

Viewport 2.0 not refreshing with UV changes

There are some instances in Maya 2013 in which a user is modifying the UV of a particular mesh but viewport 2.0 is not updating as these changes occur. Image below shows viewport failing to register the changes made in the UV Texture Editor. While this is a known issue with our development team we have a simple workarond that can be used.

in command line simply use the command below to reset the viewport.

ogs -reset