

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 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 move
- 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