



## Mari Release Notes

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# RELEASE NOTES FOR MARI 1.1

## 1.1v3

**Version** 1.1v3

**Release Date** 22 December 2010

### System Requirements

#### Recommended System Requirements

- Quad-core processor
- Windows 7 64-bit, or a Linux 64-bit operating system (Fedora 12 or Red Hat Enterprise Linux 5.4)
- 250GB disk space available for caching and temporary files (or a minimum of 50GB if you're working on a small project)
- At least 4GB RAM
- Display with 1680 x 1050 pixel resolution
- An NVIDIA graphics card with at least 1GB of RAM and OpenGL 3.0 support (see Recommended Graphics Cards below).

#### Recommended Graphics Cards

- NVIDIA GeForce GTX 480
- NVIDIA Quadro FX 3800
- NVIDIA Quadro FX 3800M
- NVIDIA Quadro FX 4800
- NVIDIA Quadro FX 5800
- NVIDIA Quadro (Fermi Series) 600
- NVIDIA Quadro (Fermi Series) 5000
- NVIDIA Quadro (Fermi Series) 6000

Please download and install the latest graphics driver for your card from the NVIDIA website.

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## New Features

There are no new features in this release.

## Feature Enhancements

- When baking a shader, you can now set the name of the channel in the **Bake Shaders** dialog.
- Texture derived normal and height maps now match other applications and render engines better.

## Bug Fixes

- Mari no longer selects hidden faces when the **Select Tool** is set to **Facing > Through**.
- Adjusting the value of the paint tool's **Opacity** slider caused the paint in the buffer to change color.
- BUG ID 10448 - Saving a project was not possible if a new **Shader** was created immediately after opening an existing project, without first making another change.
- BUG ID 13336 - Renaming **Projects** or **Menu** shelf items activated shortcuts when certain keys were pressed.
- BUG ID 13484 - Right-clicking on the canvas with a Wacom Pen Tablet, when using the **Marquee Selection** tool, did not launch the contextual menu.
- BUG ID 13569 - Undoing strokes in the paint buffer sometimes behaved unexpectedly.
- BUG ID 13797 - There were some performance issues with animated FBX camera imports including frame inconsistencies and geometry clipping.
- BUG ID 13908 - Windows Only: Making a selection using a Wacom Pen Tablet did not always work first time.
- BUG ID 14266 - Windows Only: There was an issue with pressure sensitivity when using Wacom Pen Tablets, resulting in alpha and flow painting at full opacity irrespective of your brush's properties.
- BUG ID 14984 - Paintings saved to the **Image Manager** were not saved with a project on closing.
- BUG ID 14994 - Making a selection using the **Select Tool** with the **Facing** set to **Through**, would not always select all front faces.
- BUG ID 15107 - Rendering certain turntables caused Mari to crash.
- BUG ID 15254 - Changing the **Input** or **Output** file paths in the **Projectors** palette did not work as expected.
- BUG ID 15264 - Right-clicking on the canvas with some tools using a Wacom Pen Tablet, did not display the contextual menu.

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- BUG ID 15320 - Right-clicking on the canvas with a Wacom Pen Tablet, when using the **Pan Selected Object** tool prevented you selecting anything else in Mari.
  - BUG ID 15333 - Rotating the **Paint Buffer** using the **Rotation Slider** in the **Painting** palette caused some of the paint in the buffer to temporarily disappear.
  - BUG ID 15351 - Closing Mari immediately after creating a shader caused Mari to crash.
  - BUG ID 15352 - Rendering a turntable with **Deferred Shading** active and **Shaders** set to **Current** caused Mari to crash.
  - BUG ID 15539 - Windows Only: Switching between tools in the toolbar caused Mari's USER object count to increase indefinitely, causing a crash.
  - BUG ID 15596 - In Windows 7, the value for **Max Image Memory** under **Edit > Preferences > Data > Gpu 0** was capped at 1.0GB for some graphics cards.
  - BUG ID 15597 - The default value for **Max Image Memory** under **Edit > Preferences > Data > Gpu 0** is now set to 50% of the maximum memory available.
  - BUG ID 15677 - Using the **Marquee Select Tool** with the selection mode set to **Magic Wand**, only allowed up to 3 selections to be made before resetting the selection.
  - BUG ID 15688 - Undoing multiple marquee selections made with the **Marquee Select Tool** set to **Ellipse Selection Mode** sometimes caused a crash.
  - BUG ID 15876 - Clicking on the canvas with a Wacom Pen Tablet, when using the **Color Picker** tool resulted in unexpected behaviour.
  - BUG ID 15905 - In Windows 7, applying a filter to a selected patch sometimes caused a crash.
  - BUG ID 15937 - The help text displayed when selecting or deselecting faces was incorrect.

## Known Issues and Workarounds

- Mari sometimes doesn't paint on first launch. This is because the Ambient Occlusion mask can be stuck on by default even when it is not available. To solve this, close Mari, delete the config file found in:
  - Linux: `~/.config/TheFoundry/Mari.conf`
  - Windows: `C:/Users/<username>/.mari/TheFoundry/Mari.ini`and relaunch Mari.

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- On page 202 of the Mari User Guide, in the **Settings** column for the **Normal** shader module, there is a reference to a **Normal Weight** setting that is no longer available.
  - BUG ID 10825 - The file browser doesn't always recall directories.
  - BUG ID 10991 - The heads-up display (HUD) elements remain in UV View when switched off.
  - BUG ID 11539 - **Color Manager**: Using Blur with other filters causes artifacts/corruption in the canvas. For this reason, we don't recommend using Blur together with other filters at this time.
  - BUG ID 11874 - Mari doesn't recognize 3-digit padded OBJ sequences as animations.
  - BUG ID 11902 - In the **Projection** palette, under **Channel Mask > Mask Channel**, there is currently no way to distinguish between the same channel in different objects.
  - BUG ID 12023 - When changing the view, graphical glitches may appear in the canvas. To fix this, you can try increasing **Gather Scale** in the Mari preferences. This increases the buffer size Mari uses when gathering information on which image tiles are required for rendering the scene. A larger value may get rid of the glitches but also reduces painting and navigation speed.
  - BUG ID 12102 - Current brush settings do not get saved as part of the project. Instead, Mari reverts to the default settings when you close and relaunch it.
  - BUG ID 12244 - Selecting **Channels > Import** and **Selected Only** only works with sequences and not individually named files.
  - BUG ID 12480 - There are issues with some show/hide channel operations.
  - BUG ID 12567 - Enabling **Sync to VBlank** in NVIDIA settings drastically hits Mari performance. If you experience very slow interaction, even with low-polygon models and one of the [Recommended Graphics Cards](#), go to **NVIDIA X Server Settings > X Screen 0 > OpenGL Settings** and turn off **Sync to VBlank**. Then, restart Mari.
  - BUG ID 13294 - In Windows 7, Mari sometimes exhausts its allowance of handles for Windows Manager objects, causing a crash. This can sometimes happen when switching back and forth between tools. If this happens, please contact The Foundry Support.
  - BUG ID 13322 - Windows Only: Using a GeForce GTX graphics card in **Deferred** mode can cause Windows to crash. You can disable **Deferred** mode in **Preferences** to avoid this issue.
  - BUG ID 13394 - Using the **Select Items** tool with the **Facing** set to **Front** to select and hide a portion of faces causes some of the faces within the selection to remain visible when zoomed in.

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The workaround is to select **Facing > Through** instead of **Front** - this will catch all selected faces.

- BUG ID 13481 - Making a selection using the **Marquee Select Tool** with the selection mode set to **Magic Wand** sometimes ignores regions that are completely surrounded by other selected regions, despite differences in color.
- BUG ID 13571 - Launching a new version of Mari for the first time, when a config file exists from a previous version, will sometimes result in an object not appearing in the Ortho view.

To solve this, close Mari, delete the config file found in:

- Linux: `~/.config/TheFoundry/Mari.conf`
- Windows: `C:/Users/<username>/.mari/TheFoundry/Mari.ini`

and relaunch Mari.

- BUG ID 13640 - The **Blur** tool can be slow to use. Painting a stroke then waiting for Mari to process the blur can reduce slow down.
- BUG ID 13700 - Adjusting the **Camera > Perspective** settings for a **Projector** is not reflected on the canvas until the **Projector** is made Current.
- BUG ID 14128 - FBX IMPORT: CAMERAS from Nuke import the wrong field of vision (FoV) into Mari. There is a bug in Nuke where it always exports a half width anamorphic camera. The workaround is to take the camera into Maya (if possible), correct the squeeze value to 1.0, and re-export the camera.
- BUG ID 14130 - FBX Camera Projection: Projections display incorrectly if the image being projected has been re-oriented.
- BUG ID 14201 - Linux Only: There is an issue where Mari becomes unresponsive after the system is woken from sleep.
- BUG ID 14210 - Windows Only: Using the **Clone Stamp** tool with a Wacom Pen Tablet can be slow.
- BUG ID 15712 - You cannot use the remove user attribute shortcut (-) in the **Objects** palette.

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# 1.1v2

**Version** 1.1v2

**Release Date** 11 November 2010

## **System Requirements**

### **Recommended System Requirements**

- Quad-core processor
- Windows 7 64-bit, or a Linux 64-bit operating system (Fedora 12 or Red Hat Enterprise Linux 5.4)
- 250GB disk space available for caching and temporary files (or a minimum of 50GB if you're working on a small project)
- At least 4GB RAM
- Display with 1680 x 1050 pixel resolution
- An NVIDIA graphics card with at least 1GB of RAM and OpenGL 3.0 support (see Recommended Graphics Cards below).

### **Recommended Graphics Cards**

- NVIDIA GeForce GTX 480
- NVIDIA Quadro FX 3800
- NVIDIA Quadro FX 3800M
- NVIDIA Quadro FX 4800
- NVIDIA Quadro FX 5800
- NVIDIA Quadro (Fermi Series) 600
- NVIDIA Quadro (Fermi Series) 5000
- NVIDIA Quadro (Fermi Series) 6000

Please download and install the latest graphics driver for your card from the NVIDIA website.

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## New Features

- Mari now displays a warning on launch if an unsupported graphics card configuration is detected. Depending on the configuration detected, you have the option to **Quit**, **Ignore** or **Ignore Permanently**. Note that if you ignore the warning and run Mari anyway, you may experience instability or performance issues. If a supported graphics card configuration is detected, Mari will run as normal.

## Feature Enhancements

- BUG ID 12616 - The **Projection** icon on the status bar is now a button and can be toggled between **Front** and **Through**.
- BUG ID 13776 - The **Channels > Export** dialog box now indicates a list of supported export file formats.

## Bug Fixes

- BUG ID 12331 - The width of the **Channels > Export > Small Textures** dropdown menu has been adjusted to correctly display the menu's label.
- BUG ID 12492 - The **Channels > Import** dialog box now remembers the window size if this was previously adjusted.
- BUG ID 12563 - Creating a new channel and closing a project with the **Clone Stamp** tool active, caused the **Clone Stamp** tool to paint garbage in a new project.
- BUG ID 12898 - Selecting **Patches > Bleed Patch Edges** on 32K patches caused Mari to crash.
- BUG ID 15090 - Pressing **B** to bake with the projects tab open caused Mari to crash.
- There was a rare issue where Mari crashed when trying to activate a license. This has now been fixed.

## Known Issues and Workarounds

- Mari sometimes doesn't paint on first launch. This is because the Ambient Occlusion mask can be stuck on by default even when it is not available. To solve this, close Mari, delete the config file found in: `~/config/TheFoundry/Mari.conf`, and relaunch Mari.
- BUG ID 10448 - If you open a saved project and create a new shader, you cannot save your changes until you make another change. This is because new shaders are not getting registered in the undo stack.
- BUG ID 10825 - The file browser doesn't always recall directories.
- BUG ID 10991 - The heads-up display (HUD) elements remain in UV View when switched off.

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- BUG ID 11539 - **Color Manager**: Using Blur with other filters causes artifacts/corruption in the canvas. For this reason, we don't recommend using Blur together with other filters at this time.
  - BUG ID 11874 - Mari doesn't recognize 3-digit padded OBJ sequences as animation.
  - BUG ID 11902 - In the **Projection** palette, under **Channel Mask > Mask Channel**, there is currently no way to distinguish between the same channel in different objects.
  - BUG ID 12023 - When changing the view, graphical glitches may appear in the canvas. To fix this, you can try increasing **Gather Scale** in the Mari preferences. This increases the buffer size Mari uses when gathering information on which image tiles are required for rendering the scene. A larger value may get rid of the glitches but also reduces painting and navigation speed.
  - BUG ID 12102 - Current brush settings do not get saved as part of the project. Instead, Mari reverts to the default settings when you close and relaunch it.
  - BUG ID 12244 - Selecting **Channels > Import** and **Selected Only** only works with sequences and not individually named files.
  - BUG ID 12480 - There are issues with some show/hide channel operations.
  - BUG ID 12567 - Enabling **Sync to VBlank** in NVIDIA settings drastically hits Mari performance. If you experience very slow interaction, even with low-polygon models and one of the [Recommended Graphics Cards](#), go to **NVIDIA X Server Settings > X Screen 0 > OpenGL Settings** and turn off **Sync to VBlank**. Then, restart Mari.
  - BUG ID 13322 - Windows Only: Using a GeForce GTX graphics card in **Deferred** mode can cause Windows to crash.

You can disable **Deferred** mode in **Preferences** to avoid this issue.

Alternatively, to be able to use the **Deferred** mode, you can install the Quadro drivers for your GeForce card (at your own risk, of course). Do the following:

1. Download the NVIDIA drivers for both the GeForce & Quadro range of cards for Windows.
2. Run the installers so they get unpacked, but don't install anything yet. This should create a directory under **C:/NVIDIA/DisplayDriver/** with the two different versions.
3. Uninstall any driver you currently have installed for the GeForce and reboot.
4. Go back to **C:/NVIDIA/DisplayDriver/** and copy **NV\_DISP.inf** from the GeForce driver folder into the Quadro driver folder. Then, run the **setup.exe** file in the Quadro driver folder and install the drivers.

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5. After reboot, reboot once more.

Now when you come back you should have a GeForce card installed but with the newer Quadro drivers, and Mari will no longer cause Windows to crash.

- BUG ID 13394 - Using the **Select Items** tool with the **Facing** set to **Front** to select and hide a portion of faces causes some of the faces within the selection to remain visible when zoomed in.

The workaround is to select **Facing > Through** instead of **Front** - this will catch all selected faces.

- BUG ID 13571 - Launching a new version of Mari for the first time, when a config file exists from a previous version, will sometimes result in an object not appearing in the Ortho view.

To solve this, close Mari, delete the config file found in:

- Linux: `~/.config/TheFoundry/Mari.conf`
- Windows: `C:/Users/<login>/.mari/TheFoundry/Mari.ini`

and relaunch Mari.

- BUG ID 13640 - The **Blur** tool can be slow to use. Painting a stroke then waiting for Mari to process the blur can reduce slow down.
- BUG ID 13700 - Adjusting the **Camera > Perspective** settings for a **Projector** is not reflected on the canvas until the **Projector** is made Current.
- BUG ID 13797 - There are a few performance issues with animated FBX camera imports including frame inconsistencies and geometry clipping.
- BUG ID 14128 - FBX IMPORT: CAMERAS from Nuke import the wrong field of vision (FoV) into Mari. There is a bug in Nuke where it always exports a half width anamorphic camera. The workaround is to take the camera into Maya (if possible), correct the squeeze value to 1.0, and re-export the camera.
- BUG ID 14130 - FBX Camera Projection: Projections display incorrectly if the image being projected has been re-oriented.
- BUG ID 14201 - On Linux, there is an issue where Mari becomes unresponsive after the system is woken from sleep.

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# 1.1v1

**Version** 1.1v1

**Release Date** 2 November 2010

## System Requirements

### Recommended System Requirements

- Quad-core processor
- Windows 7 64-bit, or a Linux 64-bit operating system (Fedora 12 or Red Hat Enterprise Linux 5.4)
- 250GB disk space available for caching and temporary files (or a minimum of 50GB if you're working on a small project)
- At least 4GB RAM
- Display with 1680 x 1050 pixel resolution
- An NVIDIA graphics card with at least 1GB of RAM and OpenGL 3.0 support (see Recommended Graphics Cards below).

### Recommended Graphics Cards

- NVIDIA GeForce GTX 480
- NVIDIA Quadro FX 3800
- NVIDIA Quadro FX 3800M
- NVIDIA Quadro FX 4800
- NVIDIA Quadro FX 5800
- NVIDIA Quadro (Fermi Series) 5000
- NVIDIA Quadro (Fermi Series) 6000

Please download and install the latest graphics driver for your card from the NVIDIA website.

## New Features

- Mari now supports Windows 7 64-bit.
- The licensing system used by Mari has changed. Mari now uses RLM licensing instead of FLEXlm. For more information, see the *Installation and Licensing* chapter in the Mari Getting Started Guide.


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- On Linux, Mari is now distributed via self-extracting archives with a .run file extension (replacing the existing .tgz files). To install Mari you need to run the installer using a terminal command. Typically, this should be done with 'sudo' for elevated permissions:

**sudo ./Mari1.1v1-linux-x86-release-64.run**



The installer prompts you to accept the End User Licensing Agreement (EULA) before continuing. If you would like to automate the installation and do not want to be prompted for the EULA, you can also pass in the option `--accept-eula` to automatically accept the EULA:

**sudo ./Mari1.1v1-linux-x86-release-64.run --accept-eula**

For more information on the Linux installer, see the *Installation and Licensing* chapter in the Mari Getting Started Guide.

- There is now a **Deferred Shading** Preference option, enabled by default, that should significantly increase Mari performance (you can disable this in the event that Mari is actually slower with it enabled).
- You can now load FBX cameras into Mari for use with projectors. To do this, open up the **Projectors** palette, right-click in empty space, and click **Load Projector**. Note that FBX support currently only loads cameras. Geometry should be loaded into Mari either at project creation or in the **Objects** palette using another supported format like an OBJ file.
- A **Perspective** camera view has been added. You can access this by clicking the Perspective button  on the canvas toolbar, or clicking on the **Perspective** tab.





In addition, the three existing camera views have changed:




- **3D View** is now known as **Ortho**. You can access this by clicking the Ortho button  on the canvas toolbar, or clicking on the **Ortho** tab.
- **UV View** has been shortened to **Uv**. You can access this by clicking the Uv button  on the canvas toolbar, or clicking on the **Uv** tab.
- The **Split View** tab now displays the names of the camera views that are split across the canvas. By default, this is **Ortho/Uv**.

Shortcuts have been assigned to each of the new camera views:

- Switch to Ortho camera - **F10**
- Switch to Perspective camera - **F11**
- Switch to UV camera - **F12**.
- A new canvas toolbar has been added which lets you set the view options for the Uv and 3D views:



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-  Toggles whether to show the wireframes on the model. This option can also be set using the shortcut **Shift+W**.
  -  Toggles between showing the patches in the Uv view as they appear as part of the model, and as they will appear when exported.
  - **Near** - Sets the value for the near clipping plane in the Perspective view.
  - **Far** - Sets the value for the far clipping plane in the Perspective view.
  - **FoV** - Sets the value for the field of vision in the Perspective view.
  - Mari now lets you import and export **TGA** files. Note that if you want to export to **TGA**, you need to type **.tga** in place of **.tif** in the **Export Channel** dialog.
  - Four new shader modules have been added, these are:
    - **Ambient Occlusion**: This takes a channel as an input mask to define the amount of ambient occlusion to add to the shaded surface. It can be used instead of Mari's own Ambient Occlusion generator, if required.
    - **Masked Constant Color**: This adds a constant color input to the shaded surface, using a channel as a mask.
    - **Masked Diffuse Blend**: This blends the texture over the current diffuse color through a mask using the specified Blend Mode.
    - **Normal**: This shows the input texture as a normal map. Mari assumes that the map is normalized around 0.5.
  - The **Specular Shader** module has been split into 3 separate shaders:
    - Gain
    - Color
    - Roughness
  - A **Smart Selection** mode  has been added to the **Select** tool. This mode lets you create selections based on the surface of the model. Smart selections can be based on:
    - Connectedness
    - Edge Angles
    - Orientation
  - A **Magic Wand Selection**  mode has been added to the **Marquee Select** tool. This allows you to make selections based on color.

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- The **Marquee Select** tool's **Lasso** , **Rectangle**  and **Ellipse**  modes now have buttons in the **Tool Properties** toolbar.
  - A new function has been added that allows you to save the image of the outline of a **UV** mask to the **Image Manager**. This image can then be saved and used as a mask in another application. You can access this function by selecting **Patches > UV Mask to Image Manager**.
  - A **Lighting** checkbox has been added to **Camera > Quick Projection Settings**. Check this to output the following two files when you unproject:
    - The view with paint but no lighting.
    - The view with the current lighting but no paint.These two images could then be multiplied in another package to produce the model with paint and lighting.
  - A new option has been added to **Lights Palette > General** called **Fixed To**. This sets what the light is fixed to:
    - **Scene** (Default) - the light is fixed to the model, for example if a light is set at the model's back, it will always point at the model's back, no matter how you move the view.
    - **Camera** - the light is fixed to a camera view, for example you can have a light always shining from above the camera, allowing you to move the model around and cast light on different areas.
  - A function called **Bleed Patch Edges** has been added to the **Patches** menu. If you are experiencing seaming artefacts at the edges of your patches, this function performs a full bleed across affected patches.

## Feature Enhancements

- Texture loading in saved projects should now be faster.
- BUG ID 11153 - The **Max Memory** cap was too restrictive and has been increased to 80% of the total machines memory (to the nearest half GB).
- BUG ID 13454 - There is a new option called **Camera Mask Opacity** in the **Display Properties**. This lets you set the opacity of the black bars that indicate the aspect ratio of the camera in the canvas.


By default, **Camera Mask Opacity** is set to 0.50. If you want to disable the aspect ratio bars, you can set the slider to 0. Note that **Camera Mask Opacity** only affects newly created (rather than existing) projects.
- BUG ID 13469 - Added projection mask properties to the **Projectors** palette. Note that if you adjust these properties, you need to click the **Update Masks** button to see the effect of your changes in the canvas.

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When you do, the equivalent global properties in the **Projection** palette are also updated.

- BUG ID 13512 - The **Invert Marquee Selection** option is now clearly displayed in the **Marquee Selection** tool properties.
- BUG ID 13757 - Mari's TIFF transparency handling has been modified to compensate for different 3rd party applications. Imported TIFFs are now interpreted and displayed based on the application that created them.

## Bug Fixes

- BUG ID 11500 - Some mask icons in the status bar were missing or broken. These are now displayed correctly when a mask is enabled.
- BUG ID 12591 - The current version of object geometry wasn't getting saved in projects.
- BUG ID 12658 - Switching between painting modes took a long time.
- BUG ID 12704 - The lighting control sphere changed position when it shouldn't have, and didn't reset when you clicked the **Reset** button.
- BUG ID 12764 - The **Global Gamma** setting has been removed from **Edit > Preferences > Painting**.
- BUG ID 12807 - Importing textures using the **New Project** dialog wasn't working.
- BUG ID 12986 - Marquee selection of multiple patches was very slow.
- BUG ID 13005 - On Windows, the **Windows** shortcut key is reserved for Mari whenever Mari has focus. This allows you to use all of the Mari shortcuts but prevents you from pressing the **Windows** key to open the Windows **Start** menu. If you need to access the **Start** menu, you can either click it manually or move focus to another application and then press the **Windows** key.
- BUG ID 13030 - When applying the **Hue** filter to **Current Painting**, adjusting the second curve editor had no effect in the preview.
- BUG ID 13081 - Navigating to **New Project > Import Existing** had no effect.
- BUG ID 13133 - User interface tools were selectable when no project was open.
- BUG ID 13326 - Mari crashed when saving 32-bit painting.
- BUG ID 13335 - Renaming a project caused a crash.
- BUG ID 13409 - Mari crashed on close if you clicked  to see a progress box for a background job.
- BUG ID 13509 - Mari crashed when saving a project with invalid selection group data references.
- BUG ID 13627 - There were unexpected viewport jumps and lighting changes in a customer project.

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- BUG ID 13714 - Some palettes were not displayed in **View > Palettes** if Mari was launched with no **CacheLocation** set.
  - BUG ID 14039 - Exporting an EXR file from Nuke and loading it into the **Image Manager** froze Mari.
  - BUG ID 14069 - Per-face selection crashed Mari in the **Through** mode if heavy meshes were used.
  - BUG ID 14101 - The **Falloff/Value** settings of the **Towbrush** tool reset every time a new Towbrush selection was made.
  - BUG ID 14135 - Resetting curves in the **Hue** filter didn't work properly.
  - BUG ID 14146 - In Linux, Mari would not launch without write permissions. This was due to Mari's log file being written to the launch folder. The file is now written to **/var/tmp/mari** by default.
  - BUG ID 14382 - Mari sometimes crashed after bake when using the **Paint Through** tool.
  - BUG ID 14384 - There were problems with opening archive files larger than 4GB.

## Known Issues and Workarounds

- The Mari Getting Started Guide lists the NVIDIA Quadro FX 1800 in its list of *Recommended graphics cards*. This is incorrect as Mari no longer supports this card. Please refer to the [System Requirements](#) for an up to date list of supported cards.
- Mari sometimes doesn't paint on first launch. This is because the Ambient Occlusion mask can be stuck on by default even when it is not available. To solve this, close Mari, delete the config file found in: **~/.config/TheFoundry/Mari.conf**, and relaunch Mari.
- BUG ID 10448 - If you open a saved project and create a new shader, you cannot save your changes until you make another change. This is because new shaders are not getting registered in the undo stack.
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  - BUG ID 12244 - Selecting **Channels > Import** and **Selected Only** only works with sequences and not individual named files.
  - BUG ID 12480 - There are issues with some show/hide channel operations.
  - BUG ID 12563 - If you create a new channel, select the **Clone Stamp** tool, close the project, and create a new project, the **Clone Stamp** tool paints garbage.
  - BUG ID 12567 - Enabling **Sync to VBlank** in NVIDIA settings drastically hits Mari performance. If you experience very slow interaction, even with low-polygon models and one of the [Recommended Graphics Cards](#), go to **NVIDIA X Server Settings > X Screen 0 > OpenGL Settings** and turn off **Sync to VBlank**. Then, restart Mari.
  - BUG ID 13322 - Windows Only: Using a GeForce GTX graphics card in **Deferred** mode can cause Windows to crash.

You can disable **Deferred** mode in **Preferences** to avoid this issue.

Alternatively, to be able to use the **Deferred** mode, you can install the Quadro drivers for your GeForce card (at your own risk, of course). Do the following:

1. Download the NVIDIA drivers for both the GeForce & Quadro range of cards for Windows.
2. Run the installers so they get unpacked, but don't install anything yet. This should create a directory under **C:/NVIDIA/DisplayDriver/** with the two different versions.
3. Uninstall any driver you currently have installed for the GeForce and reboot.
4. Go back to **C:/NVIDIA/DisplayDriver/** and copy **NV\_DISP.inf** from the GeForce driver folder into the Quadro driver folder. Then, run the **setup.exe** file in the Quadro driver folder and install the drivers.
5. After reboot, reboot once more.

Now when you come back you should have a GeForce card installed but with the newer Quadro drivers, and Mari will no longer cause Windows to crash.

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- BUG ID 13394 - Using the **Select Items** tool with the **Facing** set to **Front** to select and hide a portion of faces causes some of the faces within the selection to remain visible when zoomed in.  
The workaround is to select **Facing > Through** instead of **Front** - this will catch all selected faces.
  - BUG ID 13571 - Launching a new version of Mari for the first time, when a config file exists from a previous version, will sometimes result in an object not appearing in the Ortho view.  
To solve this, close Mari, delete the config file found in:
    - Linux: `~/.config/TheFoundry/Mari.conf`
    - Windows: `C:/Users/<login>/.mari/TheFoundry/Mari.ini`and relaunch Mari.
  - BUG ID 13640 - Windows only: The **Blur** tool is slow to use. Painting a stroke then waiting for Mari to process the blur can reduce slow down.
  - BUG ID 13700 - Adjusting the **Camera > Perspective** settings for a **Projector** is not reflected on the canvas until the **Projector** is made Current.
  - BUG ID 13797 - There are a few performance issues with animated FBX camera imports including frame inconsistencies and geometry clipping.
  - BUG ID 14128 - FBX Import: cameras from Nuke import the wrong field of vision (FoV) into Mari. There is a bug in Nuke where it always exports a half width anamorphic camera. The workaround is to take the camera into Maya (if possible), correct the squeeze value to 1.0, and re-export the camera.
  - BUG ID 14130 - FBX Camera Projection: Projections display incorrectly if the image being projected has been re-oriented.