Cinema 4D R19 (SP2)
Change List – Cinema 4D / BodyPaint 3D – Service Release 19.053

ANIMATION
• Fixed a stability issue with polygon reduction and the Skin object
• Fixed an animation issue when interpolating between two identical Track values

BODYPAINT 3D
• Fixed an issue with 32-bit images
• Fixed an issue that caused projection painting to become corrupted
• Fixed a stability issue with projection painting in the Viewport
• Fixed an issue where texture selections always included the pole areas

CHARACTER ANIMATION
• Fixed a stability issue with selecting joints in the Weight Manager
• Fixed a synchronisation issue with color thumbnails in the Weight Manager
• Fixed an issue with color thumbnails in the Weight Manager
• Fixed an issue with highlighting a joint in the Weight Manager
• Fixed an issue with changing weight colors in the Weight Manager
• Fixed an issue with the Weight Manager’s HUD mode
• Fixed an issue with Draw All Joints in the Weight Manager
• Fixed an issue with the Weight tool appearance in Viewport
• Fixed an issue with multiple Weight Expressions applied to a single object
• Fixed some issues with the selection of joints in the Weight Manager
• Fixed an issue with the filtering of weights in the Weight Manager
• Fixed a performance issue with character animation
• Fixed an issue with the Smooth mode of the Paint tool
• Fixed an issue with PSD correctional on rotated meshes
• Fixed an issue with the Paint tool when drawing vertex maps
• Fixed an issue with the Parent Constraint Expression
• Fixed an issue with the vertex map not being displayed properly on triangulated meshes with the Paint tool inactive
• Fixed an issue with deleting vertices
• Fixed an issue with the Lock mode of Weight Manager
• Fixed an issue with using Sculpting brushes on PSD morphs
• Fixed an issue with selections in the Weight Manager
• Fixed an issue where filtering in Joints List did not allow unselecting joints
• Fixed an issue with the Weight Manager’s Mirror command
DEFORMER

- Fixed incorrect spelling in the Deformer object’s settings
- Fixed an issue where Noise shaders have a different scaling when used as either falloff or shading source
- Fixed an issue with geometry errors created by the Correction deformer

DOODLE

- Fixed an issue with the maximum size of a Doodle object

EXCHANGE

- Fixed an issue with the Alembic tag generation when making Alembic Generators editable
- Fixed an issue with the Alembic generator conversion when using Current State To Object
- Fixed an issue with the display size of Alembic point clouds
- Fixed a performance issue with the Alembic Morph tag
- Fixed an issue with Alembic and Physical Motion Blur
- Fixed an issue with Alembic export
- Fixed an issue with FBX and animated Null objects
- Fixed an issue with SDS and FBX import
- Fixed an issue with FBX and light objects
- Fixed an issue with expression-driven animations and multiple Takes
- Fixed an issue with FBX and Dynamics
- Fixed a performance issue with FBX when exporting a scene using IK animation
- Fixed an issue with reversed order of objects when importing an OBJ
- Fixed an issue where unassigned materials were deleted after importing
- Fixed an issue with incorrect normals when flipping the Z axis of OBJ exports
- Fixed an issue with the OBJ export of LOD levels
- Fixed an issue with splitting by materials at OBJ import
- Fixed an issue with the progress bar staying active after OBJ export
- Fixed an issue with Normals vertices of exported OBJ objects
- Fixed an issue when using Send to ArchiCAD after first-time install
- Fixed some issues with Update Merge and Instances
- Fixed a stability issue that occurred with some older CPUs when loading textures
- Fixed an issue with displaying color profiles
- Fixed a stability issue with Picture Viewer when saving to AVI
- Fixed a rounding issue with codec data rates for media export

INTERFACE

- Fixed an issue with texture paths in the preferences menu
- Fixed an issue with the highlighting of icons having a cogwheel symbol for settings
- Fixed an issue with the icon color displayed incorrectly in the Attribute Manager
- Fixed an issue with the material icon displayed incorrectly in the Attribute Manager
- Fixed an issue with creating knots in a gradient
• Fixed an issue with creating new points on Spline Curves in the Attribute Manager
• Fixed an issue with the highlighting of the Project object icon in Rigging layout
• Fixed an issue with the icon of the Project object
• Fixed an issue with the icon palette of the Rigging layout
• Fixed an issue with the User Data's Range Slider
• Fixed an issue in the Sculpting preferences
• Fixed a typo issue in the information for the Add Motion Clip at … command
• Fixed an issue with wrong Tooltips for the X and Y axis in the main toolbar
• Fixed a performance issue with several Path fields
• Fixed an issue with the buttons for managing output format presets in the Render Settings
• Fixed an issue with saving files too large to be written for their respective format

MATERIAL
• Fixed an issue with the Parallax Offset for Bump Maps
• Fixed an issue with an incorrect arrow icon being used in the Layer Shader UI
• Fixed an issue with the Flip Z (Blue) option for a Custom Normal Map in the Reflectance channel's Bump Strength settings
• Fixed an issue where Use Material Color was not greyed out correctly
• Fixed an issue with certain parameters of a Nukei material missing in the Attribute Manager
• Fixed an issue with certain parameters of a Mabel material missing in the Attribute Manager
• Fixed a render issue with the Tiles shader
• Fixed an issue where rendering reflectance caused artifacts

MOTION TRACKER
• Fixed an issue with Lens Profile and Motion Tracker

MODELING
• Fixed an issue with Viewport refresh when moving the camera and using LOD objects
• Fixed a performance issue on Mac OS when using LOD objects
• Fixed an issue with the Falloff Strength for Deformer objects
• Fixed an issue where the Selected Edge Size influenced the Live Selection preview
• Fixed an issue with the Symmetrical Cut option of the Loop/Path Cut tool
• Fixed an issue with the HUD slider of Loop/Path Cut moving out of the Viewport
• Fixed an issue with applying a Line Cut when switching from Single Line to Multi Line cut
• Fixed an issue with the preview functionality of Line Cut
• Fixed an issue where Line Cut used with Dynamic Guides left indelible guide marks in the scene
• Fixed an issue with the accuracy of Perpendicular Snap when using Line Cut
• Fixed an issue with the Knife tool not working correctly in orthogonal views when an object has been rotated
• Fixed an issue where Line Cut did not cut through all visible polygons in Parallel Camera mode
• Fixed several issues with the Knife tool in orthogonal views
• Fixed an issue with the Polygen Pen and Dynamic Guides
• Fixed a stability issue due to memory trashing when changing the Fracturing thickness
• Fixed an issue with Create Cap of nested Spline Masks
• Fixed an issue with the accuracy of Line Cut in Auto Snap mode when using Vertex Snap
• Fixed an issue with the Polygon Pen when creating Polygons on an existing mesh
• Fixed an issue with centering the axis when using Connect Objects
• Fixed an issue with selections of multiple object types when using Connect Objects + Delete
• Fixed an issue with the initialization of the Correction Deformer
• Fixed an issue with isolated points changing position when deleting polygons with Mesh Check enabled
• Fixed an issue with Polygon Reduction preventing Dynamics from working
• Fixed an issue with Undo of Polygon Reduction Generator
• Fixed an issue with an offset occurring when using Plane Cut with active Vertex Snap
• Fixed an issue with the Polygon Reduction Generator restarting calculation when putting Material on Object
• Fixed an issue with Materials not updating properly in Viewport when using Polygon Reduction Generator
• Fixed an issue with Polygon Reduction Generator when adding a Material to an object
• Fixed an issue with Phong Shading being used together with a Polygon Reduction
• Fixed an issue where Undo changed the selection order in the Object Manager
• Fixed an issue with Paint tool’s Apply All function
• Fixed an issue with the Spline Pen when Spline Snap and Mid-Point Snap are enabled
• Fixed an issue with the Depth attribute of the Bevel tool
• Fixed an issue with polygon reduction and Joint Weights
• Fixed an issue with Connect Object for multiple Spline Objects
• Fixed an issue with the Description of Frequency Graph in Sound Effector
• Fixed an issue with Sound Effector outputting wrong values in Peak mode
• Fixed an issue with incorrect values of the Frequency Graph in Sound Effector
• Fixed some issues with the Probe color in the Sound Effector’s Probe settings
• Fixed an issue with undoing changes to the Sound Effector’s Logarithmic setting
• Fixed an issue with multiple Sound Effectors in one scene
• Fixed an issue with the default settings of the Amplitude in Sound Effector
• Fixed an issue with editing the Probe Color in Sound Effector
• Fixed an issue with the scaling of the Frequency Graph in Sound Effector
• Fixed an issue with Sound Effector and Timeline
• Fixed an issue with redrawing the frequency graph after undoing a Sound Track deletion
• Fixed an issue with the color swatch of the Sound Effector’s Probe color
• Fixed an issue where the Sound Effector’s Decay attribute was ignored when rendering
• Fixed an issue with applying Reset to Default to the Sound Effector’s Noise Falloff shape
• Fixed an issue with the Viewport not updating properly when changing a Deformer’s Falloff settings
• Fixed a stability issue with Voronoi Fracture and Spline objects
• Fixed a stability issue when applying Soft Selection to the polygons of an object inside a Cloner object
• Fixed an issue with opening complex MoGraph scenes
• Fixed an issue with duplicating a Cloner object
• Fixed a stability issue with baking a MoGraph cache to file
• Fixed an issue with Handles being used to control the size/count of Deformer objects in the Viewport
• Fixed an issue with disappearing clones when using MoGraph Selection in Rectangle mode
• Fixed an issue with external MoGraph cache files when opening a scene
• Fixed an issue where clones in Object mode did not maintain their positions on the object while being deformed
• Fixed an issue with the Cloner object generating too many clones
• Fixed a stability issue with multiple stacked displacement materials
• Fixed a stability issue when clearing the loaded Sound Track in Sound Effector
• Fixed an issue with Deformers being used on Trace Paths
• Fixed an issue with Sources of Voronoi Fracture
• Fixed several issues with the Geometry Glue function of Voronoi Fracture
• Fixed an issue with the Autoupdate settings of Voronoi Fracture
• Fixed an issue with the consistent designation of the Voronoi Fracture’s Falloff setting
• Fixed an issue with the Phong Angle in the Voronoi Fracture’s Detailing setting
• Fixed an issue with Voronoi Fracture’s Thickness setting
• Fixed an issue with Voronoi Fracture’s Hull Only setting
• Fixed an issue with animating objects using Voronoi Fracture
• Fixed an issue with Voronoi Fracture using MoGraph Weight Maps
• Fixed an issue with Voronoi Fracture Detailing applied to scaled objects
• Fixed an issue with artefacts on intersecting meshes using Voronoi Fracture
• Fixed an issue with the Maximum Edge Length parameter of Voronoi Fracture
• Fixed some stability issues with Voronoi Fracture’s Thickness setting
• Fixed a stability issue with Voronoi Fracture’s Creation Method, Edge Centers
• Fixed an issue with Substance shader being used as Source for Voronoi Fracture
• Fixed an issue with Voronoi Fracture Detailing’s user interface
• Fixed an issue with Shader Effector and Voronoi Fracture
• Fixed an issue with Voronoi Fracture and UV maps
• Fixed an issue with Voronoi Fracture’s Time attribute in the Transform tab having no function
• Fixed an issue with Voronoi Fracture’s Fix Points to Generator option
• Fixed an issue with Voronoi Fracture’s seed setting
• Fixed a stability issue with the Random Effector and Voronoi Fracture
NON LINEAR ANIMATION

• Fixed a stability issue with Add Motion Clip

OBJECTS

• Fixed an issue with removing references of Instance objects
• Fixed an issue with the names of the objects created when making a Physical Sky editable
• Fixed an issue with saving a new city as location for the Physical Sky
• Fixed an issue with the Spherical Camera while using the Standard Renderer
• Fixed an issue with the Physical Renderer and lens distortion
• Fixed an issue with the Polygon Reduction Generator when moving/rotating objects in Model mode

OBJECT MANAGER

• Fixed an issue with the Delete Without Children command

OPENGL

• Fixed some issues with displaying reflections of multiple Area Lights in Viewport
• Fixed an issue with the exclusion of objects in Light objects
• Fixed an issue with Alternative Shadow Filtering in the Hardware Renderer
• Fixed an issue with Shadow Maps (Soft) and Infinite Light in the Hardware Renderer
• Fixed an issue with Depth of Field and Focus Distance in Camera object
• Fixed an issue with the visibility of materials in the Viewport when a Display tag is used
• Fixed an issue with videos being used as Background Image in the Viewport Settings

PICTURE VIEWER

• Fixed an issue when saving images in the Picture Viewer and Type is set to Selected Frames

PREFERENCES

• Fixed an issue with the Make Parameter Local command in the Viewport settings

PRORENDER

• Fixed a stability issue when rendering to Picture Viewer with ProRender
• Fixed a stability issue when rendering a high-resolution image with ProRender
• Fixed a stability issue with ProRender (Metal)
• Fixed an issue with ProRender HUD (Metal)
• Fixed an issue with rendering textures in the Bump channel in ProRender
• Fixed some stability issues with ProRender (Metal) rendering in high-resolution
• Fixed an issue with ProRender and Time Interval
• Fixed an issue with ProRender and camera animation
• Fixed an issue with ProRender Depth of Field and Project Scale
• Fixed an issue with Material Displacement and Selection tags in ProRender
• Fixed an issue with the ProRender Default Light option
• Fixed some issues with Displacement and Selection tags in ProRender
• Fixed an issue with Sky and removing the default HDRI image
• Fixed an issue with PBR Lights in ProRender
• Fixed an issue with cloned lights in ProRender
• Fixed an issue with the Correction Deformer in ProRender
• Fixed an issue with Normal tags and Normal Maps in ProRender
• Fixed an issue with ProRender and displacement used on Boolean objects
• Fixed an issue with ProRender Texture Baking
• Fixed an issue with metal and texture tiling in ProRender
• Fixed a stability issue in ProRender with very small Focus Distances
• Fixed a shading issue in ProRender with Normal maps
• Fixed an issue in ProRender with stackable displacement
• Fixed a stability issue in ProRender with multi-GPU mode
• Fixed an issue in ProRender with the Shader Effector
• Fixed an error in the ProRender Preview occurring with the Take System
• Fixed an issue with ProRender displacement
• Fixed an issue with the visibility of object axes when switching layouts
• Fixed some stability issues with ProRender
• Fixed an issue in ProRender with Displacement and stacked materials

RENDERER
• Fixed an issue with the visibility of lens effects in the Physical Renderer
• Fixed an issue with the maximum value of Custom Normal Map Strength of Reflectance
• Fixed an issue with the behavior of Alternative Shadow Filtering
• Fixed a stability issue with rendering scenes using the Multi-Shader
• Fixed a stability issue when rendering to Picture Viewer
• Fixed a stability issue when rendering Light objects placed inside a Cloner object
• Fixed an issue with the representation of the Thin Film Shader
• Fixed an issue with the default values of Photometric Intensity and Physically Based Lighting Intensity
• Fixed an issue where rendering Hair to the Picture Viewer caused black render results
• Fixed an issue with the Render Queue when rendering to a relative output path
• Fixed a stability issue with Render to Picture Viewer when Save is disabled in Render Settings
• Fixed an issue with Picture Viewer when rendering Dynamics with Physical Motion Blur

SDK C++
• Fixed an issue with the file creation date on macOS
• Symbol BITMAPBOOL_TOGGLEACTIVAION spelled incorrectly, now: BITMAPBOOL_TOGGLEACTIVATION
• Fixed range check of parameter controllerIndex being off by one on CAReferencePSD::GetExternalController(), CAReferencePSD::GetExternalControllerMatrix(), and CAReferencePSD::RemoveExternalController()
• Fixed MultipassBitmap::AddChannel() always creating an 8-bit alpha channel – even if the bitmap has 16 or 32 bits per component
• Fixed an issue with MultiBitmap::Save(), when saving a layer in combination with SAVEBIT_ALPHA
• Added documentation for new BaseDraw::GetEnvironmentObject() and BaseDraw::GetSkyObject() functions
SDK PYTHON

• Changed spelling of Python Method to CalcVertexMap()
• Fixed SoundEffectorData.Sample() now correctly returns tuple(None, None) in case of failure
• Parameter “ar” of Description.GetParameter() and Description.GetParameter() is now optional
• Fixed SoundEffectorCustomGui.SetGUIOwnerOverride() and SoundEffectorCustomGui.GetGUIOwnerOverride
• Fixed CAReferencePSD.GetExternalController() to correctly return None on wrong 'controllerIndex'
• Added function ActiveObjectManager_setObject()

SKETCH AND TOON

• Fixed a stability issue with Sketch material
• Fixed a stability issue with Clone Strokes of Sketch material

STEREO

• Fixed an issue with the Alpha Channel of Anaglyph renderings
• Fixed an issue with the visibility of the Stereo Camera in the Viewport

TAKE SYSTEM

• Fixed an issue with Sound Effector’s settings in Take Manager
• Fixed a stability issue with MoText switched via Take Manager
• Fixed an issue with the Exclusion tab in Compositing tag
• Fixed an issue with Polygon Selection and Auto Take in the Take Manager
• Fixed an issue with Default Camera in the Take Manager
• Fixed an undo issue with Take Manager
• Fixed an issue with reloading Textures when switching Takes

TEAM RENDER

• Fixed an issue with Team Render missing plug-in for unsupported Render engines

TIMELINE

• Fixed an issue with the Timeline (Dope Sheet) on startup

VERTEX COLOR

• Fixed an issue with the Paint mode Vertex Color (Alpha) for the Paint tool
• Fixed an issue with Vertex Color (Smooth and Bleed modes)
• Fixed an issue with Apply All/Apply Selected of the Paint tool
• Fixed an issue with the Vertex Color tag’s Draw Points Always function
• Fixed an issue with the Paint tool’s Smooth mode
• Fixed an issue with Vertex Color Opacity and Hardness
• Fixed an issue with Paint tool painting a Vertex Map on a Point Cloud
• Fixed an issue with falloff when painting in Paint mode “Vertex Color (Alpha)”
• Fixed and issue with the Paint tool’s Add and Normal Modes
• Fixed an issue with Vertex Color (Alpha) used with a Subdivision Surface Generator

VIEWPORT
• Fixed an issue with an incorrectly orientated HDRI viewport reflection
• Fixed an issue with the visibility of vertex colors in Viewport
• Fixed several issues with the Handles Filter in Viewport
• Fixed an issue with tinted border in Viewport
• Fixed an issue where disabled splines were still selectable in Viewport
• Fixed an issue with the Invert attribute of Falloff
• Fixed an issue with animating the Custom Color of Physical Sky
• Fixed an issue with negative Size values for the background image in Viewport Settings
• Fixed an issue with the display of Clamp Constraints in Viewport
• Fixed an issue with box shading

XPRESSO
• Fixed an issue where Use Spline in XPresso’s Range Mapper produced incorrect results

OTHER
• Fixed an issue with removing Tasks from the To Do tag
• Fixed an issue with the Paint tool’s Step setting
• Fixed an issue with installing plug-ins via environment variable from multiple paths
• Fixed a stability issue when an invalid preset has been created in Content Browser
• Fixed a stability issue with Team Render when saving 32-bit images in Picture Viewer