

5.0.1.0152

Attractor daemon

Bug RF-61 **FIXED** Attractor daemon force in "Planetary" mode doesn't decay with the distance squared.

C++ API

New feature RF-149 **FIXED** Function "getDensity" for the "Mist" class.

Improvement RF-137 **FIXED** sendToJobManager() functions for Scene and IDOC Python and C++ objects

Bug RF-136 **FIXED** It is not possible to check from a plugin/script if RealFlow is running in GUI or console mode

Bug RF-94 **FIXED** "getMeshes" functions in the "Scene" class is just returning standard meshes.

Bug RF-86 **FIXED** NodeAccessor object cannot be transformed to many of the RF SDK types

C++ SDK

Bug RF-139 **FIXED** addExclusiveLink() function does not check if link already exists and creates duplicated links.

Bug RF-136 **FIXED** It is not possible to check from a plugin/script if RealFlow is running in GUI or console mode

Improvement RF-133 **FIXED** GUIFormDialog window height should allow some more vertical room when more fields are added

Bug RF-113 **FIXED** Changing the parameter type in a plug-in will make RF to crash when loading scenes that were using it.

Improvement RF-109 **FIXED** The function "getAdjoiningFacesToVertex" in the "RealWave" class has been vastly improved.

Bug RF-86 **FIXED** NodeAccessor object cannot be transformed to many of the RF SDK types

Improvement RF-79 **FIXED** Basic functions to manage IDOC nodes list

Bug RF-63 **FIXED** "setZero" function in the "Vector" class doesn't set the z component to zero.

Bug RF-51 **FIXED** Default implementation of the "getIntegrationTime()" function in the SDK gives 0 time when all the particles of the fluid have 0 velocity.

Improvement RF-48 **FIXED** "getNeighbors()" SDK function is faster when the search radius is the one used by RealFlow internally.

Camera

Bug RF-125 **FIXED** Camera is loaded in the viewport even if its cache is not loaded.

Caronte

Improvement RF-175 **FIXED** Joints state display improved

Improvement RF-174 **FIXED** Joints can be attached to animated meshes.

Improvement RF-173 **FIXED** Joints plasticity solver vastly improved. New parameter added: acquisition rate

Improvement RF-172 **FIXED** Rigids and softbodies collision detection improved

Improvement RF-171 **FIXED** Rigids are not thrown due to broken joints

Improvement RF-169 **FIXED** Rigids high speed move improved

Bug RF-135 **FIXED** Air friction does not affect rigids and softbodies exactly in the same way

Bug RF-130 **FIXED** Realflow crashes with a reset to initial state with multijoints.

Bug RF-103 **FIXED** Create/Update a MultiJoint node without Object A and B set crashes RealFlow with modes "At locators..."

Bug RF-82 **FIXED** Caronte crashes when a reset is performed in the attached scene.

Bug RF-80 **FIXED** A value of 0 for the mass or density parameters will make the body dynamics solver to behaves wrongly.

Bug	RF-58	FIXED	Bodies initial state is not created properly.
Bug	RF-47	FIXED	Muljoint is working when there are softbodies included in it and the softbodies are inactive.
Bug	RF-46	FIXED	Multijoints doesn't save the initial state
Bug	RF-44	FIXED	Scene with Rigid Body is activated very slow
Bug	RF-23	FIXED	Position for Softbody no working properly when simulate.
Bug	RF-12	FIXED	Softbodies do not collide properly.
Bug	RF-4	FIXED	Initial linear and angular velocity are accumulated in the soft bodies.

Caronte integration

Improvement	RF-170	FIXED	Joints looseness is decreased
Bug	RF-131	FIXED	Multibody nodes with dynamics "Soft body" are not removed from the solver when deleted.

Command Line Version

Bug	RF-136	FIXED	It is not possible to check from a plugin/script if RealFlow is running in GUI or console mode
Bug	RF-106	FIXED	RealFlowNode and RealFlow -nogui crash if -script is not followed by the file argument

Commands

Bug	RF-57	FIXED	RF crashes when closing if a user commands toolbar is undocked.
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DSpline daemon

Bug	RF-166	FIXED	XML import from Spline emitter, Spline daemon and Layered vortex does not preserve components order and may lead to a RealFlow crash.
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Export Central

Bug	RF-152	FIXED	Export Central settings are not reset to a default state when a new scene is created
Bug	RF-134	FIXED	Export Central tooltips are not correctly updated after being modified

Fibers emitter

Bug	RF-34	FIXED	Sheeter no working with Fibers. New particles created no falling. (see attached scene)
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General

Bug	RF-98	FIXED	"Scene Description" strings larger than 2048 characters make RF to crash when loading the scene.
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General tooltip

Bug	RF-71	FIXED	ALT + double click on pivot parameter for an object makes crash Realflow
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Grid Foam

Bug	RF-118	FIXED	Foam particles are not placed correctly when the "UVW Mapping" mode in the grid mesh is "Top projection (Average velocity)".
Bug	RF-117	FIXED	Foam particles don't get the correct velocity if the "Detail threshold" parameter is not very similar to the "Detail threshold" parameter in the grid mesh.

Grid mesh intergration

- Bug RF-112 **FIXED** GridMesh is loaded in the viewport even if its cache is not loaded.
- Bug RF-102 **FIXED** Grid Mesh - Changing texture file does not update viewport texture if "Texture" parameter is set to "File"
- Bug RF-97 **FIXED** Grid Mesh and potentially RenderKit Mesh may crash due to memory overflow if polygon size is low enough

Grid-based fluids

- Bug RF-110 **FIXED** RF crashes when the a grid-based fluid is simulated using more number of threads than the number of cells in the largest dimension.

Help system

- Bug RF-50 **FIXED** Context help for the "Detail threshold" parameter in the Grid Fluid Splash node doesn't work.

Help viewer window

- Bug RF-33 **FIXED** SetForce(Vector, Vector) and SetForce(Vector) are not displayed properly in the help

Hybrido

- Bug RF-49 **FIXED** Grid splash emitter doesn't create particles when we simulate in "locked" mode.
- Bug RF-10 **FIXED** When a GridFluidDomain is scaled with another object, the corner's cubes are shown wrong scaled until that a new value is put in the resolution.

IDOC

- Bug RF-129 **FIXED** If a node belongs to more than one IDOC, selecting it in one IDOC list causes selection in other IDOCs too
- Bug RF-114 **FIXED** Create Foam per IDOC should check the Bounded parameter to YES
- Bug RF-84 **FIXED** IDOCs do not treat Groups properly
- Improvement RF-79 **FIXED** Basic functions to manage IDOC nodes list

Interaction links

- Bug RF-37 **FIXED** Clonning an emitter is copying the links to the cloned one and this is not desirable.

Job Manager

- Improvement RF-137 **FIXED** sendToJobManager() functions for Scene and IDOC Python and C++ objects

Job Manager window

- Bug RF-140 **FIXED** When a new Job Manager window (web browser) it does not go automatically to home page

Layered vortex daemon

- Bug RF-166 **FIXED** XML import from Spline emitter, Spline daemon and Layered vortex does not preserve components order and may lead to a RealFlow crash.

Licensing

- Bug RF-126 **FIXED** Mac users without administrator permissions cannot register RealFlow licenses
- Bug RF-36 **FIXED** RF running in demo mode shouldn't check the network to detect other RF running the same license.

Magic daemon

- Bug RF-53 **FIXED** Attached scene crashes at frame 108. Reported at realflowforum.com.

Messages window

Bug RF-115 **FIXED** If we rename a Multibody01 to "elemento", for example, the messages about this object in the meessage windows are shown as Multibody01 instead of "elemento"

Multibody

Bug RF-127 **FIXED** MultiBody objects are not registered in Python to be used like MultiBody01.getName()
Bug RF-92 **FIXED** "Dynamic" parameter is not applied to multibody sub-objects that are new in the SD file since the multibody was created.
Bug RF-88 **FIXED** Parameter "Interaction Wave" from MultiBody is not set properly. Crashes on XML Export
Bug RF-26 **FIXED** Subobjects in a multibody node are displaced from their positions when a reset action is performed and the number of objects in the SD is changed externally.

Multijoint

Bug RF-103 **FIXED** Create/Update a MultiJoint node without Object A and B set crashes RealFlow with modes "At locators..."
Bug RF-69 **FIXED** "Simulation" parameter for MultiJoints doesn't work properly when animated.
Bug RF-56 **FIXED** Disabling MultiJoints with "Disable Collisions" active, make the dynamics objects not to collide anymore
Bug RF-8 **FIXED** Muljointst are not created properly for elements included in the object B when the @Contact number max has a high value, for example 20.

MXS import

Bug RF-77 **FIXED** Imported MXS objects may not be correctly aligned if RealFlow axis setup is different from YXZ (Lightwave)
Bug RF-25 **FIXED** Parented nodes are not placed correctly. Groups are ignored.
Bug RF-2 **FIXED** MXS Importer - MXS objects exported from MAX appear at (0.0, 0.0, 0.0)

Object emitter

Improvement RF-68 **FIXED** The faces selection from the object emitter should be transparent.

OpengL general visualization

Bug RF-74 **FIXED** Orbiting in the viewport while simulating the attached scene crashes RF in windows xp.
Bug RF-59 **FIXED** OpenGL views are not updated properly in some systems when the main layout is changed and/or re-sized.

OpengL glsl shaders

Bug RF-96 **FIXED** Displacement textures loaded from cache are not correctly displayed on Mac
Bug RF-95 **FIXED** Opening a missing texture crashes on Mac version
Bug RF-78 **FIXED** 0 Displacement and disabled displacement look different (see screenshots)

Parameters manipulation

Bug RF-111 **FIXED** Show path for an animated object doesn't remove when the scene is resimulated so we can see the two paths.
Bug RF-91 **FIXED** Object nodes imported from SD have the "Parent to" parameter enabled when they are linked to the SD.
Bug RF-81 **FIXED** "Plasticity" parameter should be disabled when the parameter "Break if max force reached" is enabled.
Bug RF-70 **FIXED** Rigid body motion is wrong when the "Dynmotion" parameter is animated and the scene is loaded.
Bug RF-38 **FIXED** "Simulation" parameter doesn't work properly when animated.

Bug RF-27 **FIXED** Current links are ignored when we set the "Dynamics" parameter of an object to "Soft Body".

Particle mesh (Renderkit) integration

Bug RF-124 **FIXED** renderkit mesh is loaded in the viewport even if its cache is not loaded.

Bug RF-123 **FIXED** "UVW Mapping" parameter with the "UV particle" mode it is not working for the renderkit particle mesh.

Bug RF-122 **FIXED** "Speed Info" parameter in the renderkit particle mesh is obsolete now.

Bug RF-121 **FIXED** "UVW Mapping" parameter for the renderkit particle mesh contains modes that are deprecated.

Bug RF-97 **FIXED** Grid Mesh and potentially RenderKit Mesh may crash due to memory overflow if polygon size is low enough

Bug RF-24 **FIXED** Vorticity, Forces and Normals are scaled differently depending on file format and node type (ST Mesh, RK Mesh, fluid, BIN, MD, PD...)

Bug RF-17 **FIXED** RK meshes getting displayed/exported scaled if the scene geometry scale is not 1

Particle mesh (Standard)

Bug RF-87 **FIXED** "WARNING: Error reading file" appears when loading a scene with a Standard Mesh node with no texture

Bug RF-35 **FIXED** Adding multiple emitter under the same Standard Mesh won't mesh anything straight away

Bug RF-24 **FIXED** Vorticity, Forces and Normals are scaled differently depending on file format and node type (ST Mesh, RK Mesh, fluid, BIN, MD, PD...)

Particle-based fluids

Bug RF-75 **FIXED** Scene generates 0kb files on a network drive.

Bug RF-73 **FIXED** Parenting objects to inactive ones, coming from Maya SD files, make those parented ones not collide with the fluids.

Bug RF-45 **FIXED** Particles from a particle-based fluid pass through a soft body if the soft body mass is small compared with the particle mass.

Bug RF-32 **FIXED** Changing the simulation options in the middle of a simulation makes the multithreaded daemons to stop working.

Bug RF-24 **FIXED** Vorticity, Forces and Normals are scaled differently depending on file format and node type (ST Mesh, RK Mesh, fluid, BIN, MD, PD...)

Python API

New feature RF-149 **FIXED** Function "getDensity" for the "Mist" class.

Improvement RF-137 **FIXED** sendToJobManager() functions for Scene and IDOC Python and C++ objects

Bug RF-136 **FIXED** It is not possible to check from a plugin/script if RealFlow is running in GUI or console mode

Bug RF-94 **FIXED** "getMeshes" functions in the "Scene" class is just returning standard meshes.

Improvement RF-79 **FIXED** Basic functions to manage IDOC nodes list

Python Editing

Bug RF-132 **FIXED** Batch script autocompletion doesn't work if word is not preceded by some whitespace or dot.

Python SDK

Bug RF-139 **FIXED** addExclusiveLink() function does not check if link already exists and creates duplicated links.

Bug RF-136 **FIXED** It is not possible to check from a plugin/script if RealFlow is running in GUI or console mode

Improvement RF-133 **FIXED** GUIFormDialog window height should allow some more vertical room when more fields are added

Bug RF-127 **FIXED** MultiBody objects are not registered in Python to be used like MultiBody01.getName()

Bug	RF-116	FIXED	getDaemon(), getEmitter(), getObject(), getGroup(), getMesh() and getCamera() don't check node type
Improvement	RF-109	FIXED	The function "getAdjoiningFacesToVertex" in the "RealWave" class has been vastly improved.
Improvement	RF-79	FIXED	Basic functions to manage IDOC nodes list
Bug	RF-52	FIXED	Multibody or SD object can't be imported from XML (see the code and file attached)
Bug	RF-51	FIXED	Default implementation of the "getIntegrationTime()" function in the SDK gives 0 time when all the particles of the fluid have 0 velocity.
Improvement	RF-48	FIXED	"getNeighbors()" SDK function is faster when the search radius is the one used by RealFlow internally.
Bug	RF-29	FIXED	"setForce" in scripting does not affect dynamic objects if called from the simulation events.
Bug	RF-22	FIXED	CTRL + Z no working properly with object's transformation when the objects have been imported by scripting.
Bug	RF-21	FIXED	Importing SD files by scripting crash Realflow.
Bug	RF-20	FIXED	Autocomplete in scripting no working activating it by CTRL + SPACE

RealWave

Bug	RF-164	FIXED	Removing or adding objects to an SD that is being used as a MultiBody will crash RF if the MultiBody is interacting with RW.
Bug	RF-145	FIXED	Realwave computes infinite force and torque on objects where the geometry has degenerated faces.
Improvement	RF-109	FIXED	The function "getAdjoiningFacesToVertex" in the "RealWave" class has been vastly improved.
Bug	RF-108	FIXED	A scene having a realwave and a standard particle emitter linked to it crashes RF when loading if the axis setup is different to the one used when the scene was saved.
Bug	RF-107	FIXED	For the realwave particle interaction the "On surface" parameter with the "Place" value doesn't work properly.
Bug	RF-105	FIXED	Objects with a huge surface make RF to crash when there is a realwave in the scene.
Bug	RF-104	FIXED	Changing the "Speed Wave" and/or the "Polygon Size" parameters in realwave makes the simulation unstable unless a number of fixed steps is properly set.
Bug	RF-88	FIXED	Parameter "Interaction Wave" from MultiBody is not set properly. Crashes on XML Export
Bug	RF-54	FIXED	Attached scene crashes RF when the simulate button is pressed.
Bug	RF-41	FIXED	Realwave doesn't save the initial state

SD read/write

Bug	RF-143	FIXED	Cameras from Maya get imported wrong in RF
Bug	RF-90	FIXED	SD imported as MB crashing RF when converting to RB
Bug	RF-89	FIXED	SD crashing RF on import as multibody
Improvement	RF-31	FIXED	When a SD file is already loaded in the scene and we import another SD it is mandatory to inform the user about it and give him the possibility of aborting the action.
Bug	RF-9	FIXED	RF crashes when the topology of an imported object changes externally (in the 3D platform) and the object is a soft body.
Bug	RF-7	FIXED	"Update SD" option makes objects disappear when they are rigid bodies and the option "Dyn motion" is Yes and the topology of the mesh is different than the original one.
Bug	RF-5	FIXED	Importing from "SD import" option allows to rotate objects without SD<>Curve activated.
Bug	RF-1	FIXED	"Update SD" option crashes RF when there is a soft body created in the scene and the topology of the object in the SD file is changed externally.

Selection

Bug	RF-129	FIXED	If a node belongs to more than one IDOC, selecting it in one IDOC list causes selection in other IDOCs too
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Sheeter daemon

Bug	RF-147	FIXED	RealFlow crashes when using the sheeter daemon with an emitter which is linked to another emitter and a kill daemon is linked to this last emitter.
Bug	RF-40	FIXED	Sheeter daemon crashes with scene posted at forum when running with multiple threads.
Bug	RF-39	FIXED	Sheeter daemon doesn't work when the "Simulation" parameter is animated.

Simulation pipeline

Improvement	RF-64	FIXED	Body dynamics solver is better integrated in the simulation pipeline, i.e. integration scheme is better coupled with the fluids solvers and the daemons.
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Spline emitter

Bug	RF-166	FIXED	XML import from Spline emitter, Spline daemon and Layered vortex does not preserve components order and may lead to a RealFlow crash.
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Undo/redo

Bug	RF-165	FIXED	If some undo/redo action has been created for an object imported from a SD and then we remove that object from the SD externally we will make RF to crash if we do an "Update SD Scene" now.
Bug	RF-100	FIXED	Changing a parameter of more nodes than undo/redo stack size might result in a crash

User interface

Bug	RF-142	FIXED	In many situations, dragging something over RealFlow makes it freeze
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XML import/export

Bug	RF-166	FIXED	XML import from Spline emitter, Spline daemon and Layered vortex does not preserve components order and may lead to a RealFlow crash.
Bug	RF-88	FIXED	Parameter "Interaction Wave" from MultiBody is not set properly. Crashes on XML Export
Bug	RF-83	FIXED	Exporting to XML an IDOC with a group as child crashes RealFlow
New feature	RF-30	FIXED	Drag and drop for importing XML files
Bug	RF-16	FIXED	Skipping a curve file while importing stops import.
Bug	RF-15	FIXED	Grid Mesh does not export its emitters/domain to XML
Bug	RF-14	FIXED	Importing an XML file from a command line script crashes RealFlow
Bug	RF-13	FIXED	Warning message appears on Camera nodes import
Bug	RF-11	FIXED	Exported mesh inserted emitters name is wrong. Shows Mesh one instead of Emitter's