

## 6.0.1.0070

### Camera

Bug RF-731 **FIXED** Camera does not update correctly if parented/targeting a cached object.

### Caronte

Bug RF-503 **FIXED** Multijoints have an odd behavior in several scenes.

Bug RF-434 **FIXED** Object with dynamics loses RealFlow/Caronte sincronization when it is scaled after moving in the timeline.

Bug RF-442 **FIXED** We can't make initial state for any frame for Caronte's objects.

Bug RF-729 **FIXED** RealFlow crashes when trying to create a soft body from a built-in cube geometry where the normals are facing inside.

Bug RF-728 **FIXED** The "Collision side" parameter for the "Rigid body" tab is enabled for active rigid bodies and it shouldn't.

### Caronte integration

Bug RF-773 **FIXED** RealFlow 3 rigid bodies Dyn Motion is not correctly interpreted on RealFlow 2012 opening.

Bug RF-750 **FIXED** RealFlow 5 MultiBody Soft Bodies cannot be opened on RealFlow 2012

Bug RF-730 **FIXED** RealFlow crashes when the parameter "Normal facing" is modified and the "Dynamics" parameter is different from "No".

Bug RF-728 **FIXED** The "Collision side" parameter for the "Rigid body" tab is enabled for active rigid bodies and it shouldn't.

### Command Line Version

Bug RF-774 **FIXED** Command Line execution of RealFlow may fail because of locale settings like number separator.

### Exclusive Links

Bug RF-721 **FIXED** Removing a link from a node that is grouped, if the group is also linked to the same parent, makes the node 'unlinked'

### Export Central

Bug RF-716 **FIXED** Splash\_and\_foam and wet\_and\_foam are no exporting the prt files.

### Fibers emitter

Bug RF-741 **FIXED** Fibers are not affected by the daemons

### Filter daemon

Bug RF-752 **FIXED** Filter Daemon does not work correctly with Binary Loaders as source emitters, even with the Override Target parameter enabled.

### General

Bug RF-754 **FIXED** When creating an object and a group, if we add both in exclusive links, realflow keeps them even if add the object at the group.

Bug RF-742 **FIXED** Realflow crash when manipulating the rigid parameters for a deactivated rigid object and it is included in a group

### Grid splash

Bug RF-740 **FIXED** RealFlow crashes in Linux platforms when the parameter "Use detail threshold" is set to "Yes".

### Grid splash & Foam

Bug RF-740 **FIXED** RealFlow crashes in Linux platforms when the parameter "Use detail threshold" is set to "Yes".

## Grid-based fluids

Bug RF-749 **FIXED** RealFlow crashes during the simulation when an animated object enters a kill volume space which has been from an initial state.

## Help system

Bug RF-712 **FIXED** In some Linux distributions RealFlow crashes on starting up when initializing the help system.

## Licensing

Improvement RF-775 **FIXED** Demo and Learning editions have changed their limitations.

## Multibody

Bug RF-770 **FIXED** Multibody is not placed correctly after reset if a transformation happened in the timeline at time different than zero.

## NBinary loader emitter

Bug RF-739 **FIXED** nBinary has a different frame offset by default than BinaryLoader

## Object emitter

Bug RF-714 **FIXED** Object emitter makes RealFlow crash if no texture is assigned to the Speed parameter.

## Parameters manipulation

Bug RF-768 **FIXED** Realflow crash when manipulating the rigid and soft multibody parameters for a deactivated rigid and soft multibody and it is included in a group.

Bug RF-767 **FIXED** Realflow crashes when manipulating the soft body parameters for a deactivated rigid object and it is included in a group

Bug RF-727 **FIXED** Emitter Rotation is accumulated every time a new object is selected

## Particle mesh (Renderkit) integration

Bug RF-777 **FIXED** RealFlow crashes randomly when building a mesh after moving in the time line to a cached frame.

## Particle mesh (Standard)

Bug RF-777 **FIXED** RealFlow crashes randomly when building a mesh after moving in the time line to a cached frame.

Bug RF-725 **FIXED** Changing Standard mesh "Visible" parameter sets it's color to black.

## SD read/write

Bug RF-756 **FIXED** Parented objects are not transformed properly when reading their animation back from the object animation.sd.

Bug RF-755 **FIXED** Parented objects are not transformed properly when reading their animation back from the scene animation.sd.

Bug RF-732 **FIXED** Cloning an object which has been simulated and updated from cache by just scrubbing the timeline gives wrong results.

## Texture-based parameters

Bug RF-743 **FIXED** RealFlow crashes when using wet maps and the uv mapping of the object is out of the range [0.0-1.0]

## Undo/redo

Bug RF-769 **FIXED** Group and Ungroup actions are not undoable.

Bug RF-753 **FIXED** Trying to undo the creation of a Group node results in an incoherent state.

## User interface

- Bug RF-772 **FIXED** New Groups do not check if the candidate name already exists.
- Bug RF-771 **FIXED** Mouse operations are still available with viewport disabled. (like rotate view, select)
- Bug RF-736 **FIXED** SD files that don't get exported with a range of frames set the 'Last Editing Frame' in the timeline to zero