

Cinema 4D R18 Ryzen Hotfix

Change List – Cinema 4D / BodyPaint 3D – Hotfix Update 18.048

This update is highly recommended for most R18 users. It can be applied to all Cinema 4D and BodyPaint 3D versions of Release 18.

WARNING: For Substance Engine users using Mac!

Unfortunately, with this update the Substances' non-default OpenGL mode will no longer work on macOS. Substance Engine 6 dropped support for the OpenGL engine, which is still being used by Cinema 4D.

No issues are to be expected if you use the default Substance SSE2 engine.

However, if you require the OpenGL engine, e.g., for texture resolutions greater than 2k, please do not install this hotfix update. We apologize for any inconvenience this may cause.

How to install the update if you are using an AMD Ryzen CPU

Due to an incompatibility of the R18 version of the Mesa libraries (Software OpenGL), the original R18 won't start when using a Ryzen CPU. We offer 2 solutions:

- If you are using e-delivery, you can download a completely new installer that already contains the new version with the hotfix in your e-portfolio.
- If you are using our installer from the USB stick you can start R18 by first deleting the file `opengl32.dll` in the subfolder `resource\libs\win64\mesa\` of your Cinema 4D / BodyPaint 3D root folder (default: `\CINEMA 4D R18\resource\libs\win64\mesa\opengl32.dll`).

Then Cinema 4D will be capable of starting on AMD Ryzen configurations and you can select the update you downloaded. The update will automatically place a newer, fixed version of Mesa in your folder. No further actions required.

If you have any further questions, please contact our support at www.maxon.net/en/support/how-can-we-help/

NEW IMPROVEMENTS IN THIS RELEASE

- Support for Ryzen CPUs added and fixed the related issue with Mesa (Software OpenGL)
- Basic support added for files saved with Substance Designer 6
- Mesa support for macOS 10.12.4 and higher enabled, was already enabled for 10.11, 10.10, 10.9
- Fixed an issue of preview images of Content Library items not being created on macOS 10.12
- Fixed an OpenGL stability issue

OLDER IMPROVEMENTS IN PREVIOUS UPDATES

HOTFIX UPDATE 18.041

- This update fixes an "Incorrect file structure" issue that can appear in rare cases with MoGraph setups.
- In case you have one of these rare setups and have an affected file, please contact the MAXON support. We will help you recover your data.
- For all others, this updated is highly recommended to avoid faulty files.

ANIMATION

- Fixed an issue with Key Interpolation tab in the project settings
- Fixed an issue with drag & drop of motion clips between motion layers

BODYPAINT 3D

- Fixed a stability issue with BodyPaint 3D

C++ API

- GeClipMap::GetFontDescription() now returns the correct value
- PythonLibrary::InitConstant() now returns the correct value

CAMERA

- Fixed an issue with focus distance picker
- Fixed an issue with camera crane orientation

CAMERA RECONSTRUCTION

- Fixed an issue with Camera Mapping tag

CHARACTER ANIMATION

- Fixed an issue with Morph Deformer Base Pose
- Fixed an issue with Visual Selector not scaling dropped icons
- Fixed a stability issue in the character animation IK system
- Fixed an issue with calculated offset of Parent constraint
- Fixed an issue with joint selection and the Weights Manager
- Fixed an issue with blending weights
- Fixed an issue with falloffs of multiple Pose Morph Deformers
- Fixed an issue with renaming poses
- Fixed an issue with Parent Constraint and Frozen Coordinates
- Fixed an issue with undo of deleted Morph tag
- Fixed a refresh issue with selection only
- Fixed an issue with weight painting on selected joint
- Fixed an issue with Parent Constraint Record Optimized
- Fixed an issue with stepping Keys of Parent Constraints
- Fixed an issue with CMotion parameters of previous versions
- Fixed an issue with smoothing weights

- Fixed an issue with Constraints rotation order
- Fixed an issue with CMotion Parameter Position display in User Interface
- Fixed an issue with normalizing weights to 100% in Weights Manager
- Fixed an issue with Python code not being called in the Character Component tag
- Fixed an issue with mixing Point Level Animations with Pose Morph
- Fixed an issue with falloffs of multiple Pose Morph Deformers

CLOTH

- Fixed an issue with the Cloth Collider tag
- Fixed an issue with the Iterations parameter when importing cloth objects

COLOR CHOOSER

- Corrected a naming consistency issue with the Color Chooser's color swatches
- Color Chooser can now also pick screen colors on scaled high-resolution screens on Windows
- Fixed an issue with the naming of re-imported color swatch groups
- Fixed an issue when cancelling the process of saving a color swatch group

CONTENT BROWSER

- Fixed an issue with the Content Library loading too slowly

DEMO VERSION

- Fixed an issue with render settings in the demo version

DEFORMER

- Fixed an issue with a Bevel Deformer
- Fixed an issue with UV/VU modes of the Surface Deformer
- Fixed an issue with Bevel Deformer

DYNAMICS

- Fixed a stability issue with Dynamics when high number of objects is used

EXCHANGE (GENERAL)

- Fixed an issue with exporting COLLADA and reflectance
- Fixed an issue with DDS images on macOS 10.12
- Fixed an issue with BodyPaint 3D/Maya Exchange
- Fixed several issues with Update Merge
- Fixed a performance issue with the Substance plugin
- Fixed an issue with Substance plugin that caused artefacts
- Fixed an issue with DPX format support
- Fixed an issue with DWG format support
- Fixed an issue with VRML format support
- Fixed an issue with Substance

- Fixed an issue with texture animation
- Fixed an issue with DDS header support
- Fixed an issue with 'Send project back' for exchange
- Fixed an issue with the Maya BodyPaint 3D Plugin and added Maya 2017 BodyPaint 3D support

EXCHANGE (ALEMBIC)

- Fixed an issue with Hair object on export
- Fixed an issue with Subdivision Surface object on export
- Fixed an stability issue with Subdivision Surface object on import
- Fixed an issue with Camera Deformer used with exported camera
- Fixed an issue with exporting animations driven by effectors
- Fixed an issue with incorrect Normals
- Fixed an issue with export via Python script
- Alembic Vertex Color tags can now be read in XPresso
- Fixed an issue with Alembic Export not supporting the Connect Generator correctly
- Fixed an issue with Alembic Export that caused Flipping Rotation values on animations where the negative values changed to positive values. 3° to -1° became 3° to 359°
- Fixed an issue with Alembic Ogawa export not supporting multiple particle groups

EXCHANGE (FBX)

- Fixed an issue with saving FBX file when exporting a compositing project file via the render settings
- Fixed an issue with FBX export of animated material color
- Fixed a stability issue with FBX export
- Fixed an issue with FBX export/import of Subdivision Surfaces
- Fixed an issue with FBX export of scenes with an empty Subdivision Surfaces Weight tag
- Fixed an issue with FBX and reflectance
- Fixed an issue with FBX and nested Takes
- Fixed an issue with FBX export of scenes with Subdivision Surfaces Weight tags
- Fixed an issue with Takes without animation in the scene
- Fixed an issue with Normals on import
- Fixed an issue with sub-takes
- Fixed an issue with Subdiv weighting
- Fixed an issue with the Symmetry object in combination with export
- Fixed an issue with Null objects in combination with export
- Fixed an issue with splines in combination with export

EXCHANGE (OBJ)

- Fixed a stability issue with Alembic particles coming from Houdini
- Fixed an issue with false additional meshes on OBJ import
- Fixed an issue with incorrect Normals on rotating objects
- Fixed an issue with incorrect Normals when using the Boole object

- Fixed an issue with incorrect Normals when using the Subdivision Surface object
- Fixed an issue with incorrect Normals when using the Particle Emitter object
- Fixed an issue with Deformers on export
- Fixed an issue with Symmetry object on export
- Fixed an issue with Metaball object on export
- Fixed an issue with OBJ and MoGraph Support

HAIR

- Fixed an issue with Hair UVs
- Fixed an issue with Hair multi-pass support
- Fixed an issue with Hair object settings

HOUDINI ENGINE

- Updated Houdini Engine to version 15.5.632
- Fixed a performance issue with Houdini Engine
- Upgrade from 15.0.313 to a newer H15 build (15.5.480)

IMPORT

- Fixed an issue with Update Merge dialog and modal dialogs on macOS

INTERFACE

- Fixed an issue with Text Spline
- Fixed an issue with Color Chooser interface
- Fixed an issue with Viewport
- Fixed an issue with wrong version number in the title bar
- Fixed an issue with MoText used in XRef
- Fixed an issue with MoText and kerning
- Fixed an issue with Material Manager
- Fixed an issue with scrolling
- Fixed a stability issue Powerslider and Fill command
- Fixed an issue with missing tabs in the Attribute Manager
- Fixed an issue with saving non-default positions of the Object Manager window
- Fixed some issues with the interface
- Fixed an issue with kerning
- Fixed an issue with shortcuts in the Material Manager
- Fixed an issue with the User Interface Font on MAC OSX

LICENSE SERVER AND LICENSING

- Fixed an issue with RLM runtime license
- Fixed an issue with License Server
- Fixed an issue with the RLM license server
- Fixed an issue with RLM server shutdown

- Fixed smaller issues with the licensing system

MATERIAL

- Fixed an issue with Reflectance Layer
- Fixed an issue with the Thin Film shader and transparency
- Fixed a stability issue with Reflectance user interface
- Fixed an issue with the preview of gradients in material channels
- Fixed a stability issue when using more than one Proximal shader
- Fixed an issue with the UV scaling parameter of the Variation shader
- Fixed an issue with the reflectance properties of materials when merging scene files
- Fixed an issue with too long loading times for the Viewport preview of complex textures
- Fixed an issue with the preview size of grass materials
- Fixed an issue with the file name extension when saving materials

MODELING

- Fixed several issues with Plane Cut tool and Gizmo handle rotation
- Fixed an issue with the Bevel Deformer
- Fixed several stability issues with the Loop Cut tool
- Fixed several issues with Line Cut tool and undo
- Fixed an issue with Line Cut tool and Spline Cut highlighting
- Fixed several issues with Line Cut tool control points
- Fixed an issue with Line Cut tool and missing cuts
- Fixed an issue with the Plane Cut tool on small geometry
- Fixed a stability issue with Ctrl+dragging of Line Cut tool control points
- Fixed an issue with the Bevel tool and partial rounding
- Fixed an issue with the Plane Cut tool gizmo
- Fixed an issue with the Line Cut tool and complex cuts creation
- Fixed an issue with the Line Cut tool and moving control points
- Fixed an issue with the Plane Cut tool gizmo and Auto Snap
- Fixed an issue with the Line Cut tool control points and clipping settings
- Fixed an issue with Line Cut tool snapping
- Fixed an issue with saving scenes with SDS weights
- Fixed an issue with the Plane Cut tool and workplane
- Fixed an issue with the Line Cut tool when performing several cuts from similar points on the mesh
- Fixed several issues with Line Cut tool and temporary cut
- Fixed an issue with the Plane Cut tool on small geometry
- Fixed an issue with Line Cut tool and N-gons
- Fixed an issue with the Line Cut tool and camera navigation
- Fixed an issue with Plane Cut Tool Highlighting
- Fixed an issue with the disconnected Line Cut tool control points

- Fixed a stability issue with the Line Cut tool
- Fixed an issue with Line Cut Tool and view clipping
- Fixed an issue with Spline Mask
- Fixed an issue with Line Cut tool when cutting from a view within an object
- Fixed an issue with Line Cut tool and view clipping
- Fixed an issue with Line Cut tool preview cut
- Fixed an issue with Spline Mask and converting splines
- Fixed an issue with Bevel tool when beveling points
- Fixed a stability issue with Plane Cut tool and multiple objects
- Fixed an issue with component display in OpenSubDiv
- Fixed a stability issue with Line Cut tool when splines are used for cutting
- Fixed an issue with Loop Cut tool and loop range
- Fixed an issue with Line Cut tool and dynamic guides
- Fixed an issue with Knife tools and Viewport Icons
- Fixed an issue with Line Cut tool and Spline Cut tool and re-using splines
- Fixed several issues with Line Cut tool and undo/redo
- Fixed several issues with Line Cut tool and spline cut highlighting
- Fixed an issue with Line Cut tool and generated splines
- Fixed an issue with Line Cut tool and Select Cuts option
- Fixed a stability issue with Line Cut tool and Spline Cut
- Fixed an issue with Bevel Tool and Ending option
- Fixed an issue with Poly Pen undo
- Fixed an issue with Line Cut tool and spline cut projection
- Fixed an issue with Line Cut tool temporary cut and Ctrl+dragging
- Fixed an issue with Bevel tool and Fixed Distance
- Fixed a stability issue with Plane Cut tool and preview cut movement
- Fixed an issue with Line Cut tool and Split mode
- Fixed an issue with Bevel tool leading to distorted results
- Fixed an issue with Line Cut tool in orthographic Views
- Fixed an issue with Loop Cut tool and Preserve Curvature preview
- Fixed an issue with the Line Cut tool and falsely created edges
- Fixed a stability issue with the loop cut tool
- Fixed several stability issues with the line cut tool
- Fixed an issue with false control points of the line cut tool
- Fixed an interface issue with the plane cut tool
- Fixed an issue with the line cut tool that lead to destroyed meshes
- Fixed an issue with disappearing control knots in the line cut tool
- Fixed an issue with undo in kerning User Interface
- Improved handling of multiple selected objects when null objects are involved for some modeling tools

- Fixed an issue with deformed input splines and Spline Mask
- Fixed an issue with Spline Pen stability
- Fixed an issue with Spline Boole commands
- Fixed an issue with Spline tool's cut positions
- Fixed an issue with component visibility and OpenSubdiv
- Fixed an issue with Metaball's 'Solid' option
- Fixed an issue with surface preservation of Loop Cutter
- Fixed an issue with Line Cutter intersection points
- Fixed an issue with Plane Cut gizmo
- Fixed an issue with handle highlighting in Plane Cutter
- Fixed an issue with Loop Cutter in Path mode
- Fixed an issue with Loop Cutter User Interface
- Fixed an issue with highlighting in Plane Cutter
- Fixed an issue with Plane Cutter handling
- Fixed an issue with Scheme Color preferences
- Fixed an issue with Plane Cutter and hierarchies
- Improvements of memory usage of Open SubDiv adaptive mode
- Fixed an issue with Plane Cutter handling
- Fixed a Line Cutter issue when cutting on small geometry
- Added a Line Cut option for preserving N-gon curvature
- Fixed an issue with Line Cutter highlighting
- Fixed an issue with visible only line cuts
- Fixed an issue with Plane Cutter handles
- Fixed an issue with Line Cutter
- Fixed an issue with Spline Mask
- Fixed an issue with Vertex Normals
- Fixed an issue with Polygon Pen
- Fixed an issue with Poly Pen cuts
- Fixed a speed issue with Line Cut
- Fixed an issue with Line Cut undo
- Fixed an issue with Symmetry object
- Fixed an issue with Spline Cut
- Fixed an issue with the Spline Mask hierarchy
- Fixed an issue with the Line Cut tool when using shift+click on edge
- Fixed an issue with Viewport interaction of cuts
- Fixed an issue with undo after using the Line Cut tool
- Fixed an issue with edge loop selection by double-click
- Fixed an issue with the Loop/Path Cut tool in Use Edge mode
- Fixed an issue with slider of the Loop Cut tool

- Fixed an issue with yellow control points of the Line Cut tool
- Fixed an issue with the function of the Preserve Curvature Option of the Loop/Path Cut tool
- Fixed an issue with the function of the Bool object
- Fixed an issue with performance by using the bool object
- Fixed an issue with default parameter of cycloid object
- Fixed an issue with Phong Break selection out of bounds
- Fixed an issue with the Plane Cut manipulator
- Fixed an issue with the Symmetrical Cut option of the Loop/Path Cut tool
- Fixed a stability issue with bad SubDivision Surface weight data
- Fixed an issue with Line Cut and Spline Cut function
- Fixed an issue with the Line Cut tool when manipulating the control points
- Fixed an issue with the Line Cut tool by using a spline to cut
- Fixed an issue with the Line Cut tool when cutting multiple objects
- Fixed an issue with the Line Cut tool when Shift+click on a cut line
- Fixed an issue with Loop Cut and Preserve Curvature

MOGRAPH

- Fixed an issue with keyframe animated lights as MoGraph clones
- Fixed an issue with position inaccuracy of the Camera shader
- Fixed an issue with MoText and undo
- Fixed an issue with missing units in Push Apart interface
- Fixed an issue with empty dropdown list for clones
- Fixed an issue with Cloner object and light intensity when lights are made Child objects of the Cloner object
- Fixed an issue with MoSelection painting
- Fixed an issue with cloned lights and time offset
- Fixed an issue with incorrect Matrix numeration
- Fixed an issue with wrong scaling sizes using Cloner Enable Scaling to Polygon
- Fixed an issue with naming of multiple MoGraph Selection tags
- Fixed an issue with nested Voronoi Fractures and MoGraph selections
- Fixed an issue with Delay Effector and MoGraph Weight Paintbrush
- Fixed an issue with Delay Effector and MoGraph Selection
- Fixed an issue with Voronoi Fracture and images as Point Generator source
- Fixed an issue with Voronoi Fracture aligning points with shader
- Fixed a stability issue with Voronoi Fracture and Sample Mode set to Surface
- Fixed an issue with Voronoi Fracture and polygon center as creation mode
- Fixed an issue with Voronoi Fracture Selection tags
- Fixed an issue with Voronoi Fracture and Sort Result
- Fixed an issue with animated Voronoi Fracture
- Fixed a stability issue adding Cloner objects

- Fixed an issue with Voroni Fracture not using axis of polygon islands
- Fixed an issue with Voroni Fracture not using polygon islands
- Fixed an issue with very large Voronoi Fracture objects
- Fixed an issue with Voronoi Fracture changing the shape of fractured parts
- Fixed an issue with default settings in combination with Rigid Body
- Fixed an issue with hollow objects
- Fixed an issue with display of Clone attributes
- Fixed an issue with point generators
- Fixed an issue in combination with CMotion
- Fixed a refresh issue in combination with MoText
- Fixed cosmetic issues (among others with CMotion, the Point Generator and bounding boxes)
- Fixed an issue with unclean meshes
- Fixed an issue with material assignment
- Fixed an issue with material order
- Fixed an issue with normals
- Fixed a performance issue with undo and Fracturing
- Fixed an issue with Fracturing refresh
- Fixed an issue with Splines as source
- Fixed an issue in combination with MoInstance
- Fixed an issue in combination with Cloner object
- Fixed an issue with incorrect mesh being generated
- Fixed an issue of Fracture in combination with Voronoi Fracture
- Fixed an issue with hidden geometry
- Fixed an issue with Matrix object as source
- Fixed an issue with nested Voronoi Fracture
- Fixed an issue of Fracture in combination with Thinking Particles
- Fixed an issue with refresh
- Fixed an issue with MoGraph cache
- Fixed a double command entry
- Fixed a stability issue
- Fixed an issue in combination with Phong tag
- Fixed an issue with Point Selection tag
- Fixed an issue with incorrect mesh being generated
- Fixed an issue with reversed normals
- Fixed an issue with selection tags
- Fixed an issue with refresh
- Fixed an issue with Voronoi Fracture Sample Precision setting
- Fixed an issue with Voronoi Fracture naming of two input fields
- Added an Idea to Voronoi Fracture for additional points with duplicate sources

- Fixed an issue with fragments offsets
- Fixed an issue with Voronoi Fracture Point Generator and linear color space
- Fixed an issue with Voronoi update of painting MoGraph weights
- Fixed an issue with Water Shader used for Fracture Voronoi
- Fixed an issue with artifacts using a spline as source of Voronoi Fracture
- Fixed an issue with XRay on Fracture Voronoi source objects
- Fixed an issue with Voronoi Fracture and wrong Normals
- Fixed an issue with Voronoi Fracture with Splines as source
- Fixed an issue with Bevel tool on multiple objects
- Fixed an issue with the Kerning End value
- Fixed an issue with multiple MoGraph selections
- Fixed an issue with Matrix/Tracer and Swap command
- Fixed an issue with the naming of the MoGraph Weight node in XPresso
- Fixed an issue with Matrix in Object mode and Distribution in Edge mode
- Fixed an issue with cloner and different scaling in R17 and R18
- Fixed an issue with Align Clone actualization using a Matrix with Deformer as child
- Fixed an issue with Honeycomb orientation and precision
- Fixed an issue with offset and scaling
- Fixed an issue with MoGraph Weight tag response after double clicking the tag
- Fixed an issue with Honeycomb precision
- Fixed an issue with display of the cloner handles
- Fixed an issue with the MoGraph Grid Array
- Fixed an issue with MoGraph Cache import

MOTION TRACKER

- Fixed an issue with the Object Tracker that kept it from solving when parts of the frame range had too few tracks
- Fixed an issue with the Lock View on Track(s) mode in the Motion Tracker
- Fixed a stability issue with the Motion Tracker
- Fixed an issue with Track creation the Motion Tracker that caused an offset
- Fixed an issue with Viewport update
- Fixed a performance issue
- Fixed an issue with vector handles
- Fixed an issue with error handling in scene loading
- Fixed an issue with activation of Interface tab
- Fixed an issue with zoom
- Fixed an issue with 'Lock View on Tracks' when selecting another tracker
- Fixed an issue with pattern and search size
- Fixed a double command entry

OBJECTS

- Fixed a Phong issue with the Figure object
- Fixed an issue with ObjectData particle modifier
- Fixed an issue with kerning of the Text object
- Fixed an issue with the handle of the Figure object
- Fixed an issue with Subdivision Surface – OpenSubdiv Catmull-Clark (Adaptive)
- Fixed an issue with the Physical Sky object – display of the moon
- Fixed an issue with the move tool while dragging

ONLINE UPDATER

- Fixed an issue with missing images in the Updater

OPENGL

- Fixed an issue with Tessellation mode
- Fixed a stability issue with Material Preview
- Fixed an issue with Viewport Tessellation
- Fixed an issue with OpenSubDiv shader compiling
- Fixed an issue with OpenGL Reflection
- Fixed an issue with Tessellation performance
- Fixed an issue with MESA
- Fixed an issue with OpenGL strings
- Fixed an issue with OpenGL performance
- Fixed an issue with Viewport Reflections
- Fixed an issue with Viewport Specular
- Fixed an issue with OpenGL Tessellation scaling

PYTHON

- Fixed an issue with Drag & Drop
- Fixed an issue with GetTakeSelection()
- Fixed an issue with BaseObject.EvaluateSynchronizedRotation()
- Fixed an issue with Description.GetParameter()
- Fixed an issue with InitBakeTexture()
- Fixed an issue with CreateSubstanceShader()
- Fixed an issue with CallUVCommand()
- Fixed some stability issue with Python
- Fixed an issue with BaseList2D.SetLayerObject()
- Fixed an issue with HyperFile.WriteFloat32()
- Fixed an issue with TextureTag.GetMaterial()
- Fixed an issue with InitRenderStruct

POWERSLIDER

- Fixed a performance issue caused by missing texture libraries
- Fixed several stability issues with the Powerslider

RENDERER

- Fixed an issue with Color channel affecting Alpha channel
- Fixed several issues with artefacts in Soft Shadows
- Fixed an issue with Specular Multi-Pass
- Fixed an issue with progress bar during rendering
- Fixed an issue with artefacts appearing when using Hair, Irradiance Cache and Physical Renderer
- Fixed an issue with render preview
- Fixed an issue with visible Area lights shape
- Fixed an issue with Watermark and radiosity maps
- Fixed an issue with Reflectance and Picture Viewer Rendering
- Fixed an issue with GI artefacts and Physical Renderer
- Fixed an issue with rendering Fog
- Fixed an issue with Shadow Catcher Reflection
- Fixed an issue with artefacts in Watermark

SCULPTING

- Fixed an issue with mesh Projection on high-resolution meshes
- Fixed an issue with sculpting on very dense meshes
- Fixed an issue with sculpting tools on low-resolution mesh
- Fixed an issue with baking RGB Tangent displacement maps without Round Geometry and Use Top Level
- Fixed an issue with baking RGB Tangent displacement maps
- Fixed an issue with baking displacement map from sculpt
- Fixed an issue with bad UV Layout

SKETCH AND TOON

- Fixed an issue with Strokes pattern
- Fixed a stability issue with Commander
- Fixed an issue with visibility of outlines
- Fixed an issue with time offset
- Fixed a crash on Sketch and Toon

TAKE SYSTEM

- Fixed a stability issue with Take System camera
- Fixed an issue with Take System export
- Fixed an issue with lost Take System material links
- Fixed an issue with Take System material polygon selection
- Fixed an issue with Take System

TEAM RENDER

- Fixed an issue with Team Render messages
- Fixed a stability issue with Stop Rendering in Picture Viewer
- Fixed a stability issue with rendering at high resolution
- Fixed a stability issue with Rendering character animation
- Fixed a stability issue with Stop Rendering in Render Queue
- Fixed an issue with Team Render/Render Queue
- Fixed an issue with Team Render Server and FAQ
- Fixed an issue with Render Queue/Team Render and log file
- Fixed an issue with Render Queue/Team Render
- Fixed an issue with Team Render

TEAM RENDER SERVER

- Fixed an issue with reordering jobs in web interface
- Fixed an issue with wrong time displayed in web interface
- Fixed an issue with job priority of Render Clients
- Fixed an issue with failed render jobs
- Fixed an issue with reordering jobs in web interface
- Fixed an issue with opening Team Render Server/Team Render Client
- Fixed an issue with Team Render Server/Team Render Client window
- Fixed an issue with Team Render Server/Webinterface
- Fixed an issue with Team Render Server/Webinterface and FAQ
- Fixed an issue with Team Render Server/Webinterface – description
- Fixed an issue with Team Render Server/Webinterface – job handling
- Fixed an issue with completing the rendering of animations

TEXTURE MANAGER

- Fixed missing context menu entries in the Texture Manager
- Fixed missing default directory for the Relink function of the Texture Manager
- Added support for textures of 3rd-party renderer
- Enhanced the functionality of the context menu in the Texture Manager
- Fixed an issue with backslash at the end of path names
- Fixed an issue with the redo function after clearing textures in the Texture Manager
- Defined a highlight color to point out the current focus element in a selection list in the Texture Manager
- Fixed an error in the menu structure of the Texture Manager
- Fixed an error in the Texture Manager, which allowed renaming the "No Layer" tag
- Fixed an error in the way the Texture Manager displays the frame range of animated textures
- Fixed a flicker of the preview image in the Texture Manager
- Fixed an issue with globalizing/localizing texture file paths in the Texture Manager

TIMELINE

- Fixed several issues with Bubble Help in the Timeline

- Fixed an issue with Timeline – treeview drag & drop

UV TOOLS

- Fixed an issue with UV Peeler helper lines
- Fixed an issue with UV projection on Subdivision Surfaces

VERTEX COLOR

- Fixed several issues with Vertex Map shader OpenGL display
- Fixed a stability issue with vertex colors and the Connect command
- Fixed an issue with Paint mode being lost in Paint tool
- Fixed an issue with Explosion Deformer
- Fixed an issue with Shatter Deformer
- Fixed an issue with Pressure default setting
- Fixed an issue with Vertex Map Shader used in Alpha channel
- Fixed an issue with painting on points clouds
- Fixed an issue applying Vertex Color on child objects of symmetry objects
- Fixed an issue with vertex colors displayed wrong in different viewport views

VIEWPORT

- Fixed an issue with Viewport refresh
- Fixed an issue with Tessellation
- Fixed a stability issue with the Viewport
- Fixed an issue with wrong shading in Viewport
- Fixed an issue with Viewport filter
- Fixed an issue with updating Reflectance preview in Viewport
- Fixed an issue displaying maps, loaded in several Reflectance Layers in Viewport
- Fixed an issue displaying maps, loaded in Reflectance Specular in Viewport
- Fixed an issue displaying maps, loaded in Reflectance Fresnel in Viewport
- Fixed an issue selecting objects in parallel view
- Fixed an issue with moving, scaling and rotating in Viewport when multiple objects are selected
- Fixed an issue displaying objects with reflectance and reversed normals
- Fixed an issue with decreasing performance after replacing materials
- Fixed an issue with decreasing performance caused by material projection

XPRESSO

- Fixed an issue with XPresso tags
- Fixed an issue with the spline GUI
- Fixed an issue with Matrix2HPB node
- Fixed an issue with XPresso Node Layout
- Fixed an issue with renaming of XPresso nodes
- Fixed an issue with XGroups

- Fixed an issue with X-Pool presets
- Fixed a refresh issue with XPresso
- Fixed an issue with XPresso Math node
- Fixed an issue with XPresso strings
- Fixed an issue with Xpresso Post effect node
- Fixed an issue with XPresso Python node

OTHER

- Fixed an issue with moving Point Light and flickering shadows
- Fixed an issue with particle baking
- Fixed a stability issue when saving scenes with assets on macOS that include non-existing Windows paths
- Fixed an issue with the Standard Emitter
- Fixed an issue with watermarks
- Fixed a Cinema 4D loading issue on Mac Intel Skylake machines