

5.0.3.0190

C++ API

Bug	RF-336	FIXED	activateEventsScript() and loadEventsScript() functions do not work.
Bug	RF-334	FIXED	scene.setFps(0) crashes RealFlow.
Bug	RF-332	FIXED	RealFlow crashes when adding new sphere and hemisphere primitives with excessive detail (higher than 8).
Bug	RF-317	FIXED	Scene::paint() function is not implemented in C++ SDK
Bug	RF-315	FIXED	"getNearestPointToObject" function in the "PB_Particle" class is returning wrong intersection points with some specific geometries.

C++ SDK

Bug	RF-383	FIXED	"rotateAroundAxis" function doesn't work properly.
Bug	RF-380	FIXED	The function "onSimulationFrame" is called when the object is not active.
Bug	RF-357	FIXED	getAdjoiningFacesToFace() and getAdjoiningFacesToVertex() functions may crash when passing a vertex/face that doesn't belong to the RealWave node.
Bug	RF-328	FIXED	Per vertex normal is not set when using getGeometry() for meshes through scripting/SDK.
Bug	RF-317	FIXED	Scene::paint() function is not implemented in C++ SDK

Caronte

Improvement	RF-398	FIXED	Fixing of bugs related to serialization.
Improvement	RF-397	FIXED	Improvements in deterministic behaviour.
Improvement	RF-396	FIXED	Higher velocity working with network storage.
Improvement	RF-395	FIXED	Reduction of files size on disk.
Improvement	RF-394	FIXED	Better parallelization.
Improvement	RF-393	FIXED	Rigid solver: more stability and precision.
Improvement	RF-392	FIXED	Joints solver: more stability and precision.
Bug	RF-313	FIXED	Rasterization processes (softbodies and inertia issues) can achieve a huge amount of points when object has any of its dimensions disproportionately small
Bug	RF-311	FIXED	Bullet mode is always disabled after a reset
Bug	RF-188	FIXED	Strange behaviour with dynamics.

Caronte integration

Bug	RF-360	FIXED	"-useCache" option is not working for rigid and soft bodies.
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Command Line Version

Bug	RF-360	FIXED	"-useCache" option is not working for rigid and soft bodies.
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Exclusive Links

Bug	RF-321	FIXED	Renaming a node which appears several times in Exclusive Links replaces only the first one text.
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File export

Limitation	RF-323	FIXED	OBJ object files do not export normals and texture coordinates.
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Improvement RF-302 **FIXED** OBJ geometry should be able to get sequences exported

General

Bug RF-318 **FIXED** RealFlow crashes when trying to use a 16-bit tiff image to assign a texture to an object.

Bug RF-304 **FIXED** RMB should not allow interactions neither on Simulate nor on Build Mesh

Grid displacement

Bug RF-340 **FIXED** Grid displacement is calculated when the Grid Domain is simulated in cache mode, it should just read the cache data.

Bug RF-316 **FIXED** RealFlow doesn't free memory used to load the displacement images during playback (this includes previews).

Grid Foam

Bug RF-341 **FIXED** Foam simulation is one frame ahead of grid simulation if the grid simulation is being using in cache mode.

Bug RF-339 **FIXED** Grid foam created from a cached Grid splash is active during the simulation even if the IDOC it belongs to is inactive.

Bug RF-338 **FIXED** Foam is generated outside boundaries even if it is in "Bounded" mode, only when splash is in "Cache" mode.

Bug RF-320 **FIXED** Scrubbing in the time line is very slow if the "Foam texture" resource is activated for the Grid_Fluid_Foam nodes.

Grid mesh intergration

Limitation RF-322 **FIXED** OBJ meshes do not export UV coordinates.

Grid splash

Bug RF-363 **FIXED** Splash is not generated immediately when starting the simulation from a specific frame.

Grid-based fluids

Bug RF-391 **FIXED** Pxy format is wrong.

Bug RF-345 **FIXED** Generation of secondary elements from a grid domain in cache mode is slow.

Help system

Bug RF-297 **FIXED** Contextual help in batch script editor shows unrelated content sometimes or doesn't show any (for "Image" for example)

IDOC

Bug RF-339 **FIXED** Grid foam created from a cached Grid splash is active during the simulation even if the IDOC it belongs to is inactive.

Import objects

Limitation RF-324 **FIXED** Imported OBJ files do not read texture coordinates.

Job Manager

Bug RF-371 **FIXED** Jobs sent to Job Manager do not apply Path Translation Rules to Export Central paths, only to scene path.

Multibody

Bug RF-381 **FIXED** Mass and volume aren't modified for multibodies when changing the "Scale>Geometry Scale" in the scene

Bug RF-379 **FIXED** Loading a scene where a multibody has many objects is slow.

Multijoint

Improvement RF-392 **FIXED** Joints solver: more stability and precision.

Particle mesh (Renderkit) integration

Limitation RF-322 **FIXED** OBJ meshes do not export UV coordinates.

Particle tooltip

Improvement RF-384 **FIXED** Particle Tooltip is still missing some interesting attributes like UV coordinates.

Particle-based fluids

Bug RF-362 **FIXED** RW Particle Interaction parameters are not duplicated when cloning an emitter.

Bug RF-358 **FIXED** Parameter "@ friction" in RW Particle Interaction panel does not have any effect.

Playback

Bug RF-316 **FIXED** RealFlow doesn't free memory used to load the displacement images during playback (this includes previews).

Python API

Bug RF-370 **FIXED** Constant EXPORT_SCENE_CACHE_BDC is rejected when calling Scene functions get/setExportResourceName() and get/setExportResourcePath().

Bug RF-369 **FIXED** setParameter for List type parameters should allow the list index.

Bug RF-336 **FIXED** activateEventsScript() and loadEventsScript() functions do not work.

Bug RF-334 **FIXED** scene.setFps(0) crashes RealFlow.

Bug RF-332 **FIXED** RealFlow crashes when adding new sphere and hemisphere primitives with excessive detail (higher than 8).

Bug RF-315 **FIXED** "getNearestPointToObject" function in the "PB_Particle" class is returning wrong intersection points with some specific geometries.

Python Editing

Bug RF-382 **FIXED** Master script does not expand tabs as blankspaces, even when option is enabled on preferences.

Python SDK

Bug RF-383 **FIXED** "rotateAroundAxis" function doesn't work properly.

Bug RF-357 **FIXED** getAdjoiningFacesToFace() and getAdjoiningFacesToVertex() functions may crash when passing a vertex/face that doesn't belong to the RealWave node.

Bug RF-331 **FIXED** Several Python Scene functions do not return any error message when failed.

Bug RF-328 **FIXED** Per vertex normal is not set when using getGeometry() for meshes through scripting/SDK.

RealWave

Bug RF-358 **FIXED** Parameter "@ friction" in RW Particle Interaction panel does not have any effect.

Bug RF-357 **FIXED** getAdjoiningFacesToFace() and getAdjoiningFacesToVertex() functions may crash when passing a vertex/face that doesn't belong to the RealWave node.

Bug RF-327 **FIXED** Statistical Spectrum waves show banding when RealWave resolution is greater than wave Quality.

RealWave integration

Bug RF-362 **FIXED** RW Particle Interaction parameters are not duplicated when cloning an emitter.

Sheeter daemon

Bug RF-387 **FIXED** Standard particle attributes like "age" are not set properly to new "filling" particles.

Simulation events window

Bug RF-382 **FIXED** Master script does not expand tabs as blankspaces, even when option is enabled on preferences.

Bug RF-337 **FIXED** Modifying a script in Simulation Events > Tree simulation window is not updated below, in the windows tab.

Undo/redo

Bug RF-388 **FIXED** RF crashes when performing an undo/redo action for a change in a parameter that belongs to a panel that shows up or hides depending on a link with other node.

User interface

Bug RF-356 **FIXED** View > "Show Preview Caption" status isn't saved on RealFlow exit.

Bug RF-321 **FIXED** Renaming a node which appears several times in Exclusive Links replaces only the first one text.

Bug RF-305 **FIXED** Using the MMB to drag&drop nodes to Global Links blocks the parameters input

XML import/export

Bug RF-361 **FIXED** XML Export form OK button sometimes appears disabled with valid parameters.

Bug RF-344 **FIXED** "importFromXML" with rename flag = True has a limit of 100 renaming actions.