

Notes de version d'Autodesk Mudbox 2013

Ce document décrit les limites et les problèmes connus d'Autodesk® Mudbox® 2013, ainsi que les solutions qui y sont apportées. Il est vivement recommandé de lire ce document avant d'installer cette version.

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Nouveautés

Pour obtenir des informations complètes sur les nouvelles fonctionnalités de l'outil, consultez la rubrique « Nouveautés » de l'aide de Mudbox à l'adresse www.autodesk.com/mudbox-help-2013-fra-whatsnew

Corrections depuis Mudbox 2012

Le tableau suivant présente les numéros des bogues et les descriptions correspondantes pour les problèmes corrigés depuis Mudbox 2012.

Numéro de bogue	Description
384727	Mudbox may crash when reading in triangle mesh
384359	Smooth brush doesn't work on triangle meshes
383461	When a layer is first created, auto tile loader tries to load all tiles, causing a massive slowdown in the GL drivers
380637	Create stencil should show transparent areas as transparent, not white
384998	Edit stencil: the stencil loses its transformation once editing is done
384697	Solo as diffuse texture is incorrect when >1 objects are solo as diffuse
383548	Symmetry is turning off when changing between tools
381304	SDK: FileEventHandler example doesn't work
378458	Lasso face selection in empty space can't deselect all faces
367557	Transfer Details and Transfer Paint Layers should subdivide UVs
363268	Adding joints to a skeleton can mess up previously saved poses
376909	Apply mask using Lasso/Box changes normal, missing refresh
332154	Transform manipulator does not update to new object selection
383969	Brush settings (Size, Mirror) are not saved after restarting Mudbox

Numéro de bogue	Description
385156	Refresh problem with multi-tiled mask layers
341017	Cannot hide locked objects
386573	Tiling Plane: The UVs will be incorrect if Smooth UVs is on when subdividing
381451	Due to recent changes made to the common shader, scenes that contain models using the older default material from 2010 are no longer supported in 2012. Possible side effects: shadows may not display correctly and posing will not work. Workaround: Assign the 2012 materials.
388779	Extracting PTEX maps with Texel Distribution set to PTEX Setup and the target model not level 0 may cause crash.
388707	Extracting a PTEX file for N-sided mesh with Texel Distribution set to "Base on Face/UV Size" may cause crash.
388355	When using Create UVs, edge bleed may not be present for edges that are adjacent to face "0".
388465	Last undo operation before saving a file may not be saved correctly.
388638	"Sculpt Using Map" window is incorrect in French, Japanese and German.
388681	HUD causes crash when objects are outside viewport on Mac OS X & Linux.
388846	Mask by using lasso or region selection modes with multiple meshes & sculpt layers may crash.
388346	Initial setup during Mudbox installation will not start on Windows using simplified Chinese.
388291	Mask layers are hardcoded to save as PNG which is very slow with large texture data sets. Save mask layers as TIFF instead.
388215	Improve PTEX setup performance for meshes with large textures and large number of tiles.
388652	PTEX files are exported with incorrect texture data if mesh is exported as FBX.
385951	"Import Layer" and "Import Layer Mask" does not work correctly if file type is PSD
385817	"R" hotkey to edit stencil will crash if stencil is imported.
386149	When a Maya blendshape is sent to Mudbox the strength is not converted to the Mudbox range, producing incorrect results.
357559	"Record Movie" spawns multiple viewers upon completion.
311321	Stencil doesn't move with camera when doing camera 2D transforms with the Ctrl+Alt+click/middle-click/right-click hotkeys.
388101	Painting across multiple meshes that have different materials with a small sized brush may produce blocky artifacts.
386812	Re-import from PSD produces artifacts at shell borders.
387661	Show Both Sides is not working correctly when cast shadows is enabled.
384698	Mudbox can become very slow after PTEX setup, because of cg errors.
387666	Mudbox crashes after turning mirror on and then opening any new file with Ctrl+O.
386992	Can't transfer paint layers to PTEX mesh from a PTEX mesh.

Corrections depuis Mudbox 2012 Subscription Advantage Pack

Le tableau suivant présente les numéros des bogues et les descriptions correspondantes pour les problèmes corrigés dans cette version depuis Mudbox 2012 Subscription Advantage Pack.

Numéro de bogue	Description
MDBX-8	Subdivide with UV smoothing is incorrect at corners; it should match Renderman.
MDBX-19	Stencil doesn't remain locked to camera when camera is transformed in 2D.
MDBX-24	Save Screen Image produces seams with AO viewport filter.
MDBX-165	Selection sets from Maya are not importing correctly into Mudbox when using "Send To..." options.
MDBX-186	Can't extract maps from multiple objects using the Subdivision method.
MDBX-194	Ctrl key does not allow face deselection when marquee or lasso tool is selected.
MDBX-201	Improve Gigatexel Engine performance when data set exceeds RAM memory.
MDBX-220	Object list: All and None options don't work in the context menu in non-English languages.
MDBX-222	Offset in Stencil Properties doesn't work.
MDBX-223	Shift-F to lock the selected object causes the Object List to reset and scroll back up to the top.
MDBX-226	Sculpting with stamps doesn't produce correct results on meshes that have been scaled or rotated.
MDBX-241	Hotkey listings on the Mac OS X are incorrect, especially Ctrl key.
MDBX-243	Can't change levels after hiding mesh because mesh is still selected. When objects are hidden they should become unselected.
MDBX-253	When hiding a mesh's Transformation node in the Object List, the mesh is hidden from view but remains editable by sculpt brushes.
MDBX-256	Remove sculpt layer mirror in x, y, z, since it works only for tangent mirror.
MDBX-331	Transfer paint layer does not work if target model has been set up for PTEX.
MDBX-350	Bump map values are being corrupted/inverted after hide, show layer.
MDBX-354	Normal maps extracted from meshes with combination creases & hard edges may produce artifacts.
MDBX-380	Delete multiple objects and undo should not change the order in Object List.
MDBX-384	Materials can be renamed with illegal characters causing unsaved paint layers
MDBX-386	Orient to Stroke - Stamp orientation does not follow brush stroke.
MDBX-389	All channels are saved even though there is no paint layer.
MDBX-390	Can paint weights on locked models.
MDBX-449	Stencil HUD is missing hotkey information.
MDBX-452	Mudbox crashes when adding joints to a mesh while connected to a skinned mesh in Maya.
MDBX-453	Tangent mirroring doesn't work with stencils when painting.
MDBX-477	When the target mesh has multiple tiles, an image file for each tile is saved, even if the tile is empty.
MDBX-491	Exporting FBX with "Export Hard and Soft edge" freezes Mudbox.
MDBX-499	Mac OS X - When stencil is selected and the Stencil HUD is on the navigation performance is poor.

Numéro de bogue	Description
MDBX-500	Custom plug-ins sometimes fail to load on Linux.
MDBX-534	Orthographic, FOV, Near plane, Far plane don't appear in Camera Properties until the second time you click on camera in Object List.
MDBX-580	Sculpt brush leaves holes with triangle meshes. Most noticeable with dense meshes.
MDBX-588	After Flip Mesh the Grab tool with tangent mirror on may produce incorrect results in some areas of the mesh.
MDBX-590	Stencil will be offset when painting on a transformed mesh.
MDBX-592	Hotkey table has two items for Scale Stencil.
MDBX-627	Un-hiding lower level selection set at upper level will create double geometry.
MDBX-648	Sculpts are lost stepping from lower to higher level after map extraction.
MDBX-673	Tangent mirroring doesn't work with stencils when sculpting.
MDBX-701	The mouse cursor doesn't display outside of 3D View after using the marking menu.
MDBX-715	If Render preferences has Render Selected By Face on, Mudbox may crash when using Ctrl key to select multiple objects in Object List
MDBX-736	Sculpts are lost when stepping down levels, after undo, redo.
MDBX-776	Selection set import from mixed mesh OBJ file not working.
MDBX-779	Selection sets don't propagate up and down subdivision levels.
MDBX-817	"Sculpt with Map" should work with PTEX files
MDBX-824	Selection is lost when stepping up and down levels.
MDBX-830	Painting on stencil that is a 16/32bit TIFF or 32bit EXR will crash.
MDBX-857	When sculpting with mirror on the strength and stamp of the brush will be inconsistent depending on the camera's proximity to the surface.
MDBX-858	Cameras imported from Maya don't contain proper pivot point.
MDBX-860	Sculpts are lost stepping from higher to lower level after flipping the base layer.
MDBX-881	Eyedropper doesn't work on a paint layer with a subdivided mesh.
MDBX-1296	Exporting a paint layer to a PTEX file gives wrong results when the mesh is n-sided.

Remarques et limites fonctionnelles

Cette section présente les limites connues de Mudbox 2013 et les solutions qui y sont apportées. Pour signaler tout autre problème, utilisez le formulaire en ligne prévu à cet effet à l'adresse www.autodesk.com/mudbox-bugreport ou sélectionnez Aide > Signaler un problème dans Mudbox.

Numéro de bogue	Description
388437	The Gigatexel Engine stops working intermittently after assigning a new material or Ptex setup. Workaround: Toggle the visibility of the offending paint layer on and off, create a new paint layer (can be empty or hidden), or save the file and reopen it to restart the Gigatexel Engine. You need to start the Gigatexel Engine with this workaround before painting,

Numéro de bogue	Description
	otherwise textures on some tiles will go missing.
MDBX-371	When the amount of texture data exceeds the available GPU on your machine, the effects brushes draw red temporarily if "Solo as Diffuse" is ON for a paint layer. Workaround: Once the stroke is done, the brush correctly applies the effect and the result is correct. You can turn off the Gigatexel Engine in the Render preferences (which effectively disables the paint buffer) and the effects brushes will work correctly.
388529	Flip a mesh with crease information and an empty paint layers may cause faces to become transparent. Workaround: Delete the empty paint layer, or subdivide the mesh, or change subdivision levels.
355918	Installation: Error that says the product key may be invalid and to re-enter it. Workaround: Click OK on this dialog, click Next button again, and if product key is valid the installation continues.
357041	Mudbox on Linux does not get pressure events from Wacom tablets with Fedora 12/Redhat 6, QT 4.5. You can find more details in the bug report here: https://bugzilla.redhat.com/show_bug.cgi?id=569132 There is a patch for Qt here: http://koji.fedoraproject.org/koji/buildinfo?buildID=160252
358312	Files that include 16 bit TIF maps will show errors with "Send to Maya..." operation.
360224	Mudbox crashes if the extraction map output file name contains %S in string (for example: AO_(%S).bmp).
362133	Creating a joint with Topology Weights doesn't work properly with non-4-sided meshes. Workaround: Use alternative Weights method.
362857	If the level of the source model is not the current level when extracting a map, the detail of lower sculpt layers will be missing. Workaround: Ensure you display the required subdivision level before extracting the map, or select the current level in the Extract Texture Maps window to get the correct result.
363366	Transfer paint layer works incorrectly if target and source have overlapping UVs.
MDBX-260	The Transfer Details function works best on objects that are the same size, or larger than the default Mudbox meshes. If the transfer produces artifacts on the target mesh, try scaling up the source and target meshes to the same size as the default head mesh.
374126	When using a non US-English standard keyboard, some of the hotkeys may not work. Workaround: Set your IME to "English - United States" while using Mudbox. For more information see your operating system documentation.
MDBX-292	Send to 3ds Max: Changing units between Max and Mudbox causes unpredictable results.
381496	When painting or sculpting with symmetry ON, sometimes the result will not appear on the opposite side. Verify that you have "Falloff based on Facing Angle" turned off.
MDBX-1614	On Linux, if Mudbox crashes when starting up with an error message such as "mudbox: symbol lookup error: /usr/lib64/libssl.so.0.9.8: undefined symbol: X509_VERIFY_PARAM_new", try the following workaround: 1. Install OpenSSL >= 1.0.0 if you haven't already. 2. Point the old symbol link to the 1.0.0 version, like "ln -s -f

Numéro de bogue	Description
	/usr/lib64/libssl.so.1.0.0b /usr/lib64/libssl.so.0.9.8"
MDBX-1482	When importing an FBX file that has both blend shapes and creasing from Maya 2013, the blendshapes fail to load into Mudbox 2013. Workaround: Use "Send to Mudbox" or set the Blend Shape value to 1 before exporting the FBX file from Maya.
MDBX-1203	If a portion of a curve on a mesh is obscured (for instance, if a portion of the curve is on the back side of an object) and you use Stroke on Curve" with mirror ON, results may be incorrect.
MDBX-456	On Linux Fedora 14+ the SELinux is false by default. This may prevent Mudbox from launching properly and produce plugin errors. A possible workaround is to set the SELinux enforcing mode to "Permissive" or "Disable".
MDBX-341	When saving a .mud file to replace the original .mud file with the same name the file will also keep the original file size. To save the file with the actual file size use "Save Scene As..." and save the file with a new name.
MDBX-1556	On Mac OS X the installer may hang at end of a successful installation. It is recommended to force quit the installer. Mudbox will then run normally.

- Pour exécuter Mudbox 2013, vous devez être équipé d'un processeur compatible SSE3. Mudbox utilise du code spécifique à SSE3, qui ne lui permet pas de s'exécuter sur du matériel compatible SSE2 ou version antérieure.
- Si la propriété Espacement du tampon est activée pendant la sculpture, le tampon du pinceau est décalé par rapport à la position du curseur lorsque vous utilisez une tablette Wacom Cintiq ou Wacom et que le paramétrage du stylet est défini en mode souris. Pour résoudre ce problème, ajoutez la variable d'environnement "MUDBOX_USE_LOWRES_TABLET_DATA".
- Avec les cartes graphiques ATI, si la peinture de texture est corrompue, par exemple si vous observez de la peinture noire ou des artefacts, l'ajout de la variable d'environnement "MUDBOX_PAINT_CONTEXT_FLUSH" peut résoudre le problème.
- Il peut arriver qu'une erreur de mémoire vive GPU soit signalée, ce qui entraîne l'affichage de nombreux avertissements à chaque fois que l'utilisateur crée ou fusionne des couches, ou modifie leur visibilité. La variable d'environnement "MUDBOX_FORCE_GPU_RAM" (sous Windows uniquement) vous permet de remplacer la quantité de mémoire GPU en méga-octets que Mudbox détecte. Si vous possédez une carte NVIDIA Quadro 5600 qui signale 1 Mo de mémoire vive GPU (le matériel présente 1,5 Go), définissez la variable sur 1536 (soit 1,5 x 1024) pour cette carte. Les valeurs non numériques sont ignorées et les valeurs numériques seront comprises entre 256 et 4096.

Remarque : pour plus d'informations sur ces variables d'environnement, reportez-vous à la rubrique Variables d'environnement de l'aide de Mudbox.

- Vous pouvez télécharger et installer localement l'aide de Mudbox à partir du site <http://www.autodesk.com/mudbox-helpdownload-fra>.
- Si vous avez installé une version bêta (y compris des versions Release Candidate) d'Autodesk Mudbox 2013, vous devez désinstaller et supprimer tous les dossiers système des versions de pré-publication avant d'installer la version commerciale.

Exemples SDK :

Sur Mac OS X, il est possible que les configurations de versions ne soient pas correctement compilées. Vous devez définir Active Architecture sur x86_64 dans Xcode.

Pour ce faire :

1. Ouvrez un exemple de projet dans Xcode.
2. Dans la barre de menus, sélectionnez Project > Edit Project Settings.
3. Sélectionnez l'onglet Build.
4. Sous Architectures dans la fenêtre Setting, vérifiez que la valeur Architectures est définie sur 64-bit Intel.
5. Fermez la fenêtre et procédez à la compilation à l'aide de la configuration de version.

L'exemple PtexExtractor doit être compilé et copié dans le répertoire de compilation de PtexImporter pour qu'un lien soit établi entre les deux exemples.

Pour créer l'exemple Turntable, installez Qt et exécutez moc dans les fichiers d'en-tête d'exemple. Reportez-vous au fichier Readme de l'exemple.

Ressources supplémentaires

Pour obtenir des **instructions complètes sur l'installation et les licences**, reportez-vous aux documents *Aide sur l'installation* et *Aide sur les licences*. Vous pouvez accéder à ces guides à partir du lien Aide sur l'installation du programme d'installation de Mudbox ou des pages suivantes :

<http://www.autodesk.com/mudbox-install-2013-fra>

<http://www.autodesk.com/me-licensing-2013-fra>

Vous trouverez des **informations sur les nouvelles fonctionnalités** dans la rubrique "Nouveautés" de l'aide de Mudbox à l'adresse suivante :

<http://www.autodesk.com/mudbox-help-2013-fra-whatsnew>

Des **ressources de formation** Mudbox sont disponibles à l'adresse suivante :

<http://www.autodesk.com/mudbox-learningpath>

Consultez des **vidéos** de démonstration de Mudbox à l'adresse suivante :

<http://www.autodesk.com/mudbox-trainingvideos>

Vous trouverez des ressources **de support** et de **dépannage** à l'adresse suivante :

<http://www.autodesk.com/mudbox-support>

Pour obtenir la liste actualisée du **matériel certifié** pour Mudbox 2013, y compris les cartes graphiques, reportez-vous au tableau de certification Mudbox 2013 disponible à l'adresse suivante :

<http://www.autodesk.com/mudbox-hardware>

Pour vérifier la **configuration système minimale requise** pour Mudbox 2013, consultez la page suivante :
www.autodesk.com/mudbox-systemreq-2013-fra

De la documentation et des exemples pour le **SDK** Mudbox avec la version installée de Mudbox sont disponibles sous \Mudbox 2013\SDK ou en ligne à l'adresse suivante :
<http://www.autodesk.com/mudbox-sdkdoc-2013-enu>

programme de participation du client

Au premier démarrage de Mudbox, la boîte de dialogue Programme de participation du client s'affiche. Si vous choisissez de rejoindre le programme de participation du client, Mudbox enverra automatiquement à Autodesk des informations sur la configuration système, les fonctions que vous utilisez le plus fréquemment, les problèmes que vous avez rencontrés et d'autres informations utiles à l'orientation future du produit. Pour plus d'informations, consultez la page <http://www.autodesk.com/cip>.

Rapports d'erreurs du client (CER)

Les rapports d'erreurs du client que nous soumettent les utilisateurs de nos produits nous sont d'une grande aide pour améliorer la stabilité de Mudbox. Nous vous remercions de prendre le temps de remplir ces rapports et d'y indiquer autant d'informations que possible sur les opérations que vous effectuez lorsque l'erreur s'est produite. Ces détails renforceront l'utilité de ce rapport et seront particulièrement précieux pour l'équipe d'ingénierie d'Autodesk Mudbox.

- Pour plus d'informations sur les CER, consultez la page <http://www.autodesk.com/cer>.

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