

# 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 a 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 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 a stability issue
- 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

## **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 Xpress 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