Release Notes

Havok Content Tools

Version : 6.5.0 Release

Including all development after version 6.1.0 Release

Filters - Animation

Improvements

EXP-1655	Implemented	**Align Scene To Node Filter Should Coordinate Frame Number with Animation Frame Range**	6.5.0 Release
		The Create Animations Filter will issue a warning if a preceding instance of an Align Scene To Node filter does not match the starting frame number.	
EXP-1656	Implemented	**Create Animations Filter Should Warn That "Move To Origin" Will Potentially Undo Align Scene To Node**	6.5.0 Release
		The Create Animations Filter will issue a warning if the "Move To Origin" feature is used in the same filter stack as an Align Scene To Node filter.	

Filters - Core

Bugs

EXP-1499	Fixed	**Transform scene filter does not work on localized systems**	6.5.0 Release
		Fixed. The transform matrix entry strings are now forced to be generic locale.	

Filters - Preview/Graphics

Bugs

| EXP-1676 | Fixed | **Managed preview asset plugin crashes using worldCinfo from loaded asset.** | 6.5.0 Release |

Managed Preview could crash on reset / clear / disable asset if the asset contained a hkpWorldCinfo with a collision filter in it.

Physics Tools (Maya)

Bugs

| EXP-1596 | Fixed | **Local frames always gets exported with no names from Maya.** | 6.5.0 Beta 1 |

A bug has been fixed where the names of hkLocalFrames would not be exported from Maya.

| EXP-1644 | Fixed | **Maya: The sequence "Loading, Unloading & (Re)Loading" of the hctMayaPhysics.mll can crash the modeler in certain situations** | 6.5.0 Release |

A Maya-internal bug can cause the physics plugin to crash when repeatedly loading/unloading it This has been fixed through a workaround provided by Autodesk Support.

New Features

| EXP-817 | Implemented | **Support for Maya 64bit** | 6.5.0 Release |

The Havok Content Tools now support 64 bit versions of Maya (8.5, 2008 and 2009).

Release System / Installers

New Features

| EXP-1589 | Implemented | **Support for 64-bit Content Tools** | 6.5.0 Release |

The Havok Content Tools are now supported on 64-bit Windows.

| EXP-456 | Implemented | **Support for 3ds max 64-bit** | 6.5.0 Release |

The Havok Content Tools now suport 64 bit versions of 3ds Max (9.0, 2008 and 2009).

havok

| EXP-1335 | Implemented | **Support for XSI 64 bit** | 6.5.0 Release |

The Havok Content Tools now support 64-bit versions of XSI (6.5 and 7.0)

| EXP-1583 | Implemented | **Support for Maya 2009** | 6.5.0 Release |

Maya 2009 (32-bit and 64-bit) is now supported by the Havok Content Tools.

| EXP-1597 | Implemented | **Support for XSI 7.** | 6.5.0 Release |

Autodesk's XSI version 7 is now supported by the Havok Content Tools.

Scene Exporter (3ds Max)

Bugs

| EXP-1637 | Fixed | **Max exporter does not handle Multi Materials with empty sub texmaps (eg checker) properly** | 6.5.0 Beta 1 |

Multi Materials in Max now export all texture coordinates properly. Procedural textures such as Checker will also be rendered to a inplace TGA (256x256) again.

Improvements

| EXP-1667 | Implemented | **Detect bones other than 3ds Max standard bones.** | 6.5.0 Release |

The 3ds Max Scene Exporter will now detect nodes in the scene flagged as bones, even if they are not 3ds Max standard bones or Biped bones. Those bone nodes will not be exported as meshes. In particular, this stops CAT bones from being exported as meshes.

Scene Exporter (Maya)

New Features

| EXP-817 | Implemented | **Support for Maya 64bit** | 6.5.0 Release |

The Havok Content Tools now support 64 bit versions of Maya (8.5, 2008 and 2009).

havok

SDK Feature Support

New Features

EXP-1660 Implemented   **Add support for tagfiles in the Content Tools**   6.5.0 Release

Added support for loading/exporting tagfiles in the Havok Content Tools.