

Autodesk Softimage 2013 Release Notes

This document describes known limitations, issues, and fixes in Autodesk Softimage 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 Softimage 2013 see:

<http://www.autodesk.com/me-install-2013-enu>

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

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

To report issues with this release, see: www.autodesk.com/softimage-support

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

For the most up-to-date release notes for Softimage 2013: www.autodesk.com/softimage-readme-2013-enu

What's Fixed?

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

Modeling	
SOFT-5621	GATOR crash transferring CAVs on components
SOFT-5589	Regression: mesh merge with blend + transfer materials results in corrupt UV cluster
SOFT-5399	(ACME-522) MergeMeshOp Clusters without properties not transferred by TransferAllPropertiesAcrossGenOp
SOFT-5388	(ACME-786) Edge clusters not highlighted in viewports if polygon mesh has more than one
SOFT-2563	GATOR transferring to an envelope does not overwrite the weights , but adds another envelope operator.
SOFT-1905	Crash in envelope weight prop when deleting enveloped points with the weight editor open
SOFT-1098	Spotlight with Slide Projector shader crashes when viewing cones

SOFT-5170	Poly Merge not Transferring Mats/Uvs properly
SOFT-4954	Split Edge Tools fails to work close to verts on large objects
SOFT-4931	NurbsSurfaceMesh.EvaluateClusterProperty() broken
SOFT-2632	polymesh merge UV's lost on merged objects
SOFT-2532	Cap Hole gives weird results when applied on the border of a 2D obj.
SOFT-2031	Crash! merging a object with Texture_Map and Map_Lookup_Color.
SOFT-4629	Tweak Tools Proportional Consider neighborhood is broken
SOFT-4654	Tweak Curve Tool functionality regression from 2011 - ability to add bezier knots
SOFT-4834	(ACME-380) CLONE - Select n-Sided Polygons tool is broken
SOFT-1403	Crash when setting users normals on model
Animation	
SOFT-5405	(ACME-723) FCurve Editor Undoing collapsing animation layers doesn't put them back in the FCurve Editor
SOFT-5385	(ACME-716) Shader parameters are losing "Link With" expressions when reloading scene
SOFT-5362	(ACME-710) RefModel Mixer FileCache Track persistence issue
SOFT-5349	(ACME-545) Pose constraint issue when Animation Ghosting is enabled
SOFT-5341	(ACME-363) FCurve Editor Supporting buffer curves as view attributes
SOFT-5338	(ACME-840) FCurve Editor Constrained zoom tool doesn't work anymore
SOFT-5297	(ACME-355) Problem using external animation having different source items than original animation
SOFT-5211	Crash by setting key with Character Key Sets
SOFT-5166	MAYA shortcut regression in 2012 SAP
SOFT-4957	(ACME-717) Mobu to Softimage shape anim export problem
SOFT-5298	(ACME-437) FCurve Editor FCurve smoothing returns unexpected result
SOFT-5295	(ACME-412) Problem using external animation having different source items than original animation - Last items missing support
SOFT-5294	(ACME-586) Custom Property FCurves are no longer shown in the Animation Editor
SOFT-5293	(ACME-391) Audio muted in Real-Time 25%, 50% and 75% modes if playback starts before frame 0
SOFT-5031	(ACME-608) Animation Editor New view attributes
SOFT-5004	(ACME-716) Shader parameters are losing "Link With" expressions when reloading scene
SOFT-4995	(ACME-731) Exporting an action adds it as an external file of the scene
SOFT-4993	(ACME-631) Tagged Parameters import as Locked Value Parameter

SOFT-4955	(ACME-721) - Implicit bone is not handled by any specific selection filter
SOFT-4917	(ACME-389) Animation Editor switches its editor depending on the current selection
SOFT-2800	Retime Markers are not cleared when changing selection.
SOFT-2930	Envelope Weights - Deformer Pick by Vertex does not pick vertex under mouse pointer
SOFT-2872	Retime tool doesn't work on curves inside action clips.
SOFT-4730	Draw Bones does not work with snapping
SOFT-4822	(ACME-416) Plot option "Process rotations to ensure continuity" breaks F-curve in a specific setup
SOFT-4832	(ACME-381) Locked values of the local transform can be modified with the transform tools
SOFT-4833	(ACME-712) Sources no more active on locked SRT parameters
SOFT-2827	Environment.transform parameter are saved by named matrix index
Rendering	
SOFT-5534	Crash - Load a solved FaceRobot scene, switch to OpenGL then paint some Maps.
SOFT-5173	Linux: OGL interaction glitch
SOFT-2846	sib_environment Tranform does not behave the same in OGL and Render.
SOFT-1083	Linux: TIF files with LZW compression crash Softimage
SOFT-5445	(ACME-808) Restricted users cannot render additional channels when the main channel is disabled
SOFT-5427	(ACME-402) Crash when using the sample "metal" CgFX shader
SOFT-5422	(ACME-420) ICE StrandVelocity Motion Blur is ignored if PointVelocity is 0
SOFT-5387	(ACME-347) - CgFX shaders don't support properly dds-mipmap textures
SOFT-5384	(ACME-715) Cubic_Mapping_6 shader has Y and Z axis not align with global reference axis
SOFT-5358	Real time shaders + Select specific image UV pair removes nodes from render tree
SOFT-5305	Crash during New Scene with Render Preview Open (Toon Pass)
SOFT-4750	RENDERING SDK: MR Shader Wizard generate vcproj contain dependencies lib "bufferoverflowU.lib" in x64 platform
SOFT-1163	Softimage writes a temporary file in %XSI_BINDIR% when you don't render the Main channel
SOFT-5056	(ACME-610) Importing an .xshaders file doesn't import the texture imageclips
SOFT-5055	(ACME-525) Crash when importing Model with custom RT Shaders
SOFT-5051	(ACME-382) New option to prevent getting back to initial frame after a screen capture
SOFT-5050	(ACME-346) ICE Angular velocity angle is recycling between -180 and 180 degrees
SOFT-5049	(ACME-418) ICE - wrong shape instance when rendering instances with ShapeInstanceTime

SOFT-5046	(ACME-479) UnPreMultiply clips RGB values to 1.0 with float images
SOFT-5023	(ACME-452) RenderMap renders black image if object has visible instances
SOFT-5020	(ACME-493) Rendering: Add support for partial frames (frame set)
SOFT-5013	(ACME-509) Render Region should not render automatically when Auto-Refresh is off
SOFT-5011	(ACME-556) TextureLayers.Layer.color connection lost
SOFT-5010	(ACME-528) Shader Color parameter of TextureLayer does not load since 2011
SOFT-5009	(ACME-600) Unconnected image clips made by merge scene
SOFT-5008	(ACME-633) Can't update many shader definitions at once
SOFT-1026	Problems with shader compounds that have too many exposed ports
SOFT-2948	Regression: Textutres on surface port of material incompatible with shaded mode representation.
SOFT-2613	Create Transform and Decompose Transform Math Shaders not showing as expected
SOFT-4579	HARD Crash On ScalarCurve edit
SOFT-986	Annotation Object casts shadows in OGL mode
SOFT-2275	RTS: Second Texture Space is not updating OpenGL view
SOFT-4665	Linux Realtime shader crash 01
SOFT-4551	sitoo Very slow render of hair with cut/density map
SOFT-2947	Softimage switches back to default renderer when loading an scene from command line
SOFT-2942	RENDERING: Crash Texture display for DDS image format in Japanese file name
SOFT-1162	XSINormalMap3 remap function doesnt work
SOFT-2618	duplicate instance leads to issues with partitions
SOFT-4787	CGFX cube samplers are broken.
SOFT-1172	Errors line 214 in RTUserTools.js upon opening a Render tree when the Delete Unused nodes preference is set to true.
SOFT-2664	OGL: Add support for more than 4 texture projections
SOFT-2826	Export selected command on a render tree material node doesn't work
SOFT-1459	RTS: viewport display not updated properly when you switch to another display mode and then back to realtime
SOFT-1239	OGL - Display for Spot Light Cones
SOFT-963	Editing mesh topology corrupts OpenGL realtime shader display
SOFT-2861	Ability to remove the white bucket that appears in the render region

ICE	
SOFT-5440	(ACME-659) ICE Exposed compound port name can't be the same as an internal compound name
SOFT-5428	(ACME-456) ICE ICENodePort.GetConnectedNodes and GetConnectedPorts return sometimes wrong objects
SOFT-5386	(ACME-396) ICE Raycast node doesn't support well the cutoff distance
SOFT-5360	ICE Modeling : Create Copies from Polygon Mesh is broken when using Point Cloud template
SOFT-5053	(ACME-433) ICE Debugging arrow tips are not scaling along with arrows length
SOFT-4532	CreatePolygonTool broken if ICETree present over modeling stack
SOFT-2824	CustomPassThrough ICENode example crashes in a geometry group context.
SOFT-2823	Crash when editing membership in a Group used for ICETree Geometry Instance
SOFT-2781	ICE when refer a custom attribute that is child of a Model except using one GetData node, refresh doesn't work
SOFT-2232	Changing pointcloud context of ClonePoint can cause deadlock or crash
SOFT-2227	ICE Curve locators gone wild
SOFT-5054	(ACME-742) ICE Debugging arrow tips are too big for small vectors
SOFT-5052	(ACME-388) ICE Compound Please persist the open/close group state when exporting compounds
SOFT-4941	0-1 Min/Max value is always rest to 0-10 : Linear Interpolate and Quaternion Interpolate
SOFT-4913	ICE: using "" in a string node will result in corrupt compounds
SOFT-2932	ICE Modeling Cap Hole tool is too slow
SOFT-2708	Filtering of VertexToPolygons Followed by Build Array from Set Oddities
SOFT-2589	ICE crash when loading ICE scene data
SOFT-2502	ICE Modeling ICE based tools performance is too slow
SOFT-2316	ICE - Lagoa Cloth (Object pass through the collider by default). Default Substeps should be change to fix this.
SOFT-2190	Lagoa-Collider Groups not supported upon initial creation and error result not logged
SOFT-1309	ICEModeling Crash undoing delete ICETree in this scene specific
SOFT-1286	ICEModeling Crash undoing Freeze of geometry in this scenario.
SOFT-4620	ICE Get Closest Point to Line does not resolve output type based on input type
SOFT-2809	ICE Create Copy from PolygonMesh doesn't work
SOFT-4697	ICE Modeling Texture Projection Sample Scene V Scale Broken
SOFT-4628	HARD Crash On Texture_Map Lookup in ICE on a reference
SOFT-4574	ICE Cycle check doesn't recognize the case when the cycle is formed via a dynamic ICE attribute

SOFT-2813	ICE Getting crash at setting topology from array if selected item is out of scope
SOFT-2799	ICE Rigid Bodies particles not updated with AngularVelocity
SOFT-2713	Build Linearly Interpolated Array gives division by zero when size is 1
SOFT-2712	(ACSO-387) ICE Renaming a group with spacing invalidates all Get Data nodes referring to it
SOFT-2683	Renaming objects with a space character in the name breaks ICE graphs
Texturing	
SOFT-5425	(ACME-532) FX Viewer Preferences .Lut file support
SOFT-5383	(ACME-366) Priority of local versus global material clusters is broken
SOFT-1511	Unfold - Cannot remove an edge from cutline after using "set from current edges".
UI	
SOFT-5623	UI: XSI Crashes when Entering Layout Editing Mode with a PolyMesh in Scene
SOFT-5591	Combo parameter in PPGs keep keyboard focus.
SOFT-4	ICE - Ability to turn off all the show values of an ICETree
SOFT-5421	(ACME-559) Layouts in a workgroup are not added until XSI restarts
SOFT-5420	(ACME-538) Compound Version Manager Version column is not always large enough
SOFT-5415	(ACME-504) Copy/Paste Comment and Group Comment nodes don't work
SOFT-5407	(ACME-430) Launching Softimage with -uiscript displays some dialogs
SOFT-5369	(ACME-431) CustomPSet Parameter name changed when a new proxy parameter is created
SOFT-5339	(ACME-713) Scene Layer Manager Crash when toggling visibility attributes under Windows XP 32bit
SOFT-5250	(ACME-581) Optional toolbar settings (such as Animation Editor) are not save correctly when running in Japanese
SOFT-4879	ICE Tree layout UI Refresh issue
SOFT-2429	Lock refresh problem
SOFT-1013	UI: Texture Editor View Attribute "overlaps" doesn't do anything when set in Custom Relational View Editor
SOFT-5269	(ACME-410) New horizontal/vertical spacer toolbar widget
SOFT-5255	(ACME-390) Increase the visibility of local rendering properties in the Explorer for all Renderers
SOFT-5249	(ACME-561) Glitches when maximizing collapsed floating windows
SOFT-4918	(ACME-467) Can't assign native command to Shift+Z key in keyboard mapping
SOFT-4851	UI: Softimage Crashes At Startup When Layout Editing Mode is Active
SOFT-926	Audio Destination keeps resetting to 'None'

SOFT-813	Bone primitive needs selection filter and more visibility support
SOFT-2677	crash on layout editing
SOFT-4627	HARD Crash On Texture_Map Lookup in ICE on a reference
SOFT-4821	(ACME-732) Fail to manipulate the light cone on a duplicated spot light
SOFT-688	DirectX9 display doesn't update to show changes to HLSL shader code
SOFT-499	Ability to pan in the Ice Tree with middle mouse button
SDK	
SOFT-5441	SDK UI WG: Custom Layouts Doesn't Load When Re-Connecting a Workgroup That Has Its Path Cached In Plugin Manager
SOFT-5374	python : httplib AttributeError: 'module' object has no attribute 'HTTPSConnection'
SOFT-5343	(ACME-642) SDK Wrong parent returned for a ShaderParameter nested under another ShaderParameter/ShaderArrayParameter
SOFT-2857	PutFCurveType doesn't work for Fcurves inside a Clip
SOFT-2830	SDK: Workgroup Layout connected via .wkg File does not show up in View Layouts menu
SOFT-2819	SDK: Layout not picked up if connecting to new workgroup using workgroup_path.data
SOFT-2565	SDK LINUX: Annotation.Parameter("Sender").Value is not working.
SOFT-2019	(ACME-769) SDK: Parameters defined after a color parameter can't be edited in multi mode.
SOFT-1877	SDK LINUX: Softimage crashes when doing Collection.AddItem
SOFT-5200	(ACME-836) SDK XSIUIToolkit.PickFolder doesn't always return the shorten path
SOFT-5162	(ACME-400) CDH's ViewContext Add metadata and view object support
SOFT-5147	SDK UI: FCurve Edito view attribute "hlecompensation" should not be changeable when "hle" is false
SOFT-5146	(ACME-597) Can't modify Python code in Script Operator Editor
SOFT-5139	(ACME-470) AddClip SDK command Argument requested to avoid UI interaction
SOFT-5138	(ACME-530) An enum value in siFamily is missing for MarkerOperators
SOFT-5132	(ACME-384) Multi output ports/targets of OperatorContext are not well supported with the C++ API
SOFT-5118	(ACME-395) - Porting the Maya Depth-of-Field plug-in to Softimage
SOFT-5026	(ACME-403) Crash when calling InspectObj from a PPG _OnChanged callback
SOFT-4972	(ACME-627) SDK new view attributes for the Texture Editor
SOFT-4770	SDK: Memory leak whenever the si shortcut from siutils is used
SOFT-2254	SDK Update AddMaterial Method
SOFT-5110	(ACME-607) Setup : The content of the files under ...\\XISISDK\\include\\Core (or FTK) is invalid

SOFT-4641	SDK: Parameter.IsValid() returns False when the object is valid
SOFT-4835	(ACME-672) Subcomponent objects are not consistent after a topology change
SOFT-2929	RefModels Expression SDK parenting fails
SOFT-4684	SDK: PPGControlType not defined for TextureSpaceltem and gradient controls
SOFT-4683	SDK: Cannot create a gradient widget in PPGlayout of shader definition plugin (realtime shaders).
SOFT-4572	RENDER SDK: Add SetReadOnly shortcut to ShaderParamDefOptions class
SOFT-2789	SDK UI : Cannot refresh PPG Layout from PPG pane context menu
SOFT-2684	C++ PPGEventContext Refresh on siOnInit breaks future GetInspectedObjects() calls.
SOFT-1928	SDK API: Passing invalid indices argument will cause a crash.
SOFT-1854	SDK UI: Progressbar doesn't raise an error if we set smaller value for .Maximum than .Minimum when .Visible=False
Crosswalk/FBX	
SOFT-5462	Action Items imported from FBX take the length of current scene's start and end frames
SOFT-5430	FBX Import animation - Turn on FCurve by default
SOFT-5303	Softimage fails to open medium to large FBX files, using both One-Click and FBX Import
SOFT-4921	fbx - Import FBX a file that was exported from 3dsMax and the animation of the Character arms will be wrong.
SOFT-5060	FBX Bone tool : missing a bone during export
SOFT-5041	ACME-371 Crosswalk Shader parameters animated by the mixer are not persisted properly
SOFT-4582	(ACSO-415) increase the performance with Crosswalk 2012
SOFT-4686	(ACME-404) Performance issue with Crosswalk 2012 Phase2
SOFT-2161	XSI FBX Export LEAKS when there is UV Texture assigned to material
Data Management	
SOFT-5112	(ACME-673) RefModel Translation is lost when applying Match All Transforms with TranslateTool activated
SOFT-5109	(ACME-551) Crash inspecting "RetargetAdjustPPG" with RefModel
SOFT-5108	(ACME-624) Model import fails for the ICE Kinematics controlled objects
SOFT-4966	(ACME-491) Caching frames outside timeline range doesn't work
SOFT-2917	RefModel Undoing ConvertToRefModel doesn't put back the nested material as local materials
SOFT-2905	RefModel Crash when undoing ConvertToRefModel
SOFT-968	Cache Manager Caching results in little black dots

SOFT-2637	RefModel : when using copy / paste does not name back correct after undo
SOFT-1333	Crash Softimage when renaming object from customer scene
SOFT-5401	(ACME-344) RefModel ConvertToRefModel doesn't support properly shared image clips and sources
SOFT-5389	(ACME-375) Mixer Shader parameters are not affected by animation clips when reloading scene
SOFT-5363	(ACME-730) RefModel Mixer persistence issue
SOFT-5348	(ACME-399) Crash when importing a specific scene having an expression in an action
SOFT-5346	(ACME-424) Mixer persistence issue when the Camera Distance parameter (Center of Interest) is part of an animation layer
SOFT-5345	(ACME-426) "Save As > Copy External Files under Project" fails from project AAA01 to project AAA
SOFT-5344	(ACME-397) Expressions in a constraint are lost when loading v5.11 scenes
SOFT-1173	Softimage crashes when caching (NCache format) all attributes of a Lagoa Simulation
FaceRobot	
SOFT-5429	(ACME-838) FaceRobot DNA path is no longer relative
SOFT-5035	(ACME-652) FaceRobot Support multiple paths instead of a single path for libraries
SOFT-5034	(ACME-583) FaceRobot DNA path should be relative instead of absolute
SOFT-5025	(ACME-619) FaceRobot Impossible to select controllers from the Act panel
SOFT-5024	(ACME-505) SIExtractPhonemes: Japanese language option is not working
General	
SOFT-5012	(ACME-615) Getting low FPS with many lights with Softimage
SOFT-4967	(ACME-638) Scripting support for Capture Options codec parameters
SOFT-5614	Running xsibatch or xsi with -w Argument fails when target workgroup contains layouts
SOFT-5372	LINUX Reload (F5) command in flipbook does not update when not on frame 1
SOFT-2687	Bone primitive still does not work with Duplicate Symmetry
Setup	
SOFT-5190	Un-install dialog should display Japanese in Japanese OS

Feature Limitations

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

SOFT-1373	OneClick\ICEFlow Sometimes cache will not load properly when sending some simulation from Softimage to Maya on Linux <i>Workaround: Manually reload the simulation cache in Maya when this happens.</i>
SOFT-1407	OneClick\ICEFlow -> Send an Envelope from Max to Softimage and the Envelope will be broken when cache indices match that of the envelope operator. <i>Workaround: Move the cache operator above the envelop operator or mute the envelop operator.</i>
SOFT-1523	OGL/HQV: Viewing close-up textures in full screen Crashes Softimage and Video Card. <i>Video drivers can timeout for complicated GPU programs, resulting with a driver reset. A workaround to change the timeout is documented here: http://msdn.microsoft.com/en-us/windows/hardware/gg487368</i>
SOFT-1719	Vista and Windows 7 : Audio volume stays stuck at Zero after you set it to zero once with the Windows Volume Mixer. <i>Search for "xsi.exe" under this registry, and delete that sub-registry key. It will reset the default sound value HKEY_CURRENT_USER\Software\Microsoft\Internet Explorer\LowRegistry\Audio</i>
SOFT-2105	ICEFlow - Send a Rigid Body simulation to Maya and the obj. will be static <i>Workaround: Need to cache with "all transform" option ON</i>
SOFT-2131	ICEFlow (MAX) -some envelopes sent from Max to Softimage appear as invisible. <i>Workaround: Mute the Envelope operator before sending to Softimage.</i>

Notes

The following list contains notes for this release.

SOFT-5645	HQV - Added MAX samples ENV for lower end cards who are experiencing issues related to SOFT-1523 Experienced users who have powerful graphics cards can change the capping in the setenv.bat or remove the capping entirely.
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