

3DEXCITE DELTAGEN 2018x BETA

Known and Resolved Issues



3DEXPERIENCE®

REQUIREMENTS

The officially recommended NVIDIA Driver version for DELTAGEN 2018x beta is 385.41.

MAIN RESOLVED ISSUES AND IMPROVEMENTS

In the following we list all of the corrections and improvements accomplished for this release.

The improvements and corrections are written to resemble the issues reported by our customers.

Stellar rendering

- Roughness above 0.5 for Glass, Plastic and Generic material types no longer disables transparency in Rasterizing mode - MLC-2354
- Ambient shadows in Rasterizing mode (Voxel AO) are working without a Local surrounding - MLC-3791
- Straight alpha also works with batch recording – DG-29308
- Random crash appears when working with Distributed stellar and With Broker & Render node configuration – DG-29679
- Connection to remote node works stable – DG-30194
- Reliable change between Look rasterizer mode or Stellar RT/GI and Stellar rasterizer - DG-27762
- View normals is working properly - MLC-4244
- Model specific GPU driver crash when converting models to Stellar renderer got resolved - DG-28623
- In case of a model, enabled by Accurate reflection, opened with GPU Rendering and switched to RT Viewer model, the DELTAGEN viewer works correctly – DG-29861
- Unhandled exception when loading a specific .csb file got fixed – DG-30099
- Solid selection in Stellar mode works properly – DG-24562

Look library

- Started "Tablet PC Input Service" no longer causes misbehavior - DG-22274

Scene

- Stable memory after closing scene- DG-27841

CAD Converters

- CATIA layers are being imported - DG-20863

Geometry

- After dragging faces from on scene into another the faces are visible in the viewer - DG-30217
- Combining geometry in DELTAGEN works reliable – DG-30281

KNOWN ISSUES

Stellar rendering

Materials

- Reflective physics based materials do require an IBL for reflection (not refraction) to appear correctly. Without an IBL the reflections will appear black

Scene rendering and lighting

- Ambient occlusion and Lightmap shadows need a high quality setting for correct interaction with material types
- There is no color indication for objects outside of Local surroundings
- The Voxel AOs Max. distance parameter (configurable per object) influences the shadow strength in steps - MLC-3502

Surroundings, back plates and background

- With .rts surroundings the Infinite option is currently not supported for Stellar Global illumination rendering

Distributed Stellar

- When comparing D-Stellar to Stellar renderer the frames of same quality have different noise levels – DG-29669
- Incorrect D-Stellar connection status for invalid/failed connection – DG-29994

Render export

- Ignore transparent objects is visible in Stellar Render export Passes tab - DG-29539

General issues for Stellar

- Xray view mode not available in Stellar
- Xplorer sketch feature works only on first frame
- LODs are not taken into account in Stellar renderer - always the highest quality level is used
- The Statistics show no Stellar related information
- B-Sides are not displayed
- Depth of field only works in Idle mode, not in Rasterizing mode
- Motion blur is only supported for offline rendering
- Lighting changes too much when rotating a model by just one degree
- DELTAGEN freezes when switching IES light variants in specialized scenes – DG-30165
- Rare crashes when changing material parameters after switching to Stellar Raytracing - DG-33012

Look Raytracing mode

Camera

- Curved Mirror reflect doesn't work properly - DG-9630

CAD Converters

- ICEM file causes conversion hanging plus license blocking – DG-28691

Filehandling

- FCC cache folders are not cleaned.
- Very big IGES files are not being imported completely - DG-28432
- Impossible to load Assemblies bigger than 4.194.304KB - DG-32807

DELTAGEN Scale

- Scale distribution time increased compared to DELTAGEN 12.2.3 - DG-26227
- Loading a video surrounding as .wmv format does not display the surrounding on the client machines - DG-27872
- Powerwall clients crash while switching between Rasterizing an Global Illumination if a video file is added as Surrounding – DG-27813
- Scale clients crash when starting a session from command line with Hardware Sync enabled – DG-31616

Metadata Manager

- Unhandled Exception occurs once hovering mouse on metadata assignment table (after copying a look assignment and pasting it into metadata assignment tables) – DG-33326