

# Release Notes



## Havok Content Tools

### Version : 6.6.0 Release

*Including all development after version 6.5.0 Release*

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## Documentation

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### Bugs

EXP-1750	Fixed	<b>The showInterfaces command should reference hkSceneExportUtility NOT hctSceneExportUtility.</b>	6.6.0 Release
The Havok Content Tools Integration Guide referenced some classes, commands and script objects using an invalid prefix (for example "hctSceneExportUtility" instead of "hkSceneExportUtility"). This has been corrected.			

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## Filter Manager

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### Bugs

EXP-1703	Fixed	<b>65 Havok Content Tools crash max if the "use specified filter .hko" file specified cannot be found</b>	6.6.0 Beta
A bug in the 3ds Max scene exporter was causing 3ds Max to sometimes crash when an invalid HKO file was specified as "filter options file". This has been fixed.			

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## Filters - Animation

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### Improvements

EXP-1731	Implemented	<b>Bone selection dialogue in spline compression filter is not wide enough.</b>	6.6.0 Beta
The Bone selection UI now contains a horizontal scroll bar to accommodate long bone names.			

## Filters - Physics

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### Bugs

EXP-1755	Fixed	<b>Create rigid bodies filter can create invalid bodies from flat convex vertices shapes</b>	6.6.0 Beta
<p>We have fixed a bug where a convex radius of 0.0 could cause the engine to miscalculate the volumes for a <code>hkpConvexVerticesShape</code>. This would lead to a miscalculation of the shape's mass and result in an invalid inertia tensor with all values set to zero (Assert 0x11a9ad41).</p>			

## Filters - Preview/Graphics

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### Bugs

EXP-1782	Fixed	<b>Debug output lost from Preview Tool when running under ClothSetup or Filters</b>	6.6.0 Release
<p>Debug warnings and reports were lost from the Preview Tool when running it from a Filter or the Cloth Tool. Now all warnings etc should appear in the Tools' Console window.</p>			
EXP-1787	Fixed	<b>d3d9 and d3d9s renderer mouse position error</b>	6.6.0 Release
<p>A bug in the Preview Tool was causing the camera to slowly pan without mouse movement when running in directx9. This bug has been fixed.</p>			

### New Features

EXP-1328	Implemented	<b>Cannot select left handed coordinate system in preview window</b>	6.6.0 Release
<p>The Preview has a menu item now to toggle the handedness of the coordinate system. By default it is right handed.</p>			

## Physics Tools (Maya)

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### Bugs

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**EXP-1770** Fixed

**Invalid call to "processString" from  
hctConstraintTools\_Uutilities.mel**

6.6.0 Release

A bug in Maya's Ragdoll Toolbox was causing a MEL script failure when attempting to save a constraint template from an object that contained string attributes. This has been fixed.

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## Physics Tools (XSI)

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### Bugs

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**EXP-1705** Fixed

**Constraint parents disappear when loading a model  
in XSI**

6.6.0 Beta

A bug in the XSI tools was causing the "parent rigid body" property of constraints to sometimes disappear when importing a model. This was caused by XSI renaming the model during import. This bug is now fixed.

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## Release System / Installers

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### New Features

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**EXP-1627** Implemented

**Support for 3ds Max 2010 (32-bit and 64-bit)**

6.6.0 Beta

The Havok Content Tools now support 3ds Max 2010, both for 32 and 64 bit versions.

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**EXP-1741** Implemented

**Support for Autodesk Softimage 7.5 (32 and 64 bit)**

6.6.0 Beta

The Havok Content Tools now support Autodesk's Softimage 7.5, both 32 and 64 bit versions.

### Improvements

<b>EXP-1746</b>	Implemented	<b>Sanitize ENVVAR / Regkey access order and reduce num env vars</b>	6.6.0 Beta
<p>Environment variable <code>HAVOK_TOOLS_ROOT</code> now replaces <code>HAVOK_EXPORT_FILTERS_ROOT</code> and <code>HAVOK_TOOLS_PATH</code>. This env var is now always checked before any reg keys (some parts of the Cloth Tool etc used to check the reg keys first in 6.5 and before). Previous reg keys names and meaning remain unchanged.</p> <p><code>HAVOK_TOOLS_ROOT</code> should be the path with no trailing <code>\</code> to the HavokContentTools dir, where the <code>hctStandAloneFilterManager.exe</code> etc can be found. For example <code>c:\Program Files\Havok\HavokContentTools</code></p>			

## Scene Exporter (3ds Max)

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### Bugs

<b>EXP-1727</b>	Fixed	<b>3ds Max scene exporter crash when using DirectX material</b>	6.6.0 Beta
<p>A bug in the 3ds Max scene exporter was causing it to sometimes crash when exporting a scene containing DirectX materials. This has been fixed.</p>			
<b>EXP-1762</b>	Fixed	<b>Meshes exported from Max with a vertex color channel have unnecessarily duplicated vertices</b>	6.6.0 Beta
<p>A bug in the 3ds Max was bloating the size of meshes containing vertex color information. This has been fixed.</p>			

## Scene Exporter (Maya)

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### Bugs

<b>EXP-1651</b>	Fixed	<b>Crash on re-export after canceling the manual export setup in Maya 2008.</b>	6.6.0 Beta
<p>A bug in the Maya scene exporter, where cancelling a scene export could cause subsequent exports to crash, has been fixed.</p>			

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<b>EXP-1671</b> Fixed	<b>Maya crashes if hko cannot be found</b>	6.6.0 Beta
<p>A bug in the Maya scene exporter was causing Maya to sometimes crash when an invalid HKO file was specified as the "filter configuration file". This has been fixed.</p>		

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<b>EXP-1706</b> Fixed	<b>Error reports can crash Maya</b>	6.6.0 Beta
<p>A bug in the Maya scene exporter was causing errors reported during export or by filters to also raise a breakpoint and cause Maya to crash. This has been fixed.</p>		

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<b>EXP-1719</b> Fixed	<b>hctMayaMeshWriter uvIndex used uninitialized</b>	6.6.0 Release
<p>A bug in the Maya scene exporter was sometimes crashing while attempting to uninitialized UV coordinates. This has been fixed.</p>		

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## Scene Exporter (XSI)

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### Bugs

<b>EXP-1684</b> Fixed	<b>Error reports can crash XSI</b>	6.6.0 Release
<p>A bug in the XSI scene exporter was causing errors reported during export or by filters to also raise a breakpoint and cause XSI to crash. This has been fixed.</p>		

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<b>EXP-1670</b> Fixed	<b>Exporting "Selected Only" from Maya with nothing selected crashes</b>	6.6.0 Beta
<p>A bug in the Maya scene exporter was causing it to crash when exporting a scene with nothing selected and the "Export Selected Only" flag switched on. This has been fixed,</p>		

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<b>EXP-1766</b> Fixed	<b>XSI Exporter : Warnings when exporting</b>	6.6.0 Beta
<p>The XSI exporter was mistakenly reporting warnings ("class not found") during export. These warnings were not necessary and are no longer reported.</p>		

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### Improvements

A Quick Export button has been added to XSI content tools. This functionality executes the current filter setup without opening the filter manager UI, and is particularly useful when used in conjunction with the Remote Update Preview filter.