

Autodesk MotionBuilder 2015 Service Pack 1 Readme

Thank you for downloading Autodesk® MotionBuilder 2015 Service Pack 1 software.

This readme provides the list of defects fixed in MotionBuilder 2015 Service Pack 1. It is recommended that you read this entire document before installing this service pack. For reference, you can save this document to your hard drive or print a copy.

Autodesk® MotionBuilder 2015 Service Pack 1 is not a full product release software. Autodesk® MotionBuilder 2015 must be already installed on your computer prior to applying this service pack.

Bugs Fixed in this Release

Bug ID	Description
MOBU-6555	FBCamera::FocalLength does not update when camera "Field Of View" property is changed via python.
MOBU- 6671	Namespaced objects remain in memory after FileNew() and Delete
MOBU- 6854	Omitting FBX in file save dialog breaks recent files
MOBU- 7195	Story - becomes Active on Clip add even though is disabled
MOBU- 7214	The file callback 'OnFileSaveCompleted' does not update the UI Scene Name at the top of MotionBuilder
MOBU- 7248	FBM folder has wrong permissions on Linux
MOBU- 7323	C3D Import - Incorrect end Timecode on Import
MOBU-7338	Schematic View - Zoom/Frame element
MOBU-7368	MB Solver: story constraint conflict causes aux effector to lose influence on primary HIK effector
MOBU-7378	Plot Offset - Playback Rate/Plot Rate
MOBU-7387	FileIO - Take Export file bloat
MOBU-7400	Time Discontinuity crash in Story with MotionBuilder 2014
MOBU-7405	FBDelete on character crashes Mobu
MOBU-7407	Animation Merge Bug
MOBU-7421	Constant Key Reducer - Settings overlap/mis-match
MOBU-7432	HIK 2014 - Actor Solve inconsistent on Hotfix
MOBU-7456	FBDelete does not call the same callback triggers as deleting from the Navigator
MOBU-7475	Problem with Python httplib module missing HTTPSConnection attribute (Windows)
MOBU-7478	Story - Can un-mute track when Story disabled
MOBU-7485	FCurve editor: All attributes for effector display their fcurves simultaneously when clip is keyable
MOBU-7505	Audio amplitudes get clipped at 6dB

Bugs Fixed in this Release

Bug ID	Description
MOBU-7621	Crash - Dell Precision M6700 / M6800
MOBU-7639	Names not saving with custom macros via API
MOBU-7721	Memory Leak using the Rotation Manipulator in MoBu 2015
MOBU-7727	MotionBuilder crash on machines with 2 HT processors
MOBU-7728	Boost version doesn't know VS2012
MOBU-7767	Matte shadow : The edges of the shadows are not anti-aliased
MOBU-7796	Baking keys from one character rig to another results in error frames i.e. frames where the rig explodes

Additional Resources

For complete installation and licensing instructions, refer to the [Installation Help and Licensing Help](#).

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