

# Autodesk MotionBuilder 2012 Service Pack 2 Readme

This document describes known limitations, issues and fixes in Autodesk MotionBuilder 2012 Service Pack 2. 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.

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## Additional Resources

For complete instructions about uninstalling and installing MotionBuilder 2012 see: [www.autodesk.com/motionbuilder-faq-2012-enu](http://www.autodesk.com/motionbuilder-faq-2012-enu)

For complete documentation and resources, see: [www.autodesk.com/motionbuilder2012-documentation](http://www.autodesk.com/motionbuilder2012-documentation)

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

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

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

## What's Fixed?

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

Bug Number	Description
DANK-14	Timeline setting not kept when opening scenes
PEEO-767	FCurves draw incorrectly at high values
DANK-142	Crash with multi-thread evaluation
DANK-26	Constraint order is reset on save/load
DANK-96	Files saving with duplicate properties on takes
DANK-67	Camera interest not respected in story tracks
DANK-124	Key controls do not update after setting active keying group
DANK-60	Instability related to deformation evaluation has been fixed
DANK-51	Sets visibility animation lags
DANK-50	AMC import – joint properties reset
DANK-45	Material texture path lost moving material to new folder
DANK-42	Save Selection selects entire hierarchy
DANK-43	Take start/end “Leave as is “ option not working

Bug Number	Description
DANK-41	Pull slider not working on auxiliary effectors
DANK-36	ASF export/import creates extraneous nodes
385841	Audio hardware buffer count reached
385869	Ghost clip does not have rotation values
385931	No refresh of reach/pull sliders on playback
383899	Live video not supporting all available resolutions and frame rates
384367	Shading on shape animation is faulty due to incorrect normals evaluation
383786	Precision issue when copying & pasting hand poses with HIK solver
382726	Bone Length set to zero on ASF export
383940	Crash after deleting take
382729	ASF import options not displayed
382725	ASF / AMC plugin should store GUI options
382730	AMC Import – use Constant Key Reducer option not respected
382728	AMC Export – sampling rate not stored with AMC files
382494	Working with SDK Toolview3d causes crash
PEEO-572	Crash when opening Character Controls when layout saved without it
PEEO-838	Window pop-up position incorrect on multiple screens
DANK-78	Character animation is different after saving
DANK-152	Keying IK/FK sliders does not automatically key with autokey enabled
DANK-186	Full Body keys created with autokey are not colored red in the timeline
DANK-188	Undo does not work with visibility
DANK-187	Story clips do not retain constraint information when re-imported
PEEO-1017	Save Selection is losing element's connection to scene

## Notes

### *Important Change to the Way MotionBuilder Evaluates FCurves*

To reduce evaluation time and increase frame rate, static objects are not automatically set to animatable when loaded or imported in MotionBuilder. This saves the evaluation engine considerable time because it is not forced to loop through each object's transformation FCurves  $n$  times per second. A substantial savings is found with scenes containing larger numbers of static meshes. Behavior is unchanged, and you can key objects as usual once the animatable property is enabled.

### *Python Scripts revised*

The following Python Scripts have been revised:

- AnimationLayers.py
- MergeAnimationLayers.py

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