

Cinema 4D R20 (SP2)

Change List – Cinema 4D / BodyPaint 3D – Service Release 20.057

ANIMATION

- Fixed an issue with the Joints List interface in Weight Manager

ATTRIBUTE MANAGER

- Fixed an issue with resetting User Data to default
- Fixed an issue with keyframing negative Min values within User Data
- Fixed an issue with User Data's Unit settings

BODYPAIN 3D

- Fixed an issue with the Save Project with Assets... command

C++ API

- Fixed an issue with implementing Observables outside of the maxon namespace
- Fixed an issue with the display of the tree-view GUI element
- Fixed an issue with the layout of the tree-view GUI element
- Fixed an issue with the arraytutorial.cpp example

CHARACTER ANIMATION

- Fixed an issue with smoothing in Weight Manager
- Fixed an issue with the joint selection in Weight Manager
- Fixed an issue with removing an active Pose within the Pose Morph tag
- Fixed an issue with morph targets being used within a Pose Morph tag
- Fixed an issue with the Correctional PSD mode of the Pose Morph tag
- Fixed an issue with the Joints List window

COMMAND MANAGER

- Fixed an issue with the interface of Customize Commands Manager

COLOR CHOOSER

- Fixed an issue with the usability of the Color Chooser
- Fixed an issue with Pick Color selecting incorrect colors from the Screen

DEFORMER

- Fixed an issue with noise shading within the Displacer object
- Fixed an issue with inverted Vertex maps on Displacer objects

EXCHANGE

- Fixed a stability issue with merging Alembic files

- Fixed a stability issue with exporting Alembic scenes and executing scripts
- Fixed an issue with cancelling the Bake as Alembic + Delete command
- Fixed an issue with the Bake as Alembic command and with not yet saved scenes
- Fixed a stability issue with the Bake as Alembic + Delete command
- Fixed an issue with inconsistent results when using Bake as Alembic and Bake as Alembic + Delete commands
- Fixed an issue with the Bake as Alembic and Bake as Alembic + Delete command
- Fixed some issues with missing keyframes when exporting FBX files
- Fixed an issue with importing SketchUp files
- Fixed some issues with the Combine modifications of STEP Import Settings
- Fixed an issue with unsupported files triggering an Import Settings window
- Fixed an issue with the Combine By Color modification of SOLIDWORKS Import Settings
- Fixed an issue with the Combine modifications of IGES Import Settings
- Fixed an issue with the CATIA V5 Import Settings
- Fixed an issue with importing SOLIDWORKS assembly files
- Fixed an issue with the interface of IGES Import Settings
- Fixed an issue with the import of IGES files
- Fixed an issue with the description of imported materials
- Fixed an issue with rotated UV Polygons using BodyPaint Maya Exchange Plugin
- Fixed an issue with the Export Selected Object as... command
- Fixed an issue with importing a Lightwave animation
- Fixed some stability issues with the FBX export

HAIR

- Fixed an issue with the Straighten mode of Hair's Brush tool

INTERFACE

- Fixed an issue with the additional settings of a Spline graph
- Fixed an issue with the interface of the Attribute Manager
- Fixed an issue with resizing the Field list of MoGraph effectors
- Fixed an issue with the gradient interface
- Fixed an issue with the description of User Data's Integer Syntax
- Fixed an issue with Picture Viewers Save As options
- Fixed an issue with larger fonts being used in the Console window
- Fixed an issue with the tags used by the Selector
- Fixed an issue with the Show in separate Window command
- Fixed an issue with the Latitude/Longitude interface of User Data
- Fixed an issue with column separator lines
- Fixed a stability issue with selecting Effectors within the MoSpline object
- Fixed an issue with the user interface of numeric input fields
- Fixed an issue with the interface of Calculate FPS

- Fixed an issue with the interface of the Animation toolbar
- Fixed a stability issue with changing Reflectance Type settings
- Fixed an issue with the function graph interface
- Fixed an issue with the interface of Measure & Construction
- Fixed an issue with modifying the Interface Colors settings in preferences
- Fixed an issue with the displayed information of the 3D Painting Mode command
- Fixed an issue with switching between languages

INSTALLER

- Fixed an issue with the updater on macOS

MATERIAL

- Fixed an issue with the bubble help of Gradients' bias knots
- Fixed an issue with Sketch and Toons Art shader
- Fixed an issue with the material preview
- Fixed an issue with the Save Material Preset command

MATERIAL NODE

- Fixed an issue with resizing the Nodes Commander
- Fixed an issue with selecting multiple image layers within a Image node
- Fixed a performance issue with the Node Material Editor
- Fixed an issue with the Transparency channel of the Uber material
- Fixed a performance issue with loading a Node material
- Fixed a stability issue with altering the Noise type
- Fixed an issue with the assignment of Uber materials
- Fixed an issue with the 3D Preview Scene of Node material
- Fixed an issue with the reflectance of the Uber material
- Fixed an issue with the description of Noise type
- Fixed an issue with the Texture Preview Size of the Node material
- Fixed an issue with the interface of the Get Context node
- Fixed an issue with the Local Rotation of the Projection node
- Fixed an issue with the accuracy of the Ambient Occlusion node
- Fixed an issue with updating the color input of the Gradient node
- Fixed an issue with the Layer Alpha input of the Material node
- Fixed a refresh issue with the Node Preview
- Fixed an issue with adding multiple BSDF Layers to a Material node
- Fixed an issue with the Granite material
- Fixed an issue with deselecting image layers
- Fixed an issue when rendering with the Patterns Generator
- Fixed an issue with opening Node material scenes
- Fixed an issue with unexpected specular generated with the Light node

- Fixed an issue with the reflectance of the Wood material
- Fixed an issue with keyframing the Noise Type of a Node material
- Fixed an issue with creating a Node material
- Fixed an issue with the Surface Assets of the Node Editor
- Fixed an issue with the Color gradient of the Basic Gradient node

MATERIAL MANAGER

- Fixed an issue with copying and pasting Node materials in the Material Editor
- Fixed an issue with the gradient interface of a standard material

MODELING

- Fixed an issue with the Line Cut tool
- Fixed a stability issue with the Objects list in the Volume Builder
- Fixed an issue with fading Highlight features
- Fixed an issue with the Bake Particles command
- Fixed some issues with the Volume Mesh command
- Fixed an issue with the Objects list in the Volume Builder
- Fixed an issue with the Bounding-Box in the Volume Builder
- Fixed an issue with renaming layers in the Volume Builder's Objects list
- Fixed a performance issue with Field objects and the Volume Builder
- Fixed an issue with the Volume Builder and Sel.: Bounding Box
- Fixed an issue with the Loop setting of the Volume Loader
- Fixed an issue with the Voxel Range Threshold and Signed Distance Field volume types
- Fixed a stability issue with scaling Volume objects
- Fixed an issue with the Override Grid Matrix of the Volume Builder
- Fixed an issue with the MoSpline object missing an Inside Voxel Falloff setting when added to a Volume Builder's Objects list
- Fixed an issue with the Divide mode of the Volume Builder
- Fixed an issue with the Volume Loader and absolute Filepaths
- Fixed an issue with the Auto Update Settings of the Volume Builder
- Fixed an issue with animated Cloner objects within a Volume Builder
- Fixed an issue with the Volume Loader and the Save Project with Assets command
- Fixed an issue with the Volume Mesher and Splines added in Volume Builder's Objects list
- Fixed an issue with the Volume Builder and a null object added to the Objects list
- Fixed a stability issue with opening Volume Builder scenes
- Fixed a stability issue with the Objects list of Volume Builder
- Fixed a stability issue with the Volume Builder when switching between scenes
- Fixed an issue with the UVW mapping of sliceable primitive objects
- Fixed a stability issue with the Bottom Radius of a Cone object
- Fixed an issue with the Modeling/Sculpting preferences

- Fixed a performance issue with the Extrude tool
- Fixed an issue with the Extrude tool producing incorrect results
- Fixed a stability issue with changing the tangents of selected spline points in Viewport
- Fixed an issue with the interface of the Measure & Construction command
- Fixed an issue with component selection and the Display tag
- Fixed a stability issue when toggling the Viewport Solo Mode
- Fixed an issue with the behavior of the Bevel tool
- Fixed a stability issue with the Volume Builder and the Tracer object

MOGRAPH

- Fixed an issue with an obsolete channel that was used within Voronoi Fractures Point Generator
- Fixed a stability issue with the Voronoi Fracture object and Glue Falloff
- Fixed an issue with the Fracture object creating too many texture tags
- Fixed a performance issue with the Voronoi Fracture object
- Fixed an issue with the functionality of Falloff objects
- Fixed a stability issue with enabling Noise Surface in Voronoi Fracture
- Fixed a stability issue with MoGraph's Swap Cloner/Matrix command
- Fixed an issue with the Instance Mode of the Cloner object
- Fixed an issue with the Positions Source of the Instance object
- Fixed some performance issues with the Viewplane Preview of a Random field
- Fixed an issue with pasting Field Layers within a Field list
- Fixed an issue with the Hide Selected command
- Fixed an issue with Field's Remapping and Color Remap
- Fixed an issue with the Viewport handles of the Random field
- Fixed an issue with the Viewport handles of the Radial field
- Fixed an issue with the Value channel of Vertex Color's Field list
- Fixed an issue with the Color Remap settings of the Time Field layer
- Fixed an issue with disabling a Particle Emitter object
- Fixed a stability issue with XPresso using Freeze layer
- Fixed an issue with MoGraph Weightmaps and Fields
- Fixed an issue with information being displayed on File inputs
- Fixed an issue with the Field list interface
- Fixed a stability issue with the Loop setting of the Cloner object
- Fixed a stability issue with the Object Reference of the MoInstance object
- Fixed an issue with FieldInfo failing to be created from Python
- Fixed an issue with creating objects using a Field parameter
- Fixed an issue with the Color Shift setting of a Random Field
- Fixed a stability issue when opening MoGraph scenes
- Fixed an issue with the interface of the Sound effector/Sound Field

NODE EDITOR

- Fixed an issue with the Node preview
- Fixed an undo issue with renaming Nodes in Node Editor view
- Fixed an issue with the Node Commander interface
- Fixed an issue with the search bar of the Node Commander
- Fixed an undo issue with Pick Color from Screen in the Node Editor
- Fixed an undo issue when dragging images to the Node Editor view
- Fixed an undo issue with the Hide Port command in the Node Editor
- Fixed an undo issue with the Hide Unused Ports command in the Node Editor
- Fixed an undo issue with the Insert Converter command in the Node Editor
- Fixed an issue with the Load Texture command in the Node Editor
- Fixed an issue with the Remove Connection command in the Node Editor view
- Fixed an issue with File Assets path and the Load Texture command on Uber materials
- Fixed some issues with inserting a converter
- Fixed an issue with renaming ports in the Node Editor
- Fixed an issue with rearranging BSDF layers
- Fixed an issue with File Paths and Node materials
- Fixed a stability issue with the Distortion Strength of Gradient nodes
- Fixed a performance issue with the Create Asset command in Node Editor view

OBJECT MANAGER

- Fixed an issue with the interface of the Object Manager

OPENGL

- Fixed an issue when rendering with the Art shader
- Fixed an issue with the Roughness setting of the Reflectance channel
- Fixed an issue with the Area Light reflection
- Fixed an issue with multiple reflection layers and OpenGL
- Fixed an issue with OpenGL stability
- Fixed a stability issue with OpenGL on macOS
- Fixed a stability issue with OpenGL and BodyPaint 3D

PICTURE VIEWER

- Fixed an issue with the Color Grading filter in the Picture Viewer
- Fixed an issue with resetting the Filter settings in the Picture Viewer

PYTHON

- Fixed an issue with the Console Logger settings being greyed out with the first opening of the dialog
- Fixed an issue with changing a Console Logger settings Write To File path
- Fixed an issue with updating Python scripts in the Script Manager
- Fixed an issue with Python Console not executing an EventAdd() after entering a command
- Fixed an issue with Python Console not exiting multiline commands

- Fixed an issue with Ctrl+X breaking the Console
- Fixed an issue with the SubDialog class
- Fixed an issue with the Python Console/Script manager, dragging a nodal materials parameter is allowed when it shouldn't be
- Fixed an issue with the Edit Script command of the Script Manager
- Fixed an issue with GetAllAssets when an assets is missing
- Fixed an issue with the script python_init.py not called at startup in R20
- Fixed an issue with the Python Console scrollbar not updating correctly
- Fixed an issue with docked Python Consoles, dragging a parameter didn't set the focus
- Fixed an issue where c4d.gui.InExcludeCustomGui can't be created by the user

RENDERER

- Fixed a performance issue with the Node Material's Render object
- Fixed an issue with the "No OpenCL runtime" message window
- Fixed an issue with the Render Queues Start Rendering command
- Fixed a stability issue when rendering Vertex Maps and Vertex Map Shaders

RENDERER GPU

- Fixed a performance issue with the Viewport and ProRender
- Fixed an issue with the Sky object and ProRender
- Fixed an issue with the Default Light... and ProRender
- Fixed an issue with ProRender's Shadow Catcher Alpha setting in the Compositing tag
- Fixed an issue with IDS_GPURENDERER_MSG_DIAG_ERROR_FRAMEBUFFER
- Fixed an issue with Compositing Tag properties and ProRender
- Fixed a performance issue with ProRender's Linear motion blur
- Fixed a stability issue with ProRender
- Fixed a performance issue with the Preferences
- Fixed an issue with instanced Volume Mesher objects and ProRender
- Fixed an issue with Cloner objects and ProRender
- Fixed an issue with Displacement and ProRender
- Fixed an issue with ProRender Render Artefacts
- Fixed an issue with ProRender differences in Single/ Sequence Rendering

SCULPTING

- Fixed some stability issues with sculpting
- Fixed a performance issue with the Invert Mask command

TAKE SYSTEM

- Fixed an issue with the Take System losing links in Main Take

TEAM RENDER

- Fixed some issues with Team Render and PyroCluster

- Fixed a stability issue with the Interactive Render Region and Team Render
- Fixed an issue with the interface of the Team Render Server and Client
- Fixed a stability issue with the Peer-To-Peer Asset Distribution setting of Team Render
- Fixed an issue with the macOS Firewall setting and Team Render
- Fixed an issue with starting the Team Render Server on macOS

TEXTURE MANAGER

- Fixed an issue with the highlighting of new features in the Texture Manager
- Fixed an issue with the Material Path in the Texture Manager
- Fixed a stability issue with the Relink Texture command
- Fixed an issue with the search bar in the Texture Manager
- Fixed an issue with textures being used by Node Materials
- Fixed an issue with the Select Textures of Active Materials command
- Fixed an issue with the Layer column in the Texture Manager
- Fixed an issue with the Replace function in the Texture Manager
- Fixed an issue with the Texture Manager and image sequences

TIMELINE

- Fixed an issue with rearranging objects in the Timeline
- Fixed a performance issue with the Timeline menu

USER PARTICIPATION

- Fixed an issue with the default settings of User participation
- Fixed an issue with the User participation and the Online Updater

VIEWPORT

- Fixed an issue with Level Of Details in Viewport

XPRESSO

- Fixed an issue with the Inputs setting of the XPresso Editor

OTHER

- Fixed an issue with the Python Field layer interface
- Fixed an issue when opening old Cinema 4D files
- Fixed a stability issue with the Node Editor and XPresso Editor
- Fixed a stability issue with the Fresnel Shader