

Autodesk® Softimage® 2013 Service Pack 1 (SP1)

The latest service pack for Autodesk® Softimage® 2013 software includes 75 fixes.

Coexistence

Softimage 2013 SP1 is a full build and can co-exist with Softimage 2013.
Softimage 2013 is not required to be uninstalled first.

Licensing

Softimage 2013 SP1 uses the same license as Softimage 2013. When installing Softimage 2013 SP1:

- Enter the product key 590E1 and your Softimage 2013 serial number, and then click Next.
- If you have a Network license, click Configure to switch to the Network licensing method.

The full list of fixes is as follows:

Animation

- SOFT-2810 Retimer Tool Softimage: Swapping Buffer curves causes refresh issue
SOFT-2188 MOTOR - Mistakes in tag template for BVH file crash Softimage when you click Apply in Mocap To Rig

Data Management

- SOFT-6095 xsi crash with refmodel in texture mapping
SOFT-5662 Using Save Cache to Mixer button from the Caching Files Tabs causes a crash
SOFT-5580 RefModel: Log messages are not being displayed
SOFT-5555 Saving a scene with an ICE tree on a referenced model and loading it back up and you lose the ICE Tree completely.
SOFT-4703 Missing an expression when merge Scene

General

- SOFT-6007 Softimage Crashes when light is deleted after 3d light manipulator is turned on
SOFT-1943 Crash: Animation Mixer Audio Track
SOFT-1294 SetTagValue will crash scene
SOFT-1862 Setup | Installation Progress Bar was not calculated properly

ICE

- SOFT-6000 Using locations with BuildArrayFromSet gives an array that changes each time you access the array
SOFT-2761 ICE : using an intrinsic attribute name with AddICEAttribute will crash Softimage
SOFT-2707 ICE camera scene references break when using memo cam buttons.
SOFT-2521 Bullet: Crash while computing simulation with high number of small particles
SOFT-1785 Construction history of ICE Explorer and XSI Explorer doesn't match in specific scenes
SOFT-1356 Operator deleted when deleting top ICETree
SOFT-1311 ICE keeps evaluating old group members until I replug or repick the appropriate group
SOFT-1266 Softimage crash when playing back (in loop mode) a RBD simulation.
SOFT-979 SDK : AddICEAttribute failed if object is deleted
SOFT-890 problem with ICE relations related to groups
SOFT-6150 ICE: Softimage crashes when copy-paste geometry (with ICE Tree) into a model followed by undo

ICE Crowds

- SOFT-5948 Crowdfx: Crash when disconnecting the 1st ICE Node in the Get_Animations_Sources ICETree of the point cloud

Modeling

- SOFT-5003 Modeling | "Slide on Surface" option of Proportional doesn't work

Rendering

- SOFT-6019 RENDERING: Setting an Invalid Temp File Path Crashes XSI On Startup
SOFT-6015 Material manager no longer displays clusters
SOFT-5986 RENDERING: Unhiding an object in the High Quality viewport crashes Softimage
SOFT-5947 HQV: XSI Crash On Exit When Switching To HQV With A Crowd Scene
SOFT-5878 Hardware Renderer Scene Option causes polymesh to appear deformed.
SOFT-5770 Regression - Copy/Paste Shader Compound missing a refresh
SOFT-5687 SDK RENDER: Memory Leak in C3DShaderParamDef When Exporting a Shader Compound
SOFT-5620 Ambient occlusion generated map has artifacts, in certain scenarios.

SOFT-5612 Crash when setting prefs in Startup event
SOFT-5570 XSI Crashes, when Applying A Pass Override On A CustProp That Is Being Pulled By An ICETree
SOFT-5564 OGL - HQV - Objects disappear
SOFT-5451 Regression - Shaderballs are black when using Hardware Renderer
SOFT-5284 Memory leak when Ambient Occlusion shader is exported and re-imported back into scene.
SOFT-4741 OGL -HQV Texture Repeats break the Viewcube
SOFT-4691 RenderTree Nodes Menu uses Replace Shader instead of Create Shader Task.
SOFT-4652 HQV Viewport shaders are draw black when executing from a script on a new session
SOFT-2922 Changing viewport shade mode to/from OpenGL modifies user normals on polygon meshes.
SOFT-2646 OGL HQV Refresh issue: Environment ball is temporarily visible in middle of viewport, and shaders are black
SOFT-1663 Tiles randomly not being rendered on multicore systems with On-Disk Framebuffers enabled.
SOFT-1473 A parameter's animation icon is disappeared when creating Group or Tab in a compound shader
SOFT-1402 OGL HQV Shadows: artifacts on polymesh edge and component selection
SOFT-1320 Wrong display results with generated ultimaps
SOFT-1071 Linux - Incomplete rendered EXR frames when On-Disk Framebuffers enabled
SOFT-5036 Crash when you assign specific tiff with LZW compression

SDK

SOFT-6083 SDK: CRigidBodyAccessor.GetPatriarch (), GetShapes(), GetShapeCount() crashes, when no rigid body is present
SOFT-6025 FindView2 methods crash Softimage if the specified view does not exist
SOFT-6016 GetObjectFromID2 crashes Softimage if the object does not exist
SOFT-6003 ICE: GetPortFromName2() crashes if portname does not exist in ICE node
SOFT-5993 SDK: Primitive.GetGeometry3() with no arguments causes crash
SOFT-5970 SDK: Loading a workgroup on startup using a .wkg file causes assert and crash
SOFT-5861 SDK BACKCOMP: Python Import Shortcuts Syntax Help Not Compatible with Legacy Versions of Softimage
SOFT-5790 C++ SDK | Missing Classification Argument in Factory::CreateParamDef()
SOFT-5691 SDK: Memory Leak when executing WeightEditorView.GetAttributeValue("invaliddeformers")
SOFT-2709 SDK | AddScriptedOp fails on first execution under Linux
SOFT-1732 SDK: FCurve.Type conversion from siBooleanFCurve to siIntegerFCurve fails and asserts
SOFT-1546 SDK: LoadPlugin() not returning the existing plug-in
SOFT-6160 Softimage crashes when retrieving view collection from nested views

Simulation

SOFT-5355 Cannot use Simulate Bullet Rigid Bodies with states

FaceRobot

SOFT-2619 FR Game Export - Click on "Use Duplicate" on the Game Export PPG then Softimage will crash

UI

SOFT-2406 LINUX | PPGs pop under views
SOFT-1302 Transient Explorer pops under PPGs. (Fedora Core 14)
SOFT-5411 Scene specific: Layers nodes are not visible on SE and Layers Curves not visible on the AE with CharacterKeySets

Crosswalk

SOFT-6011 FBX | keying issue - being changed to 1 key in 2 frame
SOFT-5832 FBX material are in the wrong shader node after export import.
SOFT-5811 FBX : Diffuse port is missing during export / import of Blinn
SOFT-5677 FBX : ICE crash during FBX export in "Mesh_With_Set_ICEMaterials_Tree.scn"
SOFT-5632 Unused UVs in an object with "Turn Internal Edge" operation will be wrong in the FBX export-import process
SOFT-5352 FBX exporter is splitting UVs causing issues in pipeline
SOFT-5160 FBX: XSI crash when export fbx bone using Export Envelope options
SOFT-2308 The cancel button is not working in the crosswalk FBX import\export
SOFT-1725 FBX: unable to export an image node with constant shader