



MAXWELL RENDER 2.0.1 – IMPROVEMENTS LIST

MAXWELL RENDER

- Fixed: slow rendering of instances in all scenarios.
- General speed improvements in certain scenarios.
- Fixed: hanging renders at high sampling levels in certain scenarios.
- Fixed performance issue with roughness = 0 in certain scenarios.
- Fixed "embed alpha": it now works with the tiff format in all cases (it was working with "tif" but not with "tiff").
- Fixed "embed alpha": it now works even if the depth set in the preferences for the alpha format is different from the render output depth.
- Display routines optimized in both performance and memory consumption.
- Fixed problem when Maxwell Render was launched with a Rendernode license using a third party network manager (instead of the Maxwell Render network system).
- Fixed: padding in animation now works with an arbitrary number of digits. I.e: name.xxxx.mxs, where xxxx can be any number from 1 to 256 digits.
- Fixed potential issues resuming MXI files after closing the session.
- Added EXR / TIFF32 alpha embedding.
- Improved performance in scenarios with multi-BSDFs (slow specular reflections, etc.).
- Improved performance in scenarios with more than one light.
- Fixed: artifact in the left corner of the output image.
- Fixed bug with infinite refraction bounces.
- Fixed black dots when additive exceeds energy in certain cases.
- Fixed range of IES sliders in Multilight.
- Fixed aliasing artifacts in viewer when zoom was set to 150% and 75%.
- Fixed memory leak with Color Multilight.
- Fixed: image is saved correctly if display is off (when the render is finished).
- Improved info displayed in the console.
- Fixed crash in Thin SSS in x64 bits.
- Fixed: other scenarios that crashed with subsurface scattering.
- Fixed aliasing in shadow channel.
- Fixed: weird patterns on screen display generated with certain resolutions, depending on the number of emitters in the scene.
- Fixed: some indirect lighting was still computed when the "indirect lighting" checkbox was disabled.
- Fixed: channels (alpha, zbuffer, etc.) were sometimes written to disk unnecessarily.
- Fixed: sun caustics (and sometimes emitter caustics) were too bright under certain conditions.
- Fixed: when BSDF weights were mapped they were sometimes weighted incorrectly.
- Fixed dielectrics / SSS with roughness higher than 90.
- Fixed crash when a material had displacement assigned to a hidden object.
- Fixed: certain Color Multilight combinations mixing sun and emitters gave wrong results.
- Fixed matte.
- It is now possible to clear the render console using the RMB menu or through main menu/ view/ clear console.
- Fixed: Rendering animations in Maxwell.exe from the UI with "View > Display Render" unchecked was not saving the final images, but just the MXI files.
- New license panel manager (accessible through menu/ help/ license info).
- New command line argument "-depth: 8/16/32" to specify the image depth.
- Fixed some UI issues.
- Fixed: internal timers are more accurate and robust now.
- Fixed: time displayed was incorrect after resuming an MXI file.
- Fixed: blending a layer with ghost case (nd=1 and Trans=white) with other BSDFs was showing transparency incorrectly.
- Improved: ghost case (nd=1 and Trans=white) in additive blending mode.
- Fixed: ghost case (nd=1 and Trans=white) with emitters.
- Improved conversion of old materials with BSDFs with ghost case (nd=1 and Trans=white).

- Improved support for complex IORs with multi-BSDF or multi-layers.
- Better translation of reflectance and transmittance from Maxwell Render version 1.7.
- Improved mechanism for finding old, missing r2 files.
- Fixed crash trying to read an invalid r2 file due to bad ASCII codes.
- EXR format improved.
- Fixed "Save sky as EXR": it was failing in certain cases (the sun turned black when saving in EXR format).
- Color space combo is now located in the Edit panel and can be changed interactively as ISO/ shutter, etc.
- Auto-updates enabled. There is also a preference to disable auto-updates. Maxwell Render automatically checks for updates weekly.
- Fixed: Mac OSX was not properly loading certain image formats and depths.

MAXWELL STUDIO AND THE MATERIAL EDITOR

- Fixed: material preview was not finding certain textures.
- Fixed: "focus to" was not working in certain scenarios depending on the OpenGL settings.
- Fixed: "pack and go" was not packaging IES and IOR files properly.
- Fixed: "pack and go" was ignoring some files if the scene had not been saved before packing it.
- MXMgallery panel: added new field "version" which shows if the material has been created with Maxwell Render version 1.x or 2.x.
- Fixed: the loading process of degenerated geometries is now more robust.
- Fixed: the FBX importer was failing with specific files.
- Fixed: decimals in the attenuation distance control of the Material Editor were not saved.
- Fixed: inverse selection in Object List was failing.
- Fixed crash on exit in some scenarios when there was no OpenGL viewport visible in the layout.
- Fixed: material snapshots were stored in locations other than the temp folder.
- Fixed: shading of certain objects was not always properly read.
- Fixed crash creating UVsets of null objects.
- Fixed: IES position in the viewport was wrong even after using Center Pivot.
- Maxwell Studio now asks the user for missing IBL textures only if the environment is set to IBL.
- Fixed some small UI issues.
- Fixed: clone material was not cloning the active displacement layer.
- Fixed: Mac OSX was not properly loading certain image formats and depths.

MAXWELL RENDER NETWORK

- General stability improved.
- New "save log" function in the file menu.
- New preference added for saving logs automatically when the application is closed.
- Now the OS of each Rendernode appears in the Nodes panel.
- Fixed potential problem purging temp folders while rendering.
- Fixed: removed jobs do not appear in the monitor's jobs list if it is disconnected and connected again.
- Monitors now show information about the progress when receiving files.
- Fixed preview when the manager was in Mac OSX and the output path was a Windows network path.
- Fixed display issues in the monitor (it was showing wrong information when reconnecting).
- Fixed: the manager and the Rendernode were not able to run in the same machine in some cases.
- Fixed: potential crash when the "start node and manager in tray" preference was enabled.
- Changes implemented to detect machines that are in different subnets.
- Fixed: some machines did not display their name but their IP. Scenarios where this situation was a problem have been fixed.
- Animation jobs vastly improved. It is now possible to see all the frames running in the jobs tree and control them separately (stop, remove, preview, etc.).
- Fixed: animation was not working if the padding was not composed by 4 numbers (name.xxxx.mxs notation). It now works with any number.
- More improvements in animation jobs (robustness and performance).
- Improvements in the management of the events queue.
- Better purging of temporary files to save space on disk.
- Fixed: current sampling level of nodes was not properly refreshed sometimes when a job was started (this was a display issue).
- Fixed: pending jobs can now be removed.
- Preview while rendering routines improved.
- It is now possible to change the preview tab using shift + arrow keys for switching between displays. This is especially useful in animations to quickly preview sequences.
- Fixed: potential issue sending big packages via TCP.

- Stability improvements when a node fails in an animation job.
- The manager now checks if any of the Rendernodes are running a different version and shows a warning.
- Fixed scenario where the user sets frames in the animation string that do not exist.
- The monitors now show the time left for each job (in animations monitors also show the time left for each frame separately).
- Channels are now properly saved in the final output folder.
- Added image depth option to the job render options panel.
- Preview tabs are not repeated now: if the user selects a preview of a job/ node/ frame already shown in the preview area, its current display is refreshed instead of creating a new preview tab.
- Some general optimizations implemented.
- Fixed some UI issues.



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