

AUTODESK® MOTIONBUILDER® 7.5 EXTENSION 1A FOR MICROSOFT® WINDOWS®

RELEASE NOTES

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The Autodesk MotionBuilder 7.5 Extension 1A software for Microsoft Windows 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 1A software product addresses FBX® compatibility issues as well as performance and stability issues.

Notes About Installation

Install the Autodesk MotionBuilder 7.5 Extension 1A software by following the installation instructions on the screen.

The default installation path for MotionBuilder 7.5 Extension 1A on the Windows platform is *C:\Program Files\Autodesk\MotionBuilder 7.5*.

Note: The MotionBuilder 7.5 Extension 1A software is not certified or supported with Windows Vista™.

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

Resolved Issues

The following describes the issues addressed by this release.

FBX Compatibility

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

Backward Compatibility

- Problems with bone visibility, light behavior, Control rig visibility, and other inconsistencies that occurred when loading MotionBuilder 7.5 Extension 2 files into MotionBuilder 7.5 Extension 1 are now resolved.

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 Hip/Chest Offset Settings

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

FBComponent::Parents

- You can now access an FBComponent’s Parent.

Disabling Pop-up Windows

- You can now use a command line to disable pop-up windows and other messages from MotionBuilder. If you activate this flag, the windows no longer display and are instead written to an error file. If a dialog box appears that requires a response to proceed, this script applies the default action.

Use the following command to disable MotionBuilder alerts and messages. The command line argument activates the suspension of message boxes during a Motion Builder session:

```
% motionbuilder.exe -suspendMessages
```

Exporting AMC Files

- There is no longer a loss of Base Translation information on import. Consequently, MotionAnalysis AMC files now export correctly into MotionBuilder.

Ghost Visibility Option

- You can now click the Ghost Visibility (eye) option in the Story window while the Properties window is open.

HTR Interpolation

- The HTR exporter now writes more accurate data on animation frames. Consequently, the precision is now improved when the animation is far from the scene root (0,0,0).

LoadAnimationOnCharacter and SaveCharacterRigAndAnimation Exposed in Python

- The LoadAnimationOnCharacter and SaveCharacterRigAndAnimation methods are now available through python scripting. Consult the FBFbxManager Class documentation in the Open Reality SDK 7.5 Help for more information on these methods.

Maya Cameras in MotionBuilder

- Now, the MotionBuilder software retains the Maya cameras' Focal Length values on saving scenes even if there are no keyframes set. Previously, the software replaced the Focal Length custom values with the default settings when there were no keyframes set.

MotionBuilder File Directory Configuration

- You can now set a custom configuration directory via the MB_CONFIG_DIR environment variable.

Open File in Story

- A problem where some scenes that use the Story window would not open or take a long time to open is now resolved. This occurred because files became corrupted when MotionBuilder had not successfully cleaned bridging information from them.

Optical Devices Transmitting Data

- Optical devices can now transmit data through Client\Network Server devices when it is in playback mode. Previously, optical devices only transmitted data while live.

Plotting Camera Switcher

- You can now continue working in MotionBuilder after selecting the Plot to option from the Camera switcher.

Saving Poses with Character Extensions

- You can now reload poses that contain Character Extensions using the File > Save Selection command. Previously, if you had saved poses using the Save Selection command, poses involving Character Extensions were not applied to the character when reloaded.

Scene Files Containing Audio

- You can now load scene files containing audio.

Stability

- The instability issue created by Network Client/Server devices that use custom properties is now resolved.

Story Window Cameras

- Issues with transforming cameras that were part of Story window Camera tracks are now resolved.

Story Window Playback

- Now, when you play back a Story window scene that contains several tracks with subtracks there are no more jumps or glitches.

Story Window: Translation and Rotation Offsets

- Problems where the plotting translation and rotation animation in the Story window created an occasional one-frame offset are now resolved.

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