

# Autodesk® MotionBuilder® 2013 Release Notes

This document describes known limitations, issues, and fixes in Autodesk MotionBuilder 2013. It is strongly recommended that you read this document before you install this release. For reference, you should save these release notes to your hard drive or print a copy.

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## Additional Resources

For complete instructions about uninstalling and installing MotionBuilder 2013 see:

<http://www.autodesk.com/motionbuilder-faq-2013-enu>

For complete documentation and resources, see: <http://www.autodesk.com/motionbuilder-documentation>

For certified hardware, see: <http://www.autodesk.com/motionbuilder-hardware>

To report issues with this release, see: <http://www.autodesk.com/motionbuilder-bugreport>

For more resources, see: <http://www.autodesk.com/motionbuilder-learningpath>

## What's Fixed?

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

What's Fixed	
Bug Number	Description
MOBU-494	Now possible to remove a whole menu directly with FBMenuManager().
MOBU-290	Materials are named differently depending on how they are created.
MOBU-586	Numeric values no longer appear in Fcurve editor.
MOBU-536	Auxiliary effectors not plotting or parenting as expected.
MOBU-647	Cannot re-order takes in Navigator.
MOBU-640	Cannot drive the right tangent of a curve using code.
MOBU-646	Ordeviceskeleton sample does not include new global/local settings for the sample hybrid

What's Fixed	
Bug Number	Description
	skeleton.
PEEO-1832	Crash selecting two files in Save dialogue.
MOBU-416	Not all object/camera properties are supported in Story mode.
MOBU-383	FPS setting for Video>Image Sequence cannot be modified.
MOBU-352	Layered Texture not working correctly with Alpha / Additive Blending.
MOBU-304	Crash when merging layers with option set to Delete Merged Layers.
MOBU-274	Crash on load when time warps are associated with non-existent takes.
MOBU-1000	Cannot access reach sliders for the Control Rig Effectors in Character Controls Window when Story Mode is active.
PEEO-1516	FBPropertyAnimatableTimeCode.asString() has space in time code string.
PEEO-1836	Crash when Replace Control Rig is checked on Load Character Animation.
PEEO-1835	Crash when Load Character Animation checked and no rig exists.
PEEO-1905	No way to get time code string when transport control displays frames.
MOBU-753	Text associated with key frames does not stay aligned to key frames in Fcurve editor.
MOBU-510	Right click options not working on scripts in Navigator.
MOBU-226	Instability caused by double-underscore in take name.
MOBU-77	Character Controls single click should always toggle selection.
MOBU-556	Deleting Character using script causes instability.
MOBU-516	Panning in Fcurve editor will also move key frames with 3ds Max shortcuts.
MOBU-197	Story ghosts are not visible in models only view.
MOBU-295	Crash deleting track with File New.
MOBU-399	Constraint order is lost on save.
MOBU-375	Ghost clip does not have rotational values.
MOBU-339	IK/FK sliders not keying with auto key turned on.
MOBU-291	Object selection in large scenes very slow.
MOBU-202	Audio hardware buffer reached quickly.

What's Fixed	
Bug Number	Description
MOBU-277	Auto key not creating red key frames for full body keys.
MOBU-163	Undo not working on visibility.
MOBU-388	No prompt for multi-layer before keying on base layer.
MOBU-324	Switching to x-ray mode is slow.
MOBU-176	Save selection is selecting entire hierarchy.
MOBU-272	Keep at least one key frame on Character extension.
MOBU-149	No real time updates on reach and pull sliders.
MOBU-319	Timeline settings not kept when opening new scenes.
MOBU-289	Joints pop when using character additive subtracks in Story.
MOBU-346	Camera interest not respected in Story tracks.
MOBU-331	Take properties are duplicated on save.
MOBU-309	Set visibility animation lags.
MOBU-366	Incorrect shading on any shape animation due to bad normals evaluation.
MOBU-382	AMC import resets joint properties.
MOBU-286	ASF export/import adds extra dummy nodes.
MOBU-961	Full body key visibility issue when auxiliary effectors are added.
PEEO-1935	FBTextureMapping modes not set correctly.
MOBU-1137	Character controls plot options in menu are cut off.
MOBU-1135	Cannot return from full screen mode if mouse is outside Viewer window.
MOBU-1066	Python SDK out of sync with UI for image sequence frame rates.
MOBU-1035	FBRenderer.Pick causing instability.
MOBU-759	Auxiliary effectors do not plot as expected.
MOBU-671	No way to query the current KeyingGroups list.
MOBU-619	Not always possible to set Discontinuity Left/Right for keys.
MOBU-514	Skin weights are not transferred when saving with FBApplication.

What's Fixed	
Bug Number	Description
PEEO-292	Precision errors over long periods of time with rates 23.976 and 29.97.
MOBU-302	Story clips do not retain constraint information when re-imported.
MOBU-935	Unable to launch MotionBuilder with a Python script via command line.
MOBU-925	FBOBJECTPose constructor does not work with string argument.
MOBU-909	Crash deleting items by namespace with Python.
MOBU-891	Using the function GetPropertyValue() from the FBOBJECTPose() returns a BoostPython error.
MOBU-890	FBOBJECTPose::IsPropertyPoseable() will crash MotionBuilder.
MOBU-666	No quick way to deselect objects using the API.
MOBU-645	Live state of device is not saved when saving a custom device using Python.

## Feature Limitations and Workarounds

The following list contains bug numbers and corresponding descriptions of feature limitations and workarounds in this release.

Feature Limitations and Workarounds	
Bug Number	Description
PEEO-2244	FBAnimation node keys do not display in Fcurves.
PEEO-2272	ORSDK sample ortoolcharacter not working correctly.
PEEO-1825	FBVisualContainer class issues: Running the sample script "Container.py" twice crashes application Unable to trigger kFBDragAndDropEnd event DragAndDrop Event variable PosX and PosY is always 240 and 0
MOBU-374	Crash opening some files when takes have had custom properties deleted.
MOBU-1168	Locking base layer causes offsets on keys created on additional layers.
MOBU-1161	Character extension asset not added when drag and dropped in Viewer. <b>Workaround:</b> Character extensions can also be added by right clicking on the character name in the Navigator and selecting Create Character Extension from the menu
MOBU-1160	FBRetrieve starts executing before it has access to the scene causing incorrect data retrieve.

Feature Limitations and Workarounds	
Bug Number	Description
MOBU-1158	Global rotation only when scrubbing the axis values in the Viewer.
MOBU-1153	Python – FBAsset Mng – listed as available class in user guide.
MOBU-1138	Torso remains pinned when rotating hips effector in full body mode with HIK solver.
MOBU-1134	Having Video Output online can cause viewer problems with multi pane views.
MOBU-1002	Control Rig>Rig Look> Box does not show the FK control rotation correctly in Viewer.
MOBU-628	No support for In-Place mode with HIK.
MOBU-627	No support for Inverted joints in HIK.
MOBU-1064	ORSDK sample ortoolpath3d crashes after File < New.
MOBU-1063	ORSDK sample ortoolbatch crashes when executed twice.
MOBU-1062	ORSDK sample ortoolmedia crashes after File < New.
MOBU-1061	ORSDK sample ortoolgrabview3d doesn't reset the viewer on File > New.
MOBU-1060	ORSDK sample orimpexptool hangs on File > New.
MOBU-1058	ORSDK sample ortoolcluster not working correctly.
MOBU-1059	ORSDK sample ortoolconstraint relation can crash with File< New followed by scene destroy.
MOBU-1056	ORSDK sample ortoolcharacter crashes if executed twice.
MOBU-1055	ORSDK sample ShadowMapping has missing files.
MOBU-999	Layers added on merge.
MOBU-997	Control Rig does not to support changing rotation order on the FK Controls.
MOBU-927	Python KeyboardMapper script fails.
MOBU-923	Undo the Perspective camera does not work.
MOBU-901	FBScene function name NamespaceGetContentList param pModificationFlags has no effect on Namespace.
MOBU-889	Cast shadow updates for Maya are not sent when using 'Update current scene' option.
MOBU-888	HD Video in .mp4 format not playing in MotionBuilder.
MOBU-864	Realistic shoulder solving not working with HIK 2013 for character to character retargeting.

Feature Limitations and Workarounds	
Bug Number	Description
MOBU-852	ORSDK samples ortoolscene and ortooluidemo cause crash on exit if run simultaneously.
MOBU-824	ORSDK sample solution has missing projects.
MOBU-830	ORSDK sample running ortoolpath3d and ortoolplug simultaneously causes instability.
MOBU-820	Full Screen mode does not fit the window when Video output is online.
MOBU-740	Crash opening a recorded file recorded using a device plugin.
MOBU-722	Ghosts not rotating correctly in Motionblend. <b>Workaround:</b> It is recommended that animation blending be done in the Story tool.
MOBU-715	Set a key on an object controlled by a relation does not generate expected T values.
MOBU-676	Plotting camera from switcher not considering layers. <b>Workarounds:</b> Since only the base layer is supported when plotting cameras from the camera switcher, plot all layers onto the base layer before plotting from the camera switcher.
MOBU-672	Cannot activate pinning via Python.
MOBU-659	Motionblend does not maintain take start/end. <b>Workaround:</b> It is recommended that animation blending be done in the Story tool.
MOBU-649	Exported clip from Story imports with changed clip length.
MOBU-641	FBModelPath3D.PathKeySetLeftTangent on the first vertex does not work.
MOBU-625	Creating new animation layer resets non-keyed modifications to object and control rig poses. <b>Workaround:</b> Create new layer before posing character or store the pose through the pose controls before creating the layer.
MOBU-626	Problem with Parent Child constraint when Rotation Y = 180. <b>Workaround:</b> Replace parent child constraint with position and rotation constraints.
MOBU-622	Namespace on take crashes software on Save Selection.
MOBU-610	Gimbals occurring on skeleton when keyed on layers. <b>Workaround:</b> Select gimbal joint and open Property View (Window>Add Property View) and disable Enable Rotation DOF from Degrees of Freedom>Rotation. Or, switch rotation order to = Euler XYZ (Note: this may offset the motion slightly).
MOBU-504	Documentaton for FBDevice no longer contains Public Attribute for the Live Boolean on a device.
MOBU-483	Loading character animation with layer animation can corrupt control rig animation. <b>Workaround:</b> Merge layers.

Feature Limitations and Workarounds	
Bug Number	Description
MOBU-398	Marquee selecting empty area in viewer or click-selecting empty area of Viewer causes unexpected selections. <b>Workaround:</b> Selection returns to normal by making the following modifications to the Property View Settings for objects being selected unexpectedly: Marker Settings > Look = Circle.
MOBU-368	Constrained Effectors are not following parented objects.
MOBU-312	Translation on the root Joint of ASF Skeleton not retained when importing AMC motion file.
MOBU-273	Crash setting device online after switching the resolution frame rate dropdown to the second 1920x1080 29.97 option.
MOBU-239	Rag Doll animation mixing jitters when character is scaled very small.
MOBU-253	Not possible to override Scale Inheritance>Scale Compensate when multi-selecting objects in the Viewer.
MOBU-190	Key framing in quaternion using Python changes rotation values.
MOBU-159	Performance drops when working with ghosts and razoring clips in Story.
MOBU-141	Duplicating rigs with constraints does not correctly link duplicate constraints.
PEEO-2258	Pinning in Body Part mode not working as expected with HIK solver.
PEEO-2179	Video out is not updated when camera resolution is changed.
PEEO-1914	New windows are undocked when custom layout is selected.
PEEO-1912	Restore Window mode does not refresh active layout correctly.
PEEO-2177	Live Shadow shader incompatible with alpha textures and transparency.
PEEO-2193	Plot Selected (All Properties) on curves with quaternion rotation does not consider the constant key reducer.
PEEO-2026	Audio output not being enumerated properly through Python SDK.
MOBU-1186	You cannot play the Essential Skills movies "Opening Sample Files" and "Selecting Body Parts" in Windows Media® Player. <b>Workaround:</b> Play the movies in Apple® QuickTime® Player version 7.7.1 by downloading QuickTime via the option "QuickTime 7.1 or greater recommended" in the Learning Movies window and by setting QuickTime as the default program for .mov files.

## Notes

The following list contains notes in this release.

### **Hardware requirement for Video Out feature**

In order to access the settings for Video and External Sync, users require the Nvidia Quadro SDI output card.

### **Save and Save As settings are remembered**

When saving options are modified, these settings will be used by both Save and Save As.



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