

Turtle Release Notes

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Turtle 4.0 (v4.0.0.9, svn 3799)

Bug Fixes

Fixed bug with light linking in vertex bakings.
Fixed premultiply filter to work with custom float layers
Fixed crash bug when saving empty occlusion maps to file.
Fixed bug with ilrOccData node.
Fixed problem with image planes leaving uv nodes.
Removed Maya API call from projection node (not thread safe and very slow).
Fixed bugs with user set indirect lights.
Fixed point cloud xml reader bug.

Turtle 4.0 (v4.0.0.8, svn 3742)

Improvements

Added support for gamma correction in vertex baking.

Bug Fixes

Fixed crash bug in material shaders when using output transparency.
Fixed problem with license server in linux 64.
Fixed bug in IFF writer (dithering random generator was reset to same seed every scanline)
Fixed HDR file format to never input gamma correct.
Fixed GI crash bug.
Fixed problem with SSETriangles and Shadows.
Fixed bug where frame was cleared between each pass during batch rendering (only last pass ever got written out in multi-layer exr)
Fixed the vertex color rendering node.
Fixed error in the turtle cleanup script.
Fixed problem with network paths in batch rendering.
Fixed problem with jpeg reading on mac. Fixed problem with iff reading on intel macs.

Other Changes

Removed special gamma from IBL since it was redundant.

Turtle 4.0 (v4.0.0.7, svn 3645)

Improvements

Support for Maya-style filenames. (%s, %c, %v, %l and directories)
IBL Light Rig Editor now uses same stratification as the IBL system.

Bug Fixes

Fixed bug with scene incompatibility between Turtle x32 and x64.
Fixed bug with zero-area triangles causing crash in BSSRDF shader.
Fixed bug with Layered Shader and reflections (100% transparent surfaces were visible in reflections).
Fixed bug where objects with identical names were not vertexbaked correctly.
Fixed bug with single-sided polygons not rendering correctly.
Fixed intersection data stack overflow in shadow sampling.

Other Changes

Due to compatibility issues between scenes created using the 32-bit and the 64-bit version of Turtle, the installer has now been separated into two installers. One for the 32-bit version and another for the 64-bit version. So make sure you download the right installer for the Maya version you are using.

Check the *What's New* document to see all the new features and improvements of Turtle 4.0.