodesk MatchMover.

