V-Ray Next, Hotfix 1

Official Release

Date – Feb 5, 2020

Download – 4.00.04

Improvements

General

- Asset Editor updated to version 0.4.1
- License Server updated to version 5.3.0
- Changed Undersampling defaults for CPU and GPU

Camera

- Exposed Pick Focus Point button to the Camera dialog

Appearance Manager

- Improved the way Revit family names are displayed in the Objects tab

VFB

- Control progress window visibility from within the VFB

Bug fixes

General

- NullReferenceException when releasing license
- System.InvalidOperationException: This implementation is not part of the Windows Platform FIPS validated cryptographic algorithms
- ArgumentException with categoryID when rendering a dwg nested in Revit link
- V-Ray toolbar is temporarily blocked after importing specific Revit families

Settings

- InvalidObjectException when getting data from Extensible Storage
- KeyNotFoundException after deleting all materials and mapping
- System.InvalidOperationException: Can not start a new Batch Transaction until the current one is committed
- Some fields don't update properly on settings import
- Identical vrmats are duplicated on settings import

Asset Editor

- Outliner displays an empty list when the materials grow in number
- InvalidOperationException when Asset Editor can not start for some reason
- System.ObjectDisposedException: Safe handle has been closed
- System.IO.FileLoadException: Could not load file or assembly due to collision with SpectrumBIM Gamut App

- Materials unassigned from Global Overrides, IGP or Proxy can not be purged
- Purge command deletes a texture in use

Camera

- InvalidObjectException with Resolution in workshared projects
- Current View sets to None and throws exception on attempt to render
- Deleting the current render view in Interactive stops camera updates
- Vertical offset of background image is not respected on first time render

Geometries/Proxies

- Geometries from Entourage or Planting families cannot be replaced with proxy/vrscene
- Families from instanced linked projects don't disappear when replaced with proxy
- Moving Revit linked project causes proxies to lose their scale and rotation

Geometries/VRscenes

- VRscenes cannot be moved during Interactive Rendering

Geometries/RPC

- RPCs not rotating during interactive render
- Wrong positioning of nested RPCs when moving the host family in Interactive
- Removed the "Hide RPC" option from Global Overrides

Geometries/Fur

- Fur's Knots parameter causes a crash when it is set to 0

VFB

- Unnecessary update in Interactive after the swatch is switched in the Asset Editor

V-Ray Interactive

- System families disappear when modifying their boundary lines in Interactive

UI

- The H/V material offset label is swapped
- When importing settings, the Readable Names of some properties are incomplete
- The UI does not update on Artificial Lights Overrides settings import
- Global Overrides UI doesn't refresh on material rename
- Appearance Manager doesn't refresh linked projects names
- Rename labels in the Screen Background UI
- Expand Revit family names in the Objects tab when expanding Appearance Manager width