

2.0

Official release

New Features

- Phoenix installation must not change the PYTHONPATH environment variable
- PhoenixFD must delete its shelf when the plugin is unloaded.
- Support for V-Ray lights with the GPU shading
- Resimulation of fluids with optional wavelet turbulence
- Ability to specify custom default cache path
- Option to automatically save the scene before simulating
- Support for textures with particle sources
- Ability to run the dynamics up to the starting frame
- Input section to show the start/end cache range
- Fire/Smoke rendering to work with the RT engine
- Solid mode rendering to work with the RT engine
- Custom gravity vector
- Ability to "reset" the simulation
- PhoenixFD menu in Dynamics
- Auto mapping option for PhoenixFD 3D texture
- Support for flipping Y and Z axis when reading a cache file
- Support for Material ID
- Custom limits for the adaptive grid
- Script command to save the current content of a simulator
- Installer must include option to install offline version of the help
- Ability to restore the simulation in batch mode
- Option Var to run PhoenixFD in "safe mode"
- Option for direct transfer when a simulator is used as a non-solid source

Modified Features

- Support more than one light in the GPU preview
- Stopping the simulation must revert the frame to the last simulated result
- DAG processing optimization when the interaction set is inclusive
- Multi-threaded calculation of the fields
- Light cache - control for lighting subdivisions
- Per frame calculation of the fields
- Ability to animate the input frame index
- Issue with non-Latin letters in the file names on Windows
- Adaptive sampling for the emissive lights
- Per vertex velocity for interacting objects
- Grid resizing without temporary buffer
- Boundary conditions must show X/Y/Z related to the Maya viewport, not the simulator core
- Native Python scripting
- Phoenix textures - detect circular references
- \$(simoutput) must automatically resolve to the resimulation output path if Resimulation option is turned on
- Write more information to the log
- Allow the shading preview in solid mode
- Loading presets must affect all selected nodes
- Non integer grid amplification during the resimulation
- Waiting mode for the resimulation
- Restore resimulation from base simulation cache if the velocity channel is not present
- Reduce the GPU memory consumption when using diffuse lighting
- PhoenixFD must be installed in its own directory

Bug Fixes

- Wrong rendering when the Foam shader use Maya particle system without particles
- Different frames rendered with DR while simulating
- Emission component does not render with the stand-alone and DR
- Crash with Turbulence preview when tweaked while simulation is running
- Crash in animation mode
- Phoenix utility nodes can be selected only when clicked on the wireframe

- Wrong shading color of the Phoenix source in the viewport under VMWare Player
- Crash when closing Maya after rendering a scene with foam
- Crash when Maya quits if the Phoenix plugin was unloaded
- PhoenixFD texture is not working properly with motion blur
- Crash with liquid simulation with fuel channel when the fuel is not set as output channel
- Resimulation of particles
- Wrong GI calculation
- Crash in batch mode on Linux
- PhoenixFD texture does not work with the alpha channel when using simple smoke
- UVW channel in 2D/3D uvw mode can't be used with the standard textures
- Random Maya crash at the end of the simulation on Linux
- Crash with failed memory allocation during simulation initialization
- PhoenixFD Force Field have no influence until **Ignore Time Scale** is checked
- PhoenixFD Field locks Maya if the simulator does not have velocity channel
- Incorrect velocity render element with foam
- Foam shader does not apply the world transformation of the standard particle systems
- **Merge instances** option for the GPU preview use random file names
- PhoenixFD don't detect transformation from joints
- Crash with PhoenixFD force without a simulator during the simulation
- Simulators with preview turned off not rendered properly during the simulation
- Transforms for PhoenixFD nodes must be named accordingly
- Error saving scenes in binary format with Phoenix nodes in Maya 2011 and prior
- Double emission contribution with additional lights and GI
- Visible seams with wrapped containers
- Intermediate objects interact with the simulation
- Instance rendering is not working immediately after duplicating
- Crash with foam simulation in some rare cases
- Crash when saving a preview in solid geometry mode
- Crash with additional lights and transparency/emission that use a texture
- Emission texture modulation checkbox is not working
- Wrong particle birth time with PhoenixFD Emitter
- Wrong cache path of references
- Duplicated simulators do not have interaction/lights sets
- Random behavior with textures with negative colors
- Cached nParticles do not work with Phoenix
- Wrong cache path when grouping/ungrouping
- Simulation slow down with interacting simulators even if they don't intersect
- Wrong subframe times if Time Scale is not 1
- Choppy simulation with vertex animated objects
- Crash with long input/output paths
- Incorrect velocity when restoring simulation with wind from movement
- Unusual CPU usage with instancing
- Wrong ramps loaded from presets when the number of points is bigger than those in the preset
- Can't select objects inside the simulator from particular angles
- Inconsistent particle emission when the SPF changes
- Wavelet strength is not taken into an account
- Rare crash with the OpenGL preview
- Crash when emitting from particles that are dying inside the simulator
- Wrong emission when using 2 face sets from one rigid body
- Random crash when stopping the simulation
- Air field does not work properly with the simulator
- Can't enter a negative gravity vector
- Camera projection mapping during simulation is not working
- Wrong per particle radius with particle sources;