

Connection errors when switching render layers

Occasionally, when switching render layers with per-face assignment and material overrides in legacy scenes, an error may occur and the material assignments may not appear correctly.

To workaround this problem, run the `fixRenderLayerOutAdjustmentErrors.mel` script as follows:

If you are using Maya 2009 (or previous):

1. download the scripts [FixRenderLayerOutAdjustmentErrors.mel](#) and [FixRenderLayerOutAdjustmentErrors.res.mel](#)
2. copy them to your **maya/2009/scripts** directory ([read more here](#)), so they will source automatically when you next load Maya.
3. make sure all your references are loaded
4. in the Maya MEL command input line, enter
`fixRenderLayerOutAdjustmentErrors;`

If you are using Maya 2010:

1. make sure all your references are loaded
2. in the Maya MEL command input line, enter
`fixRenderLayerOutAdjustmentErrors;`

The script is provided with the installation of Maya 2010, so you don't need to download it. View the [release notes for Maya 2010](#)