Cinema 4D R18 (SP2)

Change List – Cinema 4D / BodyPaint 3D – Service Release 18.039

New Improvements in This Release

Animation
  • Fixed an issue with Key Interpolation tab in the project settings

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

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

CineRender Nemetschek
  • Fixed an issue with Update Merge dialog and modal dialogs on macOS

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

Deformer
  • Fixed an issue with a 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

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

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

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

Houdini Engine
- Updated Houdini Engine to version 15.5.632
- Fixed a performance issue with Houdini Engine

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

License Server
- Fixed an issue with RLM runtime license
- Fixed an issue with License Server

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

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

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 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 a stability issue
- Fixed an issue with animated Voronoi Fracture
- Fixed a stability issue adding Cloner objects
- Fixed an issue with Voronoi Fracture not using axis of polygon islands
- Fixed an issue with Voronoi 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

**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

**Objects**

- Fixed a Phong issue with the Figure object
- Fixed an issue with ObjectData particle modifier

**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

**Python**

- Fixed an issue with CPyObject_FromDragtypeID
- 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()

**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

**Sketch and Toon**

- Fixed an issue with Strokes pattern
- Fixed a stability issue with Commander

**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

**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

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

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

Timeline
• Fixed several issues with Bubble Help in the Timeline

UV Tools
• Fixed an issue with UV Peeler helper lines

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

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

XPresso
• Fixed an issue with XPresso tags
• Fixed an issue with the spline GUI

Other
• Fixed an issue with moving Point Light and flickering shadows

Older Improvements in Previous Updates

Animation
• Fixed an issue with drag & drop of motion clips between motion layers

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 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

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

Exchange (General)

- 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 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 Alembic
- 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.
  - $3^\circ$ to $-1^\circ$ became $3^\circ$ to $359^\circ$
- Fixed an issue with Alembic Ogawa export not supporting multiple particle groups

Exchange (FBX)

- 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 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**

• Upgrade from 15.0.313 to a newer H15 build (15.5.480)

**Interface**

• 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 the RLM license server
• Fixed an issue with RLM server shutdown
• Fixed smaller issues with the licensing system

**Material**

• 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 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 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 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 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

**OpenGL**

• 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 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

**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 visibility of outlines
- Fixed an issue with time offset
- Fixed a crash on Sketch and Toon

**Take System**
- Fixed an issue with Take System

**Team Render**
- 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 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 an issue with globalizing/localizing texture file paths in the Texture Manager

**Timeline**
- Fixed an issue with Timeline – treeview drag & drop

**UV Tools**
- Fixed an issue with UV projection on Subdivision Surfaces

**Vertex Color**
- 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 a stability issue
• 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 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 particle baking
• Fixed a stability issue when saving scenes with assets on OS X 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