

AUTODESK® MOTIONBUILDER® 7.5 EXTENSION 2B FOR MICROSOFT® WINDOWS® AND APPLE® MACINTOSH®

RELEASE NOTES

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The Autodesk MotionBuilder 7.5 Extension 2B software for Microsoft Windows and Apple Macintosh is now available for download at the Autodesk website.

For additional last minute information about the MotionBuilder software, or for any downloads, consult our Support page at:
<http://www.autodesk.com/motionbuilder-support>.

You can find information about the MotionBuilder software at:
<http://www.autodesk.com/motionbuilder>.

For information about the Autodesk Media & Entertainment products and solutions, please visit: <http://www.autodesk.com>.

The release of the Autodesk MotionBuilder 7.5 Extension 2B software product addresses FBX® compatibility issues as well as performance and stability issues.

Notes About Installation

Install the Autodesk MotionBuilder 7.5 Extension 2B software by following the installation instructions on the screen.

The default installation path for MotionBuilder 7.5 Extension 2B on the Windows platform is *C:\Program Files\Autodesk\MotionBuilder 7.5 Ext2* and on the Macintosh platform is *Macintosh Hard Drive/Applications/Autodesk/MotionBuilder 7.5 Extension 2*.

Note: The MotionBuilder 7.5 Extension 2B software is not certified or supported with Windows Vista™.

For information on qualified system requirements, please visit:
<http://www.autodesk.com/motionbuilder-qualified-hardware>.

Resolved Issues

The following describes the issues addressed by this release.

Loading CgFX Shader

- You can now load scenes containing CgFX shader(s) and continue working in MotionBuilder.

Playback and Recording

- Dual-core processor computers running Windows XP Service Pack 2 may experience poor playback and recording.
To resolve this issue, dual-core processor computers require the Windows XP 32-bit Service Pack 3 or the Microsoft hotfix Article ID 896256.

Plotting Pull Vector and Pull Number

- Pull vector and pull number are now supported when plotting. However, when you choose the Smart Plot option, a lot of unnecessary keyframes are added to the model affected by the pull relation.

Rigid Body Behavior

- When creating a rigid body, a new rigid body is created from a group of selected markers. When using the MotionBuilder GUI, an anchor point (or rigid body marker) is created at the center of the rigid body, and this is the desired behavior. Now, when a rigid body is created using `fboptical.h` in the ORSDK, the anchor point is created at the center of the new body rather than at the origin.

Saving .fbx Binary Files as .fbx ASCII Files

- Connectors on Relations constraints are now saved in *.fbx* ASCII files after saving *.fbx* Binary files as *.fbx* ASCII files.

FBX Compatibility

- Compatibility issues with the FBX are now addressed in the upcoming Autodesk FBX 2009.0 release.

Change Media File in Story Window

- You can now update an *.fbx* file that a current MotionBuilder session is referencing by right-clicking the track in the Story Window and choosing Change Media File from the contextual menu.

Character Clip First Loop Settings

- The “First Loop” field values of character clips are now preserved after saving and reloading the scenes.

Character Clip Mark In Settings

- You can now continue working in MotionBuilder after changing the Mark In field values of a clip.

Character Controls Reach Properties

- The Character Controls window Reach properties are no longer permanently disabled when you assign a character to a Story window Character Animation track.

Character Hip/Chest Offset Settings

- The character hip/chest offset settings now behave as expected.

Characterizing, Creating and Setting New Control Rigs

- You can now use Python scripting to characterize, create control-rigs, and set new control-rigs as Character inputs.

Loading and Merging Characters into Scenes

- You can now use Python scripting to load/merge characters into scenes.

Loading Files with the FBX Plug-In

- The scaling issue when loading files via the FBX plug-in is now resolved.

Mapping Character Skeletons to Character Templates

- You can now use Python scripting to map characters' skeletons to new Character templates.

Muting Track in Story Window and Animating Reach

- You can now continue working in MotionBuilder when you animate the Reach properties in the Character Controls window after muting a track in the Story window.

Reading Point Cache

- MotionBuilder can now read multiple point cache in the same scene.

Rendering AVI files

- You can now render AVI files at 48 KHz with an End frame set at 1073741 or greater at a frame rate of 24fps.
- You can now render AVI files at 44.1 KHz with an End frame set at 1400100 or greater at a frame rate of 24fps.

CgFx Shader Semantic Parameters

- When you use semantic parameters such as “cameraposition” in your CgFx shader, MotionBuilder no longer creates a property in your CgFx UI which causes your property to override the actual property.

Duplicating a KBoxFCurveRelativeNumber or a KBoxFCurveNumber

- You can now continue working in MotionBuilder after duplicating a KBoxFCurveRelativeNumber or a KBoxFCurveNumber.

Duplicating OR SDK Constraint Plug-Ins

- You can now continue working in MotionBuilder after duplicating an OR SDK constraint plug-in.

FBCharacterPose Exposed to Python Scripting

- The FBCharacterPose is now properly exposed to Python scripting with the addition of the FBCharacterPoseOptions and FBCharacterPoseFlags.

FBModelPath3D Class Method

- The FBModelPath3D class now has a method to set each point, and the left and right tangents simultaneously.

FCurve Exposed to OR SDK

- The FCurve from an FCurve % box is now exposed to OR SDK enabling you to get and set keyframes.

Setting Constant Input for a Relation’s Box Through Python Scripting

- You can now set a constant input for a relation’s box through Python scripting as the SetCandidate and WriteData for boxes is now exposed to Python scripting.

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