

Cinema 4D R17 (SP3)

Change List – Cinema 4D / BodyPaint 3D – Service Release 17.053

Animation

- Fixed an issue with tangents

BodyPaint 3D

- Fixed a stability issue with UVs

Camera Reconstruction

- Fixed an issue with transparent images

Character Animation

- Fixed an issue with Protection tag
- Fixed several issues in Character templates
- Fixed an issue with Binding in Character object
- Fixed an issue with undo/redo in Character object
- Fixed an issue with console errors with Character Builder
- Fixed an issue with Muscle object
- Fixed an issue with Clamp Constraint
- Fixed several issues in Weight Manager
- Fixed an issue after scene load

Color Chooser

- Fixed an issue in Analogous mode
- Fixed several issues in Spectrum mode
- Fixed several issues in HSV mode
- Fixed an issue with Autokeying in HSV mode
- Fixed several issues in the Color Chooser Interface
- Fixed an issue with short link to the tex folder
- Fixed an issue with Save Preset
- Fixed an issue with Reload Default Group option
- Fixed an issue with Color Distribution for the Monochromatic mode
- Fixed an issue with swatch preset drag & drop from catalog

Content Browser

- Fixed several issues with the Preview
- Fixed a stability issue

Exchange (general)

- Fixed several cosmetic issues
- Fixed several stability issues
- Fixed several issues with Collada scene import
- Fixed an issue with BVH Import
- Fixed several issues with Sketchup Import
- Fixed an issue with VRML2 Import

Exchange (Alembic)

- Fixed an issue with Alembic (Merge)
- Fixed several issues with Alembic (relative, absolute path)
- Fixed an issue with Alembic (Thinking Particles)

Exchange (FBX)

- Updated FBX to SDK version of 2016
- Fixed an issue with FBX Export (lost material)
- Fixed an issue with FBX Import (material)
- Fixed an issue with FBX and animated MoInstances
- Fixed an issue with FBX and Take System

Exchange (OBJ)

- Fixed an issue with OBJ Export (Effectors)
- Fixed an issue with OBJ Export (Render Instances)
- Fixed an issue with OBJ Export (Cloner object)
- Fixed an issue with OBJ Export (additional material)
- Fixed an issue with OBJ Export (duplicate vertices)
- Fixed several issues with OBJ Scale
- Fixed several issues with OBJ Import
- Fixed several OBJ Import performance issues

Hair

- Fixed an issue with Hair and Ambient Occlusion
- Fixed an issue with Grass and Ambient Occlusion

Houdini Exchange

- Fixed several stability issues
- Fixed several cosmetic issues
- Upgrade to Houdini Build 15.0.313
- Fixed an issue with Remove Unused Materials
- Fixed several issues with Houdini Engine and XPresso
- Fixed several issues with Houdini Engine and Physical Render
- Fixed several issues with Houdini Engine and Motion Blur

- Fixed several issues with Houdini Engine and Team Renderer
- Fixed an issue with Undo performance loss

Interface

- Fixed several stability issues
- Fixed several cosmetic issues
- Fixed an issue with HUD control settings
- Fixed an issue with reset of several Viewport settings
- Fixed an issue with ToDo tag
- Fixed an issue with Spline GUI and Preset window
- Fixed an issue with Xpresso Tag (Priority Type)
- Fixed an issue with Sky and Date/Time
- Fixed an issue with SDS Object and Compatibility option

Motion Tracker

- Fixed an issue with Manual Tracking and Default Pattern and Search Size

Material System

- Fixed several cosmetic issues
- Fixed an issue with Reflectance channel and removed layers
- Fixed an issue with Reflectance channel and preview update on shader change
- Fixed an issue with Reflectance channel and Cloth preset
- Fixed an issue with Reflectance channel and thumbnail refresh after undo
- Fixed an issue with Viewport refresh and Seamless Material in Material tag

Menu Manager

- Fixed an issue with Customize menus

Modeling

- Fixed several stability issues
- Fixed an issue with Spline Arc tool
- Fixed an issue with connect Points with Spline Pen
- Fixed several issues with Spline Boolean commands
- Fixed an issue with edge selection
- Fixed an issue with Normal data

MoGraph

- Fixed a stability issue with MoSpline

Objects

- Fixed a stability issue with Remove Duplicate Materials

OpenGL

- Fixed several stability and performance issues

Picture Viewer

- Fixed an issue with Picture Viewer and frame number (Team Render)

Preferences

- Fixed an issue live refresh and interface colors

Python

- Fixed several stability issues
- Fixed several cosmetic issues
- Added BaseDraw allocation
- Added third argument of BaseContainer.InsDataAfter()
- Changed returned tuple values order of TreeViewCustomGui.GetVisibleScrollArea()
- Added "aliasrans" argument to CopyData()
- Added GetAllTokenEntries()
- Added CAPoseMorphTag SetActiveMorphIndex(), GetMorphIndex() and GetActiveMorph()
- Fixed an issue with optional arguments for SubDialog.AddMultiLineEditText() and SubDialog.AddColorChooser()
- Fixed an issue with wrong class to Register() function
- Fixed an issue with c4d.utils.RangeMap
- Fixed an issue with SetSnapSettings()
- Fixed several issues with TreeViewCustomGui.GetVisibleLineCount()
- Fixed an issue with ToolData.InitTool()/FreeTool()
- Fixed an issue with PaintTexture.SetSelected_Texture()
- Fixed an issue with LayerShaderLayer with linked shaders and layers
- Fixed an issue with BaseTake.GetRenderData()
- Fixed an issue with BaseTake.GetCamera()

Render Queue

- Fixed an issue with texture errors

Renderer

- Fixed several stability issues

Sculpting

- Fixed a stability issue

Sketch and Toon

- Fixed an issue with Python command

Take System

- Fixed an issue with Material Override
- Fixed an issue with drag & drop animated overridden parameter
- Fixed an issue with lost material shaders
- Fixed an issue with switch between Takes
- Fixed an issue with link selection to other managers
- Fixed an issue with added shaders to Child Takes
- Fixed an issue with Reflectance preview
- Fixed an issue with moving Keyframes

Team Render

- Added message about information in the console
- Fixed several cosmetic issues
- Fixed several stability issues
- Fixed an issue with unknown render engine
- Fixed an issue with running client after finish the project
- Fixed an issue with wrong render results
- Fixed an issue with connection test
- Fixed an issue with different Global Illumination render results

Team Render Server

- Fixed several cosmetic issues
- Fixed several stability issues
- Fixed an issue with the upload of Global Illumination caches
- Fixed an issue with reordering of jobs
- Fixed an issue with failed assembling
- Fixed an issue with post effects
- Better handling if one client gets an error
- Fixed several issues with Japanese chars in folder name
- Fixed an issue with delete a single render result

Template

- Fixed several cosmetic issues
- Fixed several issues with claws control in Insect template
- Fixed an issue with the controller hierarchy in Insect template
- Fixed several issues with thumb control in Biped template
- Fixed several issues with Spine Count in Biped template
- Fixed an issue with layers in Biped template
- Fixed an issue with feet in Biped template
- Fixed an issue with Neck Count in Advanced Biped template
- Fixed an issue with the static head in Fish template

- Fixed an issue with symmetry in MoCap template

Texture Manager

- Fixed an issue with Directory Selection dialog

Thinking Particles

- Fixed an issue with Alembic Import

Timeline

- Fixed several cosmetic issues
- Fixed an issue with shortcuts
- Fixed an issue with rearranged of Motion Layers
- Fixed an issue with gouraud shading and lines in the viewport
- Fixed several cosmetic issues in XPresso

Other

- Fixed several stability issues
- Fixed several issues with Script Manager
- Fixed an issue with Script Menu
- Fixed an issue with gouraud shading and lines in the viewport
- Fixed several cosmetic issues in XPresso