Release Notes

Havok Animation

Version : 6.6.0 Release

including all development since version 6.5.0 Release

Animation Demos

Demos

HKA-1191 Implemented **Dismemberment Demo: Improve Quality** 6.6.0 Release

The dismemberment demo has been polished to include high quality art assets. Demo control has been improved to show extracted motion and removing multiple limbs at the same time.

HKA-1170 Implemented **Dismemberment demo limb (parts) need additional damping or inertia to prevent endless rolling.** 6.6.0 Beta

Angular damping added to the ragdoll rigid bodies to prevent excessive rolling.

Animation Runtime

Improvements

HKA-1178 Implemented **Delta and Wavelet Decompression does not take into account the m_offset member when computing DataChunk addresses in SPU decompression** 6.6.0 Beta

The m_offset member is now properly taken into account in SPU decompression. This issue only affects customers altering the m_offset member to a non-default value.

Compression

Bugs

HKA-1162 Fixed

hkaSplineCompressedAnimation::evaluateSIMD reads potentially uninitialized memory 6.6.0 Beta

hkaSplineCompressedAnimation::evaluateSIMD has been removed and replaced with a new implementation which does not have the potential to read uninitialized memory. Three new functions hkaSplineCompressedAnimation::evaluateSimple[1,2,3] have been created to efficiently evaluate spline curves of known degree [1,2,3].

Interface Change

HKA-1204 Fixed

Differences between floating point math on the SPU and PPU can cause Spline Animation to decompress the wrong time/block 6.6.0 Release

Spline compression has been updated to use an unambiguous representation for the current time of the animation, eliminating problems due to the different precisions of the PPU and SPU. The hkaAnimation base class has been updated to prevent this problem in any other compression scheme.