Autodesk Maya 2014 Service Pack 4 Release Notes

Thank you for downloading Autodesk® Maya® 2014 Service Pack 4.

This document describes known limitations, issues and fixes in this release. It is strongly recommended that you read this document before you install this release. For reference, you should save this readme to your hard drive or print a copy.

Important notes:

• This service pack is a full product installation on all operating systems. Uninstall your existing Maya application before installing this release.
• This service pack includes all of the fixes from releases that preceded it. Therefore, you do not need to download and install all of the releases in addition to this service pack. For information on previous releases, see: www.autodesk.com/maya-releasenotes.

Additional Resources

For complete instructions about uninstalling and installing this product see: Maya Installation Help
To learn about new features in this release see: What's New in Maya
For complete documentation and resources, see: www.autodesk.com/maya-docs
For certified hardware, see: www.autodesk.com/maya-hardware
For more Maya Support, see: www.autodesk.com/maya-support

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What's Fixed

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

Bug Number	Summary	Component/s
MAYA-22492	Play every frame, maximum real-time inaccurate when looping	Animation General
MAYA-27405	Triggering evaluation on one shape in a blendShape triggers them all (performance improvement)	Animation General
MAYA-27808	Fixed issue with Autokey mode and Undo in Channel Box (sliders)	Animation General
MAYA-29214	Correct performance of buffer curves when modifying selection with new optionVar	Animation General
MAYA-29407	Only the first blendShape works	Animation General
MAYA-29420	Sequencer playback stutters when in real time mode	Animation General
MAYA-29710	Paint blendShape weights tool disconnects second target shape on object	Animation General
MAYA-30956	Euler filter doesn't work with layers	Animation General
MAYA-31773	AnimLayers: Can't copy/paste keys for boolean and enum attributes	Animation General
MAYA-33681	Setting attributes with autokey enabled requires two undos to remove the key	Animation General
MAYA-33805	HIK rigs don't have BPKGs on the FK nodes	Animation General
MAYA-34285	Maya HIK scaling baked curves in Graph Editor causes crash	Animation General
MAYA-30258	Improper call to kAfterNew message where it appears at startup	API
MAYA-30581	Obj export with file node connected to lambert breaks on import (manual editing required to correct)	Data Transfer
MAYA-33917	Using DirectConnect from command line raises license issue	DirectConnect
MAYA-28616	Fixed issues with epxorting construction history on selected nodes	File I/O
MAYA-23602	Unable to remove references from Outliner context menu (previously resolved by browsing to the file)	File Referencing
MAYA-26142	QtOpenGL issue where the viewport conforms to the QtWindow size	Foundation
MAYA-30003	MEL memory read error causes crash	Foundation
MAYA-14397	Fixed memory issues with unassigned return values	MEL
MAYA-13111	Fixed crash with mayabase.dll and ramp shader	mental ray
MAYA-31064	ImagePlane casts shadows when rendered in mental ray	mental ray
MAYA-29629	Single frame performance lag in solve	nHair
MAYA-13670	HLSL Shader plugin failed to find shader that is in folder with scene file	Rendering
MAYA-24366	Fixed crash with Delete Edge Tool (polyengine/ TpolyGeom getVertex)	Rendering
MAYA-29829	Draw issue with face normals on inverted faces	Rendering
MAYA-30176	PSD layers drop-down menu does not with with DX11 shader	Rendering
MAYA-30304	Update problem in Viewport 2.0 with shader assignment to unconnected faces in component mode on a poly object	Rendering
MAYA-30966	Fixed issue with Viewport 2.0 and Undo workflows that caused displays to be out of sync	Rendering
MAYA-31059	Fixed performance issues with Interactive Sequence caching option in File node	Rendering
MAYA-29623	Deleting scene assemblies connected to undeletable nodes allows undeletable nodes to be deleted	Scene Assembly
MAYA-29321	Fix listAttr to work when a node has greater than 2^{15} attributes	Scripting
MAYA-31350	Fix renameAttr and Save As functionality for nodes with greater than 2^{15} attributes	Scripting
MAYA-33012	Baked noise infinite loop fix	XGen
MAYA-33013	Animated influence curve fix	XGen

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Limitations

The following are known limitations in this release.

Viewport 2.0 'graphics hardware does not have sufficient memory' error (MAYA-34609)

When using the Mac OS X platform, if you encounter a warning in Viewport 2.0 that your graphics hardware does not have sufficient memory, you can workaround this issue by setting the environment variable MAYA_OGS_GPU_MEMORY_LIMIT to the amount of graphics card memory (in MB) that you have available.

For example, if your graphics card has 6GB of memory, set this environment variable to 6144.