



MAXWELL RENDER 2.0.2 – IMPROVEMENTS LIST

//// NEW FEATURES

- New batch processing dialog (Menu/ File/ MXI Batch) useful for processing MXI sequences, and quickly changing the ISO, shutter, SimuLens, and vignetting settings.
- New option in the File menu to merge MXI sequences. When selecting this option the user can select any input folder, and each frame will be merged with the same frame in other folders. This is very useful for resuming animations, etc.
- New option in the main menu to launch a scene in network (Render/ Add Scene to Network Queue). It launches the monitor (or uses the existing monitor if there is one running on the same machine) and opens the job wizard automatically, lining up a new job with the current scene. Of course there must be one manager and at least one Rendernode running in the network to make it work.
- New preference to set a minimum amount of time (in minutes) to save to disk. Using this new preference it is possible to improve the performance in systems where the writing process is very slow. For example, if the output folder is on a USB stick, it may be better not saving to disk during the first sampling levels, but rather when a certain amount of time has passed. By default the value is set to 0 which means that Maxwell Render saves to disk as usual (i.e. when a new SL is reached).

//// BUGS FIXED

- Fixed: merging MXI files efficiently (the noise level was not properly reduced when merging lots of MXI files, especially at low sampling levels).
- Fixed: scenarios where Maxwell Render would hang at high sampling levels.
- Fixed: rendering animations overwrites the image instead of changing the file name if the initial image/ MXI path does not contain padding.
- Fixed: several bugs with Single Sided SSS. Improved illumination from emitters with Single Sides SSS.
- Fixed: bug with gamma in alpha channel.
- Fixed: performance issues in multi-threaded routines that generated noise patterns in certain scenarios.
- Fixed: bug in Color Multilight™ when using a Sky or IBL environment.
- Fixed: shading bug with instances that could affect caustics.
- Fixed: visibility flags (hide to reflections/ refractions/ GI) with instances.
- Fixed: crash using SSS in certain scenarios.
- Fixed: potential crash with emitters when there were other layers on top with opacity below 100.
- Fixed: crash with BSDFs and coatings that use .ior files.
- Fixed: crash in OS 64 bit with certain scenes.
- Fixed: IES profiles were rendered incorrectly if the emitter parent had rotation/ scale.
- Fixed: the ICC profile was not properly embedded in the tiff 32 format.
- Fixed: gamma correction was applied incorrectly on some maps.
- Fixed: override material flag was not properly refreshed when loading a scene.
- Improved pre-process of scene dependencies. Now all the missing files are shown at once so it is easier to fix missing paths.
- Fixed: ranges of the SimuLens parameters.
- Fixed: the sliders of the Edit MXI panel are logarithmic now to control them more easily.
- When double-clicking on an MXS file in Windows Explorer/ OSX Finder, if the MXS format is associated with Maxwell Render (not with Studio), it is loaded but the render does not start. In previous versions it started rendering, which was wrong.
- When the viewer is in full size, it displays a floating text with the render info (SL reached, progress, etc.). This floating text can be displayed or hidden toggling the I key (like the render channel floating buttons)
- Fixed: preference for displaying/ hiding scroll bars in panels.
- Fixed: several small GUI issues.
- Fixed: the Resume Render command line parameter `-resume:["path"]` was not working well. When using this argument it is mandatory to also use the argument `-sl:X` (where X is the new SL desired). Other arguments such as `-mxi:["path"]` or `-mxs:["path"]` should not be used at the same time.

- Fixed: command line -p:normal argument did not work.
- Fixed: "-color" command line parameter was read incorrectly with certain color spaces.
- Fixed: return codes of certain scripting functions.
- SDK improved and new functions added.
- Mximerge: new "-extractlights" command line parameter to extract the lights of MXI files in batch mode.

MAXWELL STUDIO AND THE MATERIAL EDITOR

- Improvements in the UV sets area: it is now possible to scale projectors non-uniformly. Previously this was only possible with cubic projectors, whereas now it is possible with any projection type.
- Improvements implemented and bugs fixed in the generation of UVs.
- Objects locked/ unlocked state is properly saved and restored.
- Fixed: scenario when object parameters could be changed editing them in the panel list, even when the object was locked.
- Fixed: the preview scene showed a watermark with Multilight™ and more than 3 emitters.
- Implemented several optimizations to make the GUI more responsive.
- Fixed: it was not possible to drag the material preview over objects in viewport.
- Fixed: the column width of lists is properly restored after closing and restarting Maxwell Studio.
- The texture picker now shows the size of the loaded texture.
- Sun power below 1 is now allowed.
- Fixed: bug with sensor size pre-sets not updating resolution pixel ratio.
- Fixed: bug with image controls not saved when clicking on the slider.

MAXWELL RENDER NETWORK

- Multi-threaded file transfer performance and stability improved.
- Fixed: bug in handling priorities. Sometimes the jobs were not processed in the order specified in the queue.
- Fixed: some textures were not properly sent when the "send textures" checkbox was ticked.
- Improved nodes detection in advanced network setups (different subnetworks, etc.).
- Fixed: jobs queued after animation jobs were not started until the whole animation job was finished, even if some of the nodes were already free.
- MXI transfer is safer now. Some issues like artifacts that appeared when previewing jobs are now fixed.
- Fixed: potential issues after a Rendernode was disconnected.
- Fixed: potential crash when closing the manager.
- Fixed: potential crash if monitors were disconnected after requesting a job preview.
- Fixed: bug when the "send textures" checkbox is not ticked and a network texture path is used instead.
- Fixed: redundancy of files in animations (space used on disk highly optimized for animations). Temporary files are now properly removed.
- Fixed: stopping a complete animation job was not working. It was only possible to stop individual frames. Now the job stops correctly.
- Fixed: if a monitor is reconnected while rendering an animation, it displays all the info of the finished frames (SL reached, time, and node name were missing).
- Fixed: "Error in MXI sending socket. The remote host closed the connection".
- Now the manager not only checks that all the nodes are running the same version of mxnetwork but it also looks at the version of the render engine. If it is not the same in all the nodes, it displays an error message.
- Fixed: display issue. The "time left" field was not properly displayed at high resolutions.
- Fixed: when a frame from an animation job finished rendering, its current SL/ time was not properly displayed.
- Fixed: when closing the manager it showed a warning about jobs still running even if all the jobs were finished.
- Logging: important messages now have a time info header (there is a new preference to turn this option on or off).
- When loading an animation job the most appropriated range is automatically entered in the frames field.
- New preference added to control the verbosity.
- New preference to set the temp folder used to save temporary files.
- When the user attempts closing a monitor that still has to send files, the application shows a warning notifying the user that the job could fail.
- "Quit" menu option now removes the monitor/ manager/ node without minimizing it in the icon tray first.
- It is now possible to add jobs to a monitor using the command line with the "-addjob:path" argument. It runs the monitor with the given path and automatically executes the add job wizard. If an instance of the monitor is already running, it becomes active and a new one is not opened.
- Fixed: RealFlow bin files were not properly sent to RenderNodes, so renders that used the Renderkit failed.
- Fixed: instances were not properly painted in viewport for certain proxy percent values.



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