Cinema 4D R18 (SP3)
Change List – Cinema 4D / BodyPaint 3D – Service Release 18.057

ANIMATION
• Fixed a stability issue

ANNOTATION
• Fixed an issue with the positioning of annotations
• Fixed an issue with annotations attached to Spline Masks containing spline instances

BODYPAINT 3D
• Fixed an issue with the Colorize tool
• Fixed an issue with the Color Correction filter

CHARACTER ANIMATION
• Fixed several issues with Parent Constraint
• Fixed an issue with the Vertex Map Paint tool
• Fixed an issue with the combination of Subdivision Surface and Vertex Map

CAMERA RECONSTRUCTION
• Fixed an issue with the Motion Tracker and Constraints

COLOR CHOOSER
• Fixed an issue with the Color Chooser
• Fixed a performance issue with Color Swatch

DEFORMER
• Fixed several issues with Bevel Deformer

DYNAMICS
• Fixed an issue with the Spring Connector

EXCHANGE
• Fixed an issue with BodyPaint 3D exchange
• Fixed an issue with 3DS Max exchange plugin
• Fixed several issues with OBJ import
• Fixed an issue with OBJ exchange and Reflectance channel
• Fixed several stability issues with Alembic
• Fixed an issue with merged Alembic files
• Fixed an issue with Sound Effector on Alembic Export
• Fixed an issue with Hair on Alembic Export
• Fixed an issue with Sweep on Alembic Export
• Fixed an issue with exported Vertex Alembic maps
• Fixed an issue with rendering Alembic animations
• Fixed an issue with SketchUp import and imperial unit system
• Fixed an issue with broken interface after a SketchUp merge
• Fixed an issue with Substance Manager
• Fixed an issue with Substance Shader
• Fixed an issue with Substance Shader in Material Manager
• Fixed several issues with FBX import/export

HOUDINI EXCHANGE
• Standardized the naming of attributes on Houdini Engine output generators
• Added support for particle orientation to Houdini Engine plugin

INTERFACE
• Fixed an issue with missing icons
• Fixed an issue with vertical tabs
• Fixed an issue with incorrect markers
• Fixed an issue with materials using identical Reflectance channel
• Fixed several issues with Reflectance layers
• Fixed an issue with usability of minimized windows
• Fixed an issue with refresh behavior of kerning in Viewport
• Fixed an issue with icon color in the Object Manager
• Fixed an issue with ToDo list in the Attribute Manager.
• Fixed an issue with separator line in Attribute Manager
• Fixed an issue with locked icon
• Fixed an issue with User Data
• Fixed an issue with Customize Commands
• Fixed an issue with shortcuts to F13–F19 keys on macOS
• Fixed an issue with some interface elements
• Fixed an issue with the Powerslider keyframe field
• Fixed several stability issues

KERNING
• Fixed several issues with kerning in Viewport
• Fixed several issues with Horizontal/Vertical Kerning Scale
• Fixed several issues with the Kerning usability
• Improved the accessibility of the scaling handles
• Fixed an issue with the kerning user interface remaining after deleting the text
• Fixed an issue with very short distances in the kerning user interface
LICENSE SERVER
• Fixed an issue with serial info support

MATERIAL
• Fixed an issue with the function for selecting materials with the same Reflectance channel setup
• Fixed an issue with the Variation shader and Team Render
• Fixed an issue with additively mixed textures using Parallax bump mapping
• Fixed an issue with an out-of-memory issue with missing textures
• Fixed an issue with Thinfilm shader textures when inside a Layer shader
• Fixed an issue with the Texture Manager displaying the wrong name for the Reflectance channel
• Fixed an issue with pasting of shaders in the Layer shader
• Fixed an issue where "First Active Material" command didn’t work
• Fixed an issue with Substance Engine and OpenGL on macOS

MOTION TRACKER
• Fixed an issue with inconsistent tracking by Motion Tracker

MELANGE
• Fixed naming issue in Melange
• Fixed an issue with several Melange parameters

MODELING
• Fixed an issue with Weld tool ghost points
• Fixed an issue with the Weld tool and Splines
• Fixed an issue with the Polygon Pen in Polygon Brush mode
• Fixed a stability issue with the Polygon Pen
• Fixed an issue with Polygon Pen projection
• Fixed several issues with Line Cut tool control points
• Fixed several issues with Line Cut tool selections
• Fixed an issue with Line Cut tool in object hierarchies
• Fixed an issue with Line Cut tool and Snapping
• Fixed an issue with Line Cut tool and UV coordinates
• Fixed an issue with the Line Cut tool and Subdivision Surface object
• Fixed an issue with Line Cut tool and “Visible Only”
• Fixed an issue with Line Cut tool creating additional cuts
• Fixed an issue with Line Cut tool precision
• Fixed an issue with Line Cut tool and Backface Culling
• Fixed an issue with the Line Cut tool preview
• Fixed an issue with Line Cut tool when switching views
• Fixed an issue with Line Cut tool and editing temporary cuts
• Fixed an issue with inaccurate line cuts on large objects
• Fixed an issue with Line Cut tool and navigation
• Fixed an issue with the Plane Cut gizmo
• Fixed an issue with Loop Cut tool handling
• Fixed an issue with Loop Cut and cut movage
• Fixed an issue with Loop Cut tool HUD
• Fixed an issue with Loop Cut tool curvature
• Fixed an issue with Plane Cut Tool control points
• Fixed an issue with Plane Cut Gizmo Colors
• Fixed an issue with Spline Mask containing Cloner objects
• Fixed an issue with Spline Mask and Extrude object
• Fixed a Layer issue with nested Spline Mask objects
• Fixed an update issue with Spline Mask hierarchies
• Fixed an update issue with nested Spline Mask shapes
• Fixed an issue with MoSplines under Spline Masks
• Fixed an issue with grouped Spline Mask and Matrix object
• Fixed an issue with Spline Mask animation
• Fixed an issue with Spline Boolean operations
• Fixed an issue with Spline Mask refresh
• Fixed a memory issue with path selection
• Fixed an issue with Spline Mask and instance objects
• Fixed an issue with subordinated Spline Masks
• Fixed an issue with Viewport Solo on polygonal objects

MOGRAPH
• Fixed an issue with Voronoi Fracture using the Sketch and Toon Spots shader for point distribution
• Fixed an issue with non-ascii letters in external MoGraph cache files
• Fixed an issue with using Cloner object in Radial mode in combination with Push Apart effector
• Fixed an issue with MoExtrude and normal tag handling
• Fixed several issues with updating the Cloner in axis distribution mode
• Fixed a refresh issue with deformed normals
• Fixed a refresh issue with SplineMask in combination with Tracer and Matrix or Cloner object
• Fixed a stability issue

OPENGL
• Fixed several performance issues with using OpenGL in the Viewport under macOS

PYTHON
• Added new "def_file" string parameter to LoadDialog()/SaveDialog()
• Fixed an issue with MessageData Timer
• Fixed an issue with UVWTag::CpySlow()
• Fixed an issue with RELAXUV_EDGESEL_POINTER
• Fixed an issue with c4d.Cast()
• Added “lengthunit” optional parameter to c4d.utils.StringToNumber()
• Fixed an issue with BaseDraw.DrawPoints() “vc” and “vn” optional parameters

RENDERER
• Fixed a stability issue with Material Override
• Fixed an issue with Subsurface Scattering

TAKE SYSTEM
• Fixed an issue with copying active Takes
• Fixed an issue with Keyframes in active Takes

TIMELINE
• Fixed several issues with Timeline performance
• Fixed an issue with Timeline navigation
• Fixed several stability issues
• Fixed an issue with duplicate tracks in the Timeline for animated reflectance parameters

UV TOOLS
• Fixed an issue with locking of the UVW tag

VIEWPORT
• Fixed an issue with highlighting feature.
• Fixed a stability issue
• Fixed an issue with Viewport tessellation and Surface Shading

XPRESSO
• Fixed an issue with XPresso connections layout
• Fixed an issue with the Spline user interface
• Fixed an issue with XGroup colors