The latest Service Pack from Autodesk for Autodesk® Softimage® 2010 software includes nearly 70 fixes.

Here is a summary of the fixes available in Autodesk Softimage 2010 SP1:

Face Robot on Linux
Face Robot now works on Linux!
As well, many fixes have been made to Face Robot.

Crosswalk 4.1
Softimage 2010 SP1 ships with Crosswalk v.4.1.
The main purpose of the Crosswalk update is to support the Softimage Face Robot plug-in on Linux 64-bit systems.
There were also a few other important fixes thrown in for good measure.

Particle Volume Shader
Many fixes have been made to the Particle Volume shader. Note that this also affects the Particle Renderer shader compound which uses this shader.

Hair
Many fixes have been made to hair on Linux.

Documentation
Softimage 2010 SP1 includes full English and Japanese documentation

Coexistence
Softimage 2010 SP1 is a full build and can co-exist with Softimage 2010. Softimage 2010 is not required to be uninstalled first.

Licensing
Softimage 2010 SP1 uses the same license as Softimage 2010. Installing Softimage 2010 SP1:
1. If you have a Network license, use the product key 591B1 and the serial number 000-00000000.
2. If you have a Standalone license, use the product key 590B1 and your real serial number and choose the Standalone licensing method.

The full list of fixes is as follows:

Rendering
UDEV00254548 Unable to select matrix attributes in rendertree.
UDEV00254916 Associated lights not working with Reference Models
UDEV00254772 Unable to edit Camera texture Projection
UDEV00254598 Cleanup needed for the Particle Types value of the scope attribute of the Explorer
UDEV00254256 Crash when changing the filename of a CgFX shader node
UDEV00254395 Crash while removing a specific referenced model with ICE particles
UDEV00254472 Deleting a geometry that was referenced by a frozen ICE tree causes pointcloud corruption and data loss
UDEV00254659 Volume marching algorithm samples farther than it should
UDEV00254659 Volume shader: Changing density of slices affects RGB
UDEV00254662 Volume shader: depth framebuffer broken
UDEV00254661 Volume shader: enabling preview mode also enables scatter
Data Management
UDEV00254396  Error deleting in branch a model that contains a refmodel with a material that uses a texture twice as input
UDEV00254762  Refmodels - Delta failed to applied on deep nesting
UDEV00254677  RefModels - ShapeInstancingNode doesn't connect to reference when the reference is in a refmodel
UDEV00254394  RefModels - simulated ICE particles from v7 doesn't work when using Refmodels as Source geometry
UDEV00254188  Importing a model with envelope operator crashes
UDEV00254496  Offloading then onloading a ref model loses animation mixer work
UDEV00254552  Motionbuilder FBX Does not Properly Exclusive Merge
UDEV00254774  Permanent delete leaves undo stack size at zero if the command fails

Linux
UDEV00252780  Linux: Press F1 in the script editor freeze Softimage
UDEV00254694  Linux: Switching Scene Debugger to Memory Crashes
UDEV00254259  Linux: Keymap problem with script editor
UDEV00254701  Linux: Softimage crashes when changing the self.collisionscale X,Y and Z values to 1
UDEV00254588  Compositor plug-in: UfoDeleteUserData not called on exit on Linux

Modeling
UDEV00254651  Freeze painting vertex on subdivided mesh

Display
UDEV00254752  Hard crash on switching Cluster Material texture in Texture Decal mode

Animation
UDEV00254791  Sometimes animation clip Keys are not visible on the Animation Editor
UDEV00254402  Animation: Cannot Freeze Cycle
UDEV00254824  Strange Approx op result when weights are not normalized

SDK
UDEV00254780  ScriptingSessionActive wrongly enabled when invoking commands from keymaps.
UDEV00254520  SDK Commands: ApplyTopoOp not returning the op as documented

ICE
UDEV00254197  Using the CICEAttributeDataArray to access an ICEAttribute DataArray causes a segmentaion fault on Linux
UDEV00254580  SDK ICE: Multiple ICE custom nodes in a tree share the same full name.
UDEV00254450  SDK ICE: Problem disconnecting ports in single-threading mode
UDEV00254703  Clearing string on get data node invalidates the graph when using an IsValid node.
UDEV00254594  RBD not properly handling particles scales and sizes
UDEV00254955  Drifting objects when using IsPassiveRigidBody flag and instanced shapes
UDEV00254779  Softimage crashes when loading the same ICE-RBD scene a few times

Face Robot
UDEV00254519  Face Robot does not work on Linux
UDEV00254735  Clear the "Face Robot" flag from scenes when saved outside of Face Robot
UDEV00254308  Animation Export : Can't create Range-Of-Motion when all deformers are selected.
UDEV00254958  CGFX textures are not visible on Natasha's head. Display is blocked by a Material cluster.
UDEV00254629  A tongue sampler is always created when we create samplers for a selected number of controllers
UDEV00254338  Animation Export rig does not persist correctly across sessions if samplers density is higher than 1
UDEV00254208  Animation Export, Eye Controls not working with Retargeted Motion
UDEV00254347  Build an AnimationRig (use mocap + enable head rotation and position) and big Eyeballs will appear
UDEV00254224  Import an Animation Rig in Softimage or Maya and the Upper lip won't be right
UDEV00254499  Keywords should not be made visible in the viewport
UDEV00254290  Mouth Problems before Import of Animation Rig
UDEV00254311  Poses destroy the character's face if rotation is applied to the head control
UDEV00254087  Weighting issue in faceRobot Importer making shapes unusually large
UDEV00254289  Lip controllers and teeth position are wrong if you export then import an Animation Shape Rig.
UDEV00254305  Animate a face using mocap then Export and Re-import the Animation Rig -> Lip are not right on the Rig.
UDEV00254502  Game Export - Error pop (Unable to Connect RegionMasks) when clicking on "Add Textures"
Hair
UDEV00254584  "Copy Style" crash
UDEV00254582  Freezing the Hair after a "Pop Zero Hair" crash
UDEV00254722  Render Region of a model with hair cut to zero makes XSI crash.
UDEV00254558  Fur based on cluster is unstable.
UDEV00254562  XSI crashes when switching hair visibility from "guide hair" to "render hair".
UDEV00254585  After transferring UVs to Fur, a Render Region makes Softimage 2010 crash.
UDEV00254560  The clump fur command doesn't work.

Crosswalk
UDEV00244653  Tangents and binormals are imported as short (2 bytes) instead of float (4 bytes)
UDEV00254552  Motionbuilder FBX Does not Properly Exclusive Merge into SI2010 SP1
UDEV00254542  DotXSI: Wrong rotation order when exporting
UDEV00254388  Face Robot - Animation Export rig does not persist correctly across sessions if samplers density is higher than 1
UDEV00254443  Face Robot - Port ShapeWeight, FR_ICE_Import and faceRobot Importer plug-ins to Linux 64bits
UDEV00254087  Face Robot - Weighting issue in faceRobotImporter making shapes unusually large