PassPort v1.1 Addendum:

for LightWave 3D 9.3.1
by Jeremy Hardin

Bug Fixes:

Here are the PassPort bugs that have been addressed in version 1.1.

- Wrongly ignoring alpha pre-multiplication settings in LightWave's Render Globals.
- Adding or clearing items from pass/overrides using Layout selection would error with nothing selected in Layout.
- Creating new passes from Layout selection would error with nothing selected in Layout.
- Spaces in the *Render file prefix* field would cause errors at render time.
- Spaces in the *User* field would cause errors at render time.
- Keyboard shortcuts would sometimes fail after saving a pass as a scene
- Surface and alternative object override types broke scenes animated with Motion Mixer.
- Overrides on Layout clones were broken and unreliable.
- Deleting the last pass in the list would remove override assignments in the first pass.
- Overrides moved to bottom would destroy assignments for all the non-current passes.

New Features:

In addition to bug fixing, PassPort v1.1 introduces several new workflow enhancements.

- One item selection undo (for scene item selections in the right listbox).
- Pass/override duplication with **CTRL + d** or new pass/override menus.
- About box with version, build, and registration information.
- Lscript ability to duplicate passes and overrides in PassPort's interface.
- Save all passes as scenes (in the *File...* menu).
- String validity checking for *Render file prefix* and *User* text fields.
- Slightly improved interface speed.