

VRay for Rhino Change Log up to 4.0 SR1 RC2

8 May 2008

- Added V-Ray Express Toolbar. You can find this toolbar in C:\Program Files\Rhinoceros 4.0\Plug-ins\VRayForRhino\Misc
- Fixed another issue that caused DR to crash on exit
- Added new materials to installer
- Added shortcut that allows user to configure floating license server information without opening Rhino
- Fixed a problem where large amounts of textures could cause DR to crash
- Fixed issue where floating license server files were not showing up in the proper location

7 May 2008

- Fixed issue where multiple mapping channels could cause geometry to render incorrectly or not render at all
- Changed multiplier of fresnel textures to be used as a scalar instead of as an exponent.

2 May 2008

- Fixed bug where DRSpawner always crashes on exit
- Fixed some glitches with the new licensing dialogs

30 Apr 2008

- Some licensing changes. We now give the user the option to try a web-page activation if automatic online activation fails. Offline activation is also a choice
- Adding multiple serial numbers to a floating license server should work properly now

4 Apr 2008

- Modified physical camera in attempt to match viewport correctly. This may not be correct and may need to be removed
- Physical camera will now use the Rhino target distance properly when DOF is enabled
- Made it so we only check out license if V-Ray is the active renderer.

27 Mar 2008

- DOF focus distance is correctly linked to the Rhino camera target by default
- DOF focus distance will now be shown correctly by the physical camera
- Fixed bug where DOF override focus distance amount was not getting used properly

17 Mar 2008

- Fixed bug where orthographic views were rendering with some perspective.
- Fixed issue where barn door effect on spotlight would not be properly enabled
- Added "Force 1-sided" option to Mtl2Sided to make it possible to force single-sided sub-materials

14 Mar 2008

- Fixed issue where barn door effect on spotlight would not be properly enabled
- 2-Sided Material Preview Fixed issue where invalid 2-Sided Materials would cause Rhino to crash.
- Resolved problem where inverted texture multiplier would reset to default
- Fixed problem where changes to shader type in reflection layers would apply to others
- Materials that contain sub-materials will now save out those sub-materials when making a

vismat

- Fixed bug where loading a visopt could make "Restore Defaults" fail to locate the default.visopt

28 Feb 2008

- Fixed problem where the spotlight settings were being saved out properly, but the settings were never being read back in.
- Resolved issue where renaming layer names in Material Editor could cause crash
- Resolved problem where inverted texture multiplier would reset to default
- Fixed problem where changes to shader type in reflection layers would apply to others

12 Feb 2008

Fixes

- Resolved issue where the intensity for physical light units was not being used correctly

11 Feb 2008

Fixes

- Licensing dialogs made to stay on top of windows (some cases where it went behind other windows)
- Trying to render with floating license and being unable to get a render license will no longer crash the program

6 Feb 2008

Fixes

- Fixed serialization issue where materials or options could be read incorrectly or disappear
- Able to Control the Floating License Manager Dialog while vrlserver is running.
- Switched back to previous DR licensing until the V-Ray licensing system works properly when DR is initiated by a machine that is not utilizing a floating license server.
- Fixed bug where angular blend materials weren't having their child material names updated properly
- Added Rhinoscript function, GetDependentMapsForVismat, that will fill an array with the paths to any bitmaps used by the vismat
- Added Rhinoscript function, GetDependentMapsForVisopt, that will fill an array with the paths to any bitmaps used by the visopt
- Fixed bug where object exclusion UI would carry over between multiple materials in our editor
- Materials that contain other materials (AngleBlend, 2Sided, Skp2Sided) will now save out their sub-materials when put in a vismat
- Fixed a bug where loading a visopt could cause the defaults to not be read in properly

10 Jan 2008

Notes

The most noticeable change for our service release is we have stopped utilizing the Installshield Activation Service for our license protection. The team at Chaos Group has been nice enough to let us utilize their license system so we decided to make the switch. When you launch Rhinoceros you will be asked whether you have a license, a floating license server, or if you wish to demo the product. The following is a brief walk-through of those three scenarios.

To demo our product (30 days)

1. Ensure that your machine is connected to the Internet
2. Start Rhinoceros
3. When our License Dialog pops up choose "I would like to demo your product"
4. You should now have a temporary license " if you encounter any problems please contact authorizations@asgvis.com

To use an existing license

1. Ensure that your machine is connected to the Internet
2. Start Rhinoceros
3. When our License Dialog pops up choose "I have a license and would like to use that"
4. When you are prompted for your purchase number, insert your existing serial number
5. You should now be licensed and ready to go - if you encounter a problem then contact authorizations@asgvis.com

To setup the floating license server please take the following steps:

On the machine you wish to use as the License Server

1. Install the Floating License Manager to the machine you wish to use as your license server. You can use our installer to do this " just do a custom install and choose only the Floating License Manager.
2. Once installed go to C:\Documents and Settings\All Users\Application Data\ASGvis\Licensing (If you use Vista it will be c:\ProgramData\ASGvis\Licensing) and double click on the file Floating License Manager.exe. This will run the license manager.
3. In the Manage Licenses section choose "Add existing license".
4. Select the product you have purchased and wish to authorize.
5. When prompted for the Purchase Number you should enter your serial number. You can locate your serial number on the original invoice or purchase order that you received from billing@asgvis.com.
6. Go to C:\Documents and Settings\All Users\Application Data\ASGvis\Licensing (if you use Vista it will be c:\ProgramData\ASGVIS\Licensing) and run VRLServer2.exe

On the client machine(s)

1. Start Rhinoceros
2. When the License Dialog pops up choose "I have a floating license server and would like to use that."
3. The V-Ray License Server Information dialog box should pop up
4. Enter the IP or hostname of the machine that is acting as your server (the machine that is running VRLServer2)
5. Restart Rhinoceros (You MUST restart Rhino for your changes to take effect)

V-Ray Changes

- Updated to V-Ray 1.60.15

- V-Ray has changed its path sampling from Quasi Monte Carlo to Deterministic Monte-Carlo

- For the most part this should not cause any major differences. The parameters are still the same but the outcome is now deterministic, meaning it will always come to the same result when given the same input

- The only choice for path sampler is Schlick now - Latin Hypercube is no longer supported

New

- Expanded our Rhinoscript support - contact us for information
- Made it so importing a vismat will add the vismat directory to the resource search path
- Added build version to About page for easier identification of product by users
- Added visToolbar command to control whether our toolbar is shown or not. Pass 0 to hide it, 1 to show it
- Added alpha contribution multiplier in our material options panel
- Angular blend material can now be created. It uses the angle between the view direction and the surface normal to determine the amount to blend between two materials
- Object Exclusion UI is in place (Options material panel) - though it is not fully functioning yet. If you wish to ignore all other objects you can simply change the mode to "Include"
- Added new properties to lights - shadow color, units
- Introduced barn door effect for the spot light

Fixes

- Sun/Sky not matching DR spawner has been resolved
- Made sure we are only "soft-linking" to RDK so future RDK WIP releases will not break our plugin
- Modified serialization process to allow larger scenes without running out of contiguous ram
- DR crash bug where default conditions were not being restored for each new render
- Removed a bug where several temporary files were being created during renders
- Volume fog was not being applied properly when bump or displacement was utilized
- Override environment was not working properly with refractive materials due to Volume fog issue
- We now only access user-specific portions of the hard-drive and registry
- Fixed crash where bump map is enabled but no map is set (also for displacement, etc)
- Unicode characters can be used in VFB output filenames
- Renaming a material but only changing case will now work (i.e rename DefaultMaterial to be defaultmaterial)
- Deleted layers no longer show up in apply material to layer dialog
- Some issues with our Rendered Viewport have been resolved (2sided mats not setting basic rhino mat values)

Changes

- We are now using Chaos group V-Ray Licensing System
- Spaces are allowed in material names now
- Authorization tab has been added to handle users with floating license server
- Added some common frame stamp variables
- Added DMC Threshold UI
- Added Show Samples UI for Adaptive Sampler
- Pack material functionality is in our Material Editor now
- CloseRenderWindow will now actually close our VFB
- We now install our render spawner and other stuff to Common Application data folder which is...

c:\Documents and Settings\All Users\Application Data\ASGvis on XP (note that Application Data is a hidden folder)

c:\ProgramData\ASGvis on Vista (note that ProgramData is a hidden folder)

- You can now remove Color and Alpha VFB channels if you wish - they are no longer required

- Changed our default options (phys cam stuff and default vfb channels)
- Added the ability to query the active viewport for its aspect ratio (Output Tab)
- Various Rhino script methods have been added to access and modify our options
- Layers remember open/closed state in our material editor
- We no longer show the toolbar when V-Ray is set as the current renderer
- This will add the given path to the list of directories that get searched when looking for a resource (bitmaps).
- Made it so importing a vismat will add the vismat directory to the resource search path

Coming Soon

- Object exclusion UI to allow users to pick specific objects to ignore. It is not working correctly at the moment.
- Sphere Light addition - UI is ready but we need to clean it up - visSphereLight does exist
- IES Light - the visIESLight command exists, but it has not been fully implemented
- Physical units to lights