

Release Notes for Modo 11.1v1

Release Date

29 June 2017

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System Requirements

Officially Supported Operating Systems

- MacOS 10.10.x, 10.11.x, and 10.12.x (64-bit only)
- Windows 7, Windows 8, and Windows 10 (64-bit only)
- Linux 64-bit operating system (CentOS/RHEL 7+)

Minimum Hardware Requirements

- Intel processor(s), Core i3 or higher
- 1 GB available hard disk space (for Modo installation).
- 6 GB available hard disk space (for full content).
- At least 4 GB RAM
- Display with 1920 x 1080 pixel resolution
- Internet connection for product activation and online videos access
- The **Advanced** viewport mode requires an NVIDIA or AMD graphics card with at least 1 GB of graphics memory and drivers that support OpenGL 3.2 or higher.

Recommended System Requirements



NOTE: This information is our best recommendation for the average user. Requirements vary by usage, and individual users may have different requirements from those listed here.

- 2.5+ GHz quad-core processor
- 250+ GB disk space available for caching and temporary files, SSD is preferable
- 16 GB RAM with additional virtual memory*
- Display with 1920 x 1080 pixel resolution
- An NVIDIA or AMD graphics card with the latest drivers
- 2+ GB of graphics memory
- OpenGL 4.4 or higher support

*The use of virtual memory improves stability and helps prevent data loss on large projects.

Tested Workstation Hardware

The configurations listed below are those that Foundry have tested with Modo. Due to the constantly changing nature and wide variety of computer hardware available in the market, Foundry is unable to officially certify hardware. The list below can be used as a recommendation and does not guarantee that it meets your particular needs.

Please download and install the latest graphics driver from the NVIDIA or AMD websites. Make sure that you are using 8.982.8.1 drivers or higher for AMD cards.

If you encounter any issues, please visit the Support Portal at <https://support.foundry.com>.

Tested Workstation Hardware	
Apple	<ul style="list-style-type: none"> • MacPro4, 1 • MacPro5, 1 • iMac13, 2 • MacBookPro10, 1
Dell	<ul style="list-style-type: none"> • Dell T1700 • Dell T3610 • Dell T3620 • Dell T5810 • Dell T7610 • Dell T7910 • Dell Precision Rack 7910 • Dell Precision 5510 • Dell Precision 5520 • Dell Precision 7710 • Dell Precision 7720 • Dell M2800 • Dell M6800
HP	<ul style="list-style-type: none"> • HP Z440 • HP Z600

Tested GPU Hardware	
AMD Prosumer Graphics Cards	<ul style="list-style-type: none"> • Radeon™ HD 1900 XT • Radeon™ HD 2400 XT • Radeon™ HD 2600 Pro • Radeon™ HD 3870
AMD Enterprise Graphics Cards	<ul style="list-style-type: none"> • FirePro™ W4170 • FirePro™ W5000 • FirePro™ W8000 • FirePro™ W2100 • FirePro™ W5100 • FirePro™ W4100 • FirePro™ W7100 • FirePro™ W8100 • FirePro™ W9100 • Radeon Pro WX7100 • Radeon Pro WX5100 • Radeon Pro WX4100
NVIDIA Prosumer Graphics Cards	<ul style="list-style-type: none"> • Geforce GTX 680 • Geforce GTX Titan • Geforce GT 650M
NVIDIA Enterprise Graphics Cards	<ul style="list-style-type: none"> • Quadro® K6000 • Quadro® K5000 • Quadro® K4000 • Quadro® K2000 • Quadro® K600 • Quadro® K5200 • Quadro® K4200 • Quadro® K2200 • Quadro® K1200 • Quadro® K620 • Quadro® M5000 • Quadro® M4000
NVIDIA Quadro Graphics Cards:	<ul style="list-style-type: none"> • P400

Tested GPU Hardware

- P600
- P1000
- P4000
- P5000

New Features

For full details, see [What's New in Modo 11.1](#).

Alembic I/O Improvements

Alembic Streaming Improvements

Modo can now stream in geometry using Alembic Streaming Deformers and Alembic Streaming Meshes.

The **Alembic Load Options** dialog now has a **Polymesh streaming options** menu, which allows you to import geometry items and deformers into the current scene, enabling you to layout and render very large animated Alembic files exported from Modo and other Digital Content Creation software packages. In addition, particles, simulated meshes, curves, multiple UV sets, components of a mesh, and materials are also imported into Modo.

Alembic Export Improvements

There have been multiple improvements made to the Alembic exporting functionality, which complements the Alembic streaming improvements, to enable better workflows. Performance when exporting scenes with many key frames, deep item hierarchies, and replicators has been significantly improved.

The Alembic I/O option **Include Unique Suffix In Item Names** has been added to improve how item names are handled by skipping unique suffixes enabling you to preserve your naming conventions through the cycles of importing, modifying, and exporting Alembic files. The **Force Letters and Digits Only Item Names** option has been added to assist you in filtering exported item names to digits and characters, allowing better compatibility with **Katana** and **Nuke**.

Advanced 3D Viewport Enhancements

Advanced 3D Viewport

Performance improvements have been made to the Advanced viewport to speed up the frame rate.

The Display OpenGL Preferences now includes an **AVP Allow Material Texture storage** option. When enabled, it controls how the 3D Viewport stores its data internally in the textures or uniform buffers.

In addition, the following **3D Viewport** properties have been added to improve performance:

- **Shadows CSM** - Sets the number of shadow buffer projections the Cascade Shadow Map system is allowed to use for the light source, allowing you to view casting curved shadows on curved surfaces.
- **Shadows Size** - Sets the texture resolution used when depth projecting the shadows. The following options are available: **Low**, **Mid**, and **High**. By default, this option is set to **High**.
- **Shadows Filter** - Sets whether the shadows are filtered. By default, this option is **On**.
- **Material** - Overrides the **Shader Tree** materials being used in the scene. This setting provides faster rendering performance results in the **Advanced Viewport** when rendering a number of different types of materials. These options are also useful when working with a [Unity Material](#) or [Unreal Material](#).

Auto-Save

Auto-Save Cancel Option

Auto-Save is now preceded by a 10 second countdown with an option to cancel. The **Cancel** button and countdown appear in a small box on your current 3D Viewport. Pressing **Cancel** skips the current **Auto-Save** and launches at the next regularly scheduled **Auto-Save** interval.

Auto-Save Incremental

You can now set a number of incremental Auto-Saves in the **Preferences > Auto-Save** options. Consecutive auto-saves are now numbered and do not overwrite previous auto-save files. These file versions are prefixed with the version number and new auto-saves shuffle all the older numbered files down. For example, the most recent auto-save of **MyFile.lxo** is renamed **1_MyFile.lxo**, the second most recent, **2_MyFile.lxo**, and so on.

In addition, **Auto-Save** saves the current **Preview** rendered state, allowing you to pick up a progressive render from its last saved point when you open an auto-saved scene, rather than having to start the render again.

Direct Modeling

Topology Pen Improvements

The **Topology Pen** tool has a number of new options to improve the re-topology workflow. We have added a new **Mode** called **Smoothing**, several new **Falloff** options, new **Smoothing** options, and the following **Miscellaneous** options: **Copy Discontinuous UVs** and **Keep Vertices**.

Smooth Tool Improvements

The **Smooth** tool has new options to improve smoothing positions along boundary edges and corner vertices. **Lock Boundary**, **Lock Corner**, **Lock Sharp Edges**, and **Sharp Angle** options have been added. It is now

available as a Procedural Mesh Operation.

Sculpt Smoothing Improvements

The **Smooth** mode of mesh sculpting is improved to maintain border edges and corner vertices of border polygons. The **Lock Corner** option locks the vertex positions at corner vertex where the valence is two or more.

Loop Slice Improvements

The **Loop Slice** tool now has a new option **Select New Polygons**. When enabled, this provides better visibility to see the selected polygons. A guide color is displayed for the slicing edges of the selected polygons.

Falloff Weight Tool

A new **Falloff Weight Tool** has been added, which creates a weight map and has similar functionality as the [Soft Selection Falloff](#) tool. Using the weight map generated by the **Falloff Weight Tool** is very useful for modeling, texturing, dynamics, rigging, and more.

Convert Falloff Cache

We have added a new **Convert Falloff Cache** tool, which allows you to convert internal falloff weights generated in **Element Falloff** and **Soft Selection Falloff** into a regular weight map. The internal cache stores falloff weight values for the last operation with **Element Falloff** or **Soft Selection Falloff**. This tool is enabled only when one of these tools is used on the active meshes.

File I/O

Setting, Loading, and Saving Scene Thumbnails

The **Scene Item** properties have two new options, **Set Thumbnail** and **Load Thumbnail**, enabling you to take a snapshot of your current scene from the **3D Viewport**, **Preview Viewport**, and the **Render Display** and embed a thumbnail image into the **LXO** file.

Create Scene Templates and Load from the Preset Browser

You can now create a template scene by renaming any ***.lxo** scene file using the extension ***.lxt** and load these scenes from the **Preset Browser**.

General Workflow Improvements

User Channels

The Modo now allows you drag and drop channels onto mesh items in your scene to turn them into User channels.

GL Viewport Workflow Improvements

Disable GL Textures and GL Color Overrides

The **Shader Item** now includes a **GL Display** option to toggle on and off the display of textures in the Camera View to improve readability and performance when working on complex scenes. In addition, the **Material** item now has a new **GL Override** option. When enabled, Modo uses the defined **GL Color** values to change the color of specified polygons displayed in the Camera View without affecting the rendering in the Preview Viewport. This is useful when working on complex models containing a number of parts, which you want to apply different colors to.

3D Viewport Matcaps, UV Textures, and Environments

The **3D Viewport** now has a **Viewport Textures** menu, allowing you to quickly select **Environments**, **Matcaps**, and **UV Textures** to display in the 3D Viewport. The UV Textures are used for UV Diagnostics. These changes do not affect the scene; they only change the viewport itself. This allows you to quickly view your scene with a Viewport Texture without having to add them to the **Shader Tree**.

Procedural Modeling

New Mesh Op - UV Create Operator

The **UV Create** tool works by projecting the polygons from a 3D space into the 2D (UV) space. The basic operation is the same as the standard UV Create Toolbox tool. In this release, you have the ability to create UVs using the procedural modeling process.

Square Option for Radial Sweep

The **Radial Sweep** tool now has a new Helix Generator **Square** option allowing you to align segments along a square. The **Radial Sweep** tool is also available as a procedural mesh operation.

Smooth Mesh Operator Improvements

A new procedural **Smooth** operator has been added to improve smoothing positions along boundary edges and corner vertices.

Rendering

Maximum Progressive Render Time

A new **Max Render Time** option has been added to the **Progressive Rendering** options to limit the rendering time when saving a frame to a disk. This option is used by the **Preview Viewport** with the default option settings enabled and with the **Render Animation** option enabled.

Scripting the Preview Viewport

The **Preview Viewport** can now be scripted (run) from a command line using **Modo CL**. There are now a number of new commands available to render a preview to an image, image sequence, and movie.

Preview Convergence based on Primary Render Output

A new **Convergence** option has been added to the **Preview Viewport**. When enabled, Preview checks that the image has converged to the minimum requirement (meaning the quality is good enough) before rendering the next frame. Setting this value produces faster results.

Preview Full Resolution Zoom

Zoom functionality in the **Preview Viewport** has been improved. You can now zoom in for a closer look without affecting the camera's position with a middle scroll wheel mouse. The view now snaps to 25%, 50%, 200%, 400% while scrolling your mouse button.

Unreal Bridge Plug-in

Server and Client Plug-in

Modo now has the ability to communicate with the Unreal Engine in real-time. To improve the workflow for Game Engine users, you can use a network protocol to share data between Modo and Unreal using the new **Modo Bridge** plug-in. The connection between Modo and Unreal can be on the same machine, across multiple machines on the LAN, or even possibly remotely. An entire scene or selected elements from a scene can be pushed bi-directionally and updated between the Client and Server. Mesh geometry, normals, UVs, textures, materials, as well as scene hierarchy, lights, and cameras can be synchronized between both applications.

UV Tools

UV Coverage Indicator

A new **UV Coverage** value is displayed at the bottom right corner of the **UV Editor**, which shows the amount of uniform UV space of the total region that is covered by geometry. This option is useful to game workflows, when trying to maximize the amount of texture space being used for the target surface. When you use a UV editing tools, the coverage is updated at the end of the editing process.

UV Box Transform

A new **UV Box Transform** tool has been added, which allows you to quickly move around groups of polygons in UV space. This tool, while active, draws a rectangular bounding box around the component selection in UV space, to which you can apply transform actions.

Distortion Compensation

A new **Distortion Compensation** option has been added to reduce the distortion automatically to produce cleaner UV maps. This is useful when working with primitives that do not have equal radius values. The aspect ratio and related area size of UV polygons conforms to the 3D polygons. This option has been added to the following primitives: [Cube](#), [Cylinder](#), [Capsule](#), [Sphere](#), [Torus](#), and [Ellipsoid](#).

Split Command

A new **Split** tool has been added allowing you to split UVs along the selected geometry (along selected edges, around polygon selection boundaries, or on vertices). It doesn't offset the UVs, but once split, you can move the polygons independently.

Split and Sew

The **Split and Sew** tool is now more interactive. The tool now acts as a brush, with a radius. "Painting" over vertices in UV space can split them apart, with the brush radius controlling how far they are offset from their starting position. Holding a modifier key sews the edges together instead of splitting them.

UV Tear Off Qualifier Key

Qualifier keys have been added to enable the **Tear Off** option to separate and move your selection of polygons to a new position on your UV map. Holding down the **Ctrl/Cmd + Shift** keys, while dragging, temporarily enables **Tear Off** mode.

UVs to SVG Real World Scale and Units

The **Export UVs to SVG** feature has been enhanced to give you better control over the real-world size of your SVG output. This can be helpful both for creating templates to create UV-based textures in external applications, and for applications like packaging or shoe creation, where a pattern with accurate real-world dimensions must be created from a mesh's UVs.

UV Relax Improvements

The **Boundary** option has been added to the **UV Relax** tool, which includes a number of options used to relax boundary UV vertex positions, replacing the **Lock Boundary** and **Straighten** options used in our previous release.

UV Overlapping Selection

A new **Select Overlapping Polygons** tool has been added to assist you in detecting errors with UV mapped polygons. This tool provides three options to assist you in locating these errors - **Cross Intersection**, **Self Intersection**, and **Flipped**.

Texel Density

A new **Texel Density** tool has been added to improve the Games workflow. This tool enables you to quickly scale the size of UV islands or individual polygons such that they span roughly the same number of texture pixels per meter of real size. This is useful when you are dealing with texture density mismatches, in some cases you may either have differently sized UVs or textures, resulting in visibly over-detailed or under-detailed areas relative to the rest of the asset or scene. Making the texel density more uniform can help maintain a standardized level of texture detail across an asset or environment.

New Default UV viewport Settings

The default viewport display settings to view UDIM Tiles on an UV map have been updated. The UV viewport now shows a 0 to 1 space by default, instead of -1 to 1. The UDIM tile number display is enabled by default, but it is only shown if more than the 0 to 1 space is shown.

Vertex Normal & Baking Improvements

Use Polygon Area Smoothing Option

A new **Use Polygon Area** option has been added to the **Material** item, which enables you to smooth vertex normals to correct shading problems. Modo calculates the weight contribution of vertex normals and averages that value by the polygon area. Use this option to improve smoothing and shading for a mesh that has large polygon faces connected to small polygon faces. For example, when there is a fine beveled face beside a big face.

Vertex Illumination Baking Type and Output Options

The **Vertex Illumination Baking** tool has been renamed **Vertex Shader Baking**. In this release, new **Bake Type** and **Output Channel** options have been added to this tool. Use these options to control what Modo bakes and where it stores the result of the bake.

Object Space Normal Maps

To improve the Games workflow, we have added **Object Normal** maps to encode the texture direction in absolute terms in object space. This is typically used in games workflows for static, non-deforming objects (environment, props, and so on) to quickly render in the game engines.

Baking Aids

Items now have a contextual menu for baking certain mesh features. A number of baking tools are available in the **Mesh Operations** list from the **Bake contextual menu**. From this menu, you can bake occlusion, illumination, normals, displacements, texture effects, vertex shadings, vertex curvatures, and bake to an Alembic file. The bake commands start a process of generating UVs, packing them, doing a bake (through a bake item) and then save the resulting bake to an image that can be added to the **Shader Tree** automatically.

Feature Enhancements

- Deformers: The **Deformer > Slack Effector** tool has been improved for deformations with **slackAmount** set to 0%.
- Model: The **Detriangulate** tool has been added to the **Geometry > Polygons** menu.
- UI: The **Texture Locator > Random Offset** option called **Surface** was added for replicators.
- UI: A download URL is now provided when you have enabled the **Update and Statistics > Automatically Check for Updates** option when a new version is available.
- SDK: SDK: Added Unreal & Unity material channels.
- SDK: TDSDK - Added the ability to cast to type-specific classes from a **modo.Item**, not just a **lx.object.Item**.
- BUG ID 39501 - File Output: Alembic now supports exporting **Locators**.
- BUG ID 45959 - Model: The **Loop Slice** tool now draws sliced lines using a guide color.
- BUG ID 48383 - UV: The **UV Vertex** option was added to the **UV Relax** tool for merging UV islands .
- BUG ID 52242 - (Windows only) File Input: **File > Load Audio** file formats have been updated to only list supported formats.
- BUG ID 53434 - File Input: Improved Alembic mesh streaming to handle polygons with more than four vertices.
- BUG ID 53735 - Documentation: The **VDB Voxel** topic has been updated.
- BUG ID 53824 - Documentation: The **Inks tool** topic has been updated to include **Projection Ink** options.
- BUG ID 53951 - Documentation: The **UV Transform** topic procedures have been updated.
- BUG ID 54049 - Documentation: The **Select Sliced Edges** option has been added to the **Axis Drill** and **Curve Slice** tool topics.

- BUG ID 54212 - Documentation: The Add Item, Add Deformer, and Add Mesh Operations **Preset Browser** topics have been updated to include new procedures and UI changes.
- BUG ID 54888 - Documentation: Bezier Extrude **Corner Radius** option is now documented.
- BUG ID 55119 - Model: Modeling falloffs are now generating a user accessible falloff weight map.
- BUG ID 55186 - Topology: The **Topology Pen > Copy Discontinuous UVs** has been renamed **Join Discontinuous UVs**.
- BUG ID 55656 - UI: The **Update and Statistics** dialog options have been set to **Always**.

Bug Fixes

- GL: Enabling **Cache Deformers** also enabled the **Item Draw Cache**.
- Model: Using the **Topology Pen** tool with the **Mode** set to **Smoothing** and **Slip UVs** enabled caused Modo to crash.
- Model: The **Loop Slice** tool sometimes caused Modo to crash.
- Sculpt: Sculpting in Modo sometimes caused Modo to crash.
- Sculpt: Interactivity on image based sculpting has been improved.
- UI: Toggling the visibility of the **HUD** in the 3D viewport caused **Preview** to crash.
- UV: Smoothing UVs caused Modo to crash.
- BUG ID 26699 - Model: Erratic **Scale** tool behavior occurred when using a tablet.
- BUG ID 34749 - File Output: Exporting replicated Subdivision surfaces to Alembic exported all replicators, instead.
- BUG ID 35143 - Shader Tree: Multi-selected **Gradient** texture layers did not respect input parameter changes.
- BUG ID 36896 - Animation: Excessive frame dropping and skipping occurred when animating an enabled texture channel and while scrubbing in the timeline.
- BUG ID 41744 - File Output: Alembic exports failed when an MDD file was missing.
- BUG ID 42058 - File Input: Importing or referencing Alembic caches caused Modo to use more memory and increased the file size.
- BUG ID 43387 - Preview: When rendering all outputs, Modo displayed the incorrect **Final Color** output.
- BUG ID 43683 - Dynamics: Dynamic Replicators did not follow the particle source of the replicator that they were created from.
- BUG ID 45656 - Render: Texture Replicators rendered four times slower on frames when no replicator particles were present in the frame.
- BUG ID 46062 - GL: Using **Geometry > Freeze** on selected sculpted geometry, which had a displacement texture, caused displacements to double in size.
- BUG ID 46138 - File Output: Particles exported to Alembic did not import into Maya.
- BUG ID 47740 - File Input: You were not prompted to replace or find missing **.csv** cache files when opening the file.
- BUG ID 47969 - Model: Reactivating **Paste**, when holding the **Shift** key, resulted in a double paste.
- BUG ID 48207 - File Input: Alembic deformers could not be dragged and dropped between scenes.
- BUG ID 48408 - File Output: Exported Alembic mesh items had identical names for transforms and geometry.
- BUG ID 49285 - Render: Changing the start value of a render curve changed where the end of the curve was drawn.

- BUG ID 50234 - Sculpt: Changing the **Smooth Mode** produced bad results for meshes that did not use multi-resolution.
- BUG ID 51086 - UV: The handles on the **Bend Tool** did not point in the correction direction when UV **Symmetry** was enabled.
- BUG ID 51273 - File Output: Modo became unresponsive when exporting an Alembic file containing a full scene.
- BUG ID 51792 - Model: Setting the **Item Instance > Parent** option for the **Mirror** tool did not work as expected.
- BUG ID 51908 - Model: Setting any of the **Mesh Paint** options under the **Parent** option, for example **Instance**, had no effect.
- BUG ID 51915 - GL: The **Advanced Viewport** sometimes displayed jagged edges on shadows.
- BUG ID 51924 - Model: The **Julienne** tool > **Angle Snap** option did not work.
- BUG ID 51986 - File Input: Importing a stitched Alembic file containing animation rendered incorrectly in Modo.
- BUG ID 52424 - Model: The **Catmull-Clark Subdivision Level** could not be changed when merging **Catmull-Clark** subdivisions into a mesh.
- BUG ID 52429 - Model: The **Bezier Curve** tool reacted unpredictably to edge selections.
- BUG ID 52436 - Model: Local axis did not work with multiple selections when aligned with global axes.
- BUG ID 52504 - Model: **Mesh Cleanup** caused Modo to crash.
- BUG ID 52527 - Render: Black dots (NaNs) appeared in the render output with replicated **Catmull-Clark** subdivisions.
- BUG ID 52605 - File Input: 2D **.dxf** files did not import correctly.
- BUG ID 52633 - Shader Tree: **Texture Replicators** did not align to a specified **Particle Source**.
- BUG ID 53308 - Model: Polygon reduction (non-procedural) destroyed morph maps.
- BUG ID 53524 - File Output: Exporting a procedural animation to an Alembic file broke normals.
- BUG ID 53981 - Sculpt: It is not possible to select symmetry polygons after working with the **Sculpt Smooth** tool and when creating morph maps.
- BUG ID 54004 - Replicators: The **Curve Particle Generator** tool and **Replicators** produced incorrect results.
- BUG ID 54038 - File Output: Exporting an imported **SolidWorks** file as an **.fbx** formatted file caused Modo to crash.
- BUG ID 54173 - Item List: Manipulating animation keys disabled the **Delete** key.
- BUG ID 54182 - Model: The **Edge Slice** tool, with the **Multi Slice** option enabled, sometimes created bad geometry.
- BUG ID 54197 - File Output: Modo crashed when exporting **Replicators** to an **.fbx** file with grouped prototypes.
- BUG ID 54251 - Model: In primitive creation mode, clicking on a translate handle, with **Snapping** activated, did not constrain the movement to the specified axis.
- BUG ID 54258 - Model: The **Edge Slide** tool did not behave as expected when vertices were on top of one another.
- BUG ID 54265 - Model: **Symmetry** failed to work in the **Work Plane**.
- BUG ID 54266 - File Output: **Subdivision Weight** did not export to **FBX** files correctly.
- BUG ID 54294 - File Input: Certain animated Alembic files did not render correctly.
- BUG ID 54333 - Model: The **Curve Refinement Angle** option for the **Freeze** mesh operator had no effect on **Text** mesh operator.

- BUG ID 54339 - Topology: With the **Topology Pen** activated, using the Add Loop function (**Shift + MMB**) to add an edge to a selection and then selecting any of the options below the Toolbox **Mode** option, such as **Edge Loop**, canceled the loop selection.
- BUG ID 54367 - UV: A mesh item displayed vertices in the UV space but they did not display in the **Info and Statistics** viewport.
- BUG ID 54401 - Model: The **Detriangulate** tool produced poor results.
- BUG ID 54557 - Functionality and stability problems were found when editing UVs of deformed items and sometimes caused Modo to crash.
- BUG ID 54648 - Schematic: **Tick** appeared on the wrong item in the workspace dropdown menu.
- BUG ID 54695 - Deformers: The visibility icon for **Transform Effector** items in the Mesh Operations list were missing.
- BUG ID 54713 - Preview: Enabling **Final Render Quality** in the **Preview** viewport did not override the render settings (F9).
- BUG ID 54725 - Model: The **Loop Slice** tool did not distinguish points to merge based on the source edge.
- BUG ID 54727 - Procedurals: The **Add Mesh Operation Selection > Edge Boundary** did not work as expected.
- BUG ID 54741 - UI: After renaming a duplicated instance of a **Locator** and then right-clicking on that item and selecting **Change Type > Locator**, the updated name was lost after saving and reloading the scene.
- BUG ID 54803 - Render: The opacity of surfaces hit by shadow rays were not accounted for by the material **Use Refractive Index** option.
- BUG ID 54804 - Model: **Align Work Plane** and **Symmetry** produced the wrong results.
- BUG ID 54832 - Paint: **Paint Clone > Use View Projection** was enabled by default.
- BUG ID 54834 - Model: Using the **Axis Slice** tool with the **Mode** set to **Size**, and activating the gang edit mode to change the **Size X, Y, and Z** values, flipped the **Mode** back to **Number**.
- BUG ID 54852 - UV: Mirroring geometry broke attached vertices in UVs.
- BUG ID 54868 - UV: The **Apply** button was disabled for the **UV Peeler** tool.
- BUG ID 54869 - Shader Tree: Setting a texture layer effect to **Bump** sometimes caused Modo to crash.
- BUG ID 54877 - File Input: The MDD reader did not close files.
- BUG ID 54896 - Model: The **Axis Slice** tool **Hold Slice** option did not work.
- BUG ID 54919 - Model: The **Pen Tool > UV > Project To** option did not allow you to select the **U Direction** or **V Direction**.
- BUG ID 54922 - Model: Lasso selection did not select co-located vertex positions.
- BUG ID 54926 - Model: Using the **Scale Tool** with maximum tool handle size resulted in lagging behavior.
- BUG ID 54928 - Model: The Dimension tool displayed incorrect values in **Item** selection mode.
- BUG ID 54930 - GL: Switching the kernel mode to CPU caused OpenCL initialization to fail while in OpenSubdiv Drawing Override.
- BUG ID 54931 - (Mac OS only) Model: A rotated Work Plane displayed a um error for one of the dimensions of the Dimensions tool.
- BUG ID 54933 - UI: Entering Play mode displayed error dialogs.
- BUG ID 54946 - Preview: Animation did not tessellate geometry per frame.
- BUG ID 54957 - Schematic: A Workspace selected, copied, and pasted to wrong workspace.

- BUG ID 54962 - Documentation: **Ctrl+ Tab** was the shortcut for the **Layout Switcher** but was remapped to **Tool HUD**.
- BUG ID 54979 - File Output: Exporting a scene to Alembic caused Modo to crash after all of the virtual memory was consumed.
- BUG ID 54987 - UV: Setting values for the **UV Relax** tool produced **NaN** errors caused by zero length edges.
- BUG ID 54996 - Render: Incorrect **Indirect Caustics** displayed in the scene.
- BUG ID 55000 - Model: The **Radial Sweep > Square** option only worked on the **Y** axis.
- BUG ID 55027 - UI: User config files were deleted when exiting Modo and were not backed up or renamed to assist in investigations on why Modo failed.
- BUG ID 55040 - UI: Tooltips were missing for the **Work Plane**.
- BUG ID 55041 - UI: The **Work Plane** button label did not update correctly when using a popover form.
- BUG ID 55043 - Item List: **Ctrl+Shift**+drag created an instance of an instance instead of the source.
- BUG ID 55046 - UI: Applying **Alt** + click on the **Work Plane** button did not display the **Options** menu in several layouts.
- BUG ID 55047 - UI: The **Selection Sets** button was missing in several layouts.
- BUG ID 55050 - Model: Splitting a vertex that was shared by multiple open polylines caused Modo to crash.
- BUG ID 55077 - UI: Maximizing and then minimizing the window changed a number of tabs in the interface.
- BUG ID 55080 - Model: Inactive meshes were set to invisible and snapping still treated them as visible.
- BUG ID 55087 - File Input: With **Auto-Save** disabled and Modo has crashed, you are presented with a prompt to recover your saved file, which does not exist.
- BUG ID 55109 - UV: Using the **Atlas 2** option in the **UV Projection** tool on multiple meshes sometimes caused Modo to crash.
- BUG ID 55111 - Network Rendering: Aborting a render (on a slave system only) during the preprocessing phase did not stop rendering on the slaves.
- BUG ID 55113 - Model: Selecting vertices from two point polygons (for some **.dxf** imports) and then pressing **P** to create a polygon, created the polygon facing away, and sometimes regardless of selection order (**CW** or **CCW**).
- BUG ID 55118 - File Input: Opening a scene and selecting **No** to locate a missing Alembic file caused Modo to crash.
- BUG ID 55141 - Fusion: Incorrect triangulation of concave quads in MeshFusion procedural displayed.
- BUG ID 55177 - UI: Several Work Plane preferences did not update when changing the Work Plane state.
- BUG ID 55180 - Model: A customer mesh was destroyed when enabling **Action Center > Local** and enabling the **Align Radial** tool.
- BUG ID 55189 - Model: Rotating elements when the handles were aligned to the screen axis did not work.
- BUG ID 55193 - UV: Modo sometimes crashed when using the **UV Relax > Mode > Adaptive** and **Boundary > Straighten**.
- BUG ID 55196 - Fusion: Adding an additional Fusion Slicer Assembly, for example **Fusion Slicer 3Point.Ixp**, caused the original Fusion Item to disappear.
- BUG ID 55198 - Fusion: The trim subtraction operation sometimes trimmed beyond the bounds of the Fusion source item.
- BUG ID 55203 - Fusion: The Fusion Slicer Assembly transform control did not work properly when rotating the item.
- BUG ID 55206 - Sculpt: Bad pixels in Image-based sculpting created distorted UVs.

- BUG ID 55208 - Fusion: Moving a duplicated MeshFusion trimmed item caused Modo to crash.
- BUG ID 55211 - Preview: Toggling on or off a **Light Material** with **Preview** running sometimes caused Modo to crash.
- BUG ID 55215 - File Output: Exporting to Alembic did not export the animation for a mesh, which only had vertices.
- BUG ID 55225 - Documentation: An incorrect description was documented for the Render Output called **Surface ID**.
- BUG ID 55230 - Procedurals: The **Radial Sweep** > **Square** option deformed an item when you moved the center handle away from the middle **Y** axis.
- BUG ID 55234 - File Output: The **game.export** command was missing an argument to choose an arbitrary file name for an **.fbx** file.
- BUG ID 55236 - UV: The UV viewport did not always update to display the latest selected baked image in **Shader Tree**.
- BUG ID 55247 - UV: Resetting the **UV Relax** tool displayed an error message.
- BUG ID 55258 - UV: The **UV Box Transform** proportional constraint only worked with top-right corner handle when holding the **Shift** key and dragging to constrain proportionally (lock U and V stretch).
- BUG ID 55268 - UV: The UV tools had a duplicate dropdown menu for map selection.
- BUG ID 55296 - Model: Snapping a mesh to a component of an instanced mesh did not work when its parent was hidden.
- BUG ID 55298 - Model: The **Mesh Paint** tool added multiple redundant materials.
- BUG ID 55305 - UI: Selecting **New Scene** from the **Modo Introduction Screen** did nothing.
- BUG ID 55313 - Model: Random crashes occurred when joining edges that included discontinuous UVs.
- BUG ID 55318 - Fusion: Performance optimization altered the order of Fusion operations.
- BUG ID 55321 - Item List: Memory corruption occurred when using **Ctrl** + **Shift** and dragging an instance in the **Item List**.
- BUG ID 55331 - Schematic: With multiple workspaces, the selected workspace was not always selected.
- BUG ID 55332 - Item List: Using the **Item List** > **Select** > **Action** > **Group** option created a **Group Locator** before specifying a name for the group and could not be cancelled
- BUG ID 55339 - UI: Splitting the window in the **UV viewport** within **Game Tools** layout, using the **Shift** + **Ctrl** + **Tilde** keys, did not allow you to remove the duplicated window.
- BUG ID 55357 - Rigging: Deform folders could not be re-ordered.
- BUG ID 55361 - Fur: Enabling the Fur material, **GL Display**> **Bake GL Fur to Guides** option caused Modo to crash.
- BUG ID 55362 - UV: Reloading image maps did not update the UV viewport.
- BUG ID 55377 - Model: The **Dimensions** tool did not work in component selection mode when a mesh contained Mesh Operations.
- BUG ID 55400 - Network Rendering: Network rendering for baking using **Bake to Render Outputs**, caused Modo to crash on a slave machine.
- BUG ID 55406 - File Input: Importing Alembic files with the speed multiplier control set to 0.1 or similar and then scrubbing in the timeline, did not show smooth animation playback.
- BUG ID 55416 - Render: The Render time estimate for a scene overview displayed **Unknown**.
- BUG ID 55431 - GL: Manipulating items containing lengthy animation caused significant frame rate loss.
- BUG ID 55435 - File Output: Exporting to **FBX** did not preserve the parent naming convention.

- BUG ID 55459 - Model: The **Drag Weld** tool join discontinuous UVs option was not disabled by default.
- BUG ID 55476 - GL: Item transform speed was slower compared to previous releases.
- BUG ID 55549 - UV: The **Scale Tool** in the UV viewport worked incorrectly when using a tablet.
- BUG ID 55563 - GL: Serious performance regression found.
- BUG ID 55566 - GL: Rotation of items or components in a camera view caused the initial movement of the mouse cursor to jump.
- BUG ID 55637 - Preview: Setting the Preview **Save Layered Image** from the **Options** button caused Modo to crash.
- BUG ID 55681 - Model: Using the **Tack Tool** on high density meshes caused Modo to crash.
- BUG ID 55714 - Documentation: The menu item noted in the **Clone Tool** topic incorrectly stated **Geometry > Create > Clone** rather than **Geometry > Duplicate > Clone**.
- BUG ID 55715 - Paint: Trying to paint on an image used by a **Backdrop** item caused Modo to crash.
- BUG ID 55730 - GL: Performance reduced significantly when a Fur material **Display Density** option was set to a value lower than the default value of 10.
- BUG ID 55856 - Fusion: Removing the source mesh caused Modo to crash.
- BUG ID 55858 - Preview: The **Final Render Quality** option did not enable **Motion Blur**.

Known Issues and Workarounds Specific to Modo 11.1

This section covers known issues and gives workarounds for them, where appropriate.

Advanced Viewport

- BUG ID 50810 - Anisotropic texture filtering is lower quality than in the **Default** viewport.
- BUG ID 46995 - Ambient Occlusion display in the **Advanced** viewport is affected by selected item wireframes.

You can disable **Show Selection** in the **Visibility** options or disable wireframe drawing on the active mesh layers.

Animation

- BUG ID 53661 - Selecting actions does not always select the correct one. This is caused by copying actions.

As a workaround, manually edit the tags on the broken actions by selecting them in the **Groups** tab, then save and reload the scene.

Assemblies

- BUG ID 36452 - Assemblies exported from the **Item List** context menu result in poor visual layout of nodes on import.

As a workaround, you can save assemblies from the **Schematic** viewport.

Baking

- BUG ID 50671 - Baking displacement maps can cause UV seams to be visible, and the baked displacement map to show quilting effects and other render artifacts.
- BUG ID 49437 - The **Bake Channel Swizzling** option can't bake to texture alpha.

Color Management

- BUG ID 49244 - (Windows only): With **Perform Color Correction** on, setting a default scene to a scene with a mesh that has a position channel crashes Modo at launch.

As a workaround, use **System > Reset Preferences** to reset to defaults or move/remove the default scene.

Default Viewport

- RGBA textures only draw correctly in the **Advanced** viewport. In the **Default** viewport, any unsupported texture effect on an image map is drawn as diffuse color when the layer is selected in the **Shader Tree**.

Deformers

- BUG ID 55470 - Freezing a mesh with normalized deformers and a Mesh Op caused Modo to crash.

File and Image I/O

- BUG ID 55439 - Alembic imported convex polygons with at least two close to co-linear edges may not draw correctly in GL (appearing as missing triangles).

As a workaround: Import using the new Alembic Streaming options. Set the **Polymesh streaming options** to **Alembic Streaming Meshes (polys only, force all)**. Alternatively, select the base material in the **Shader Tree** and enable **Surface Normal > Double-sided**, then change the **Smoothing** angle to **180**.

- BUG ID 50198 - Alembic scenes don't export some surface items, including static meshes and procedural shatter items.
- BUG ID 49728 - Exporting selected layers (from the **Item List** context menu) to **.fbx** doesn't export instances, unless the original mesh is also exported.

To resolve this, set the **.fbx** preference to **Export Selection** and use **Export As...**

- BUG ID 47036 - Color management in **.svg** images is not currently supported. This is a side-effect of a bug fix where the largest allowable image size (64k x 64k) was always used when color correction was enabled.
- BUG ID 46962 - Rendering **.svg** images used as stencil maps for displacement or for layer masking can be very slow.

Fur

- BUG ID 35731 - Fur length textures can't be edited with the Stretch tool.

Use different fur length drivers, such as hair guides or vector vertex maps.

General

- BUG ID 49514 - Mac OS X only: Running `modo_cl` before running the UI Modo application breaks code signing.

As a workaround, start the UI version of Modo once, before running `modo_cl` on any system where you later intend to use the UI version.

GL

- BUG ID 55816 - Wireframes are washed out on transparent surfaces in the **Advanced** viewport.

As a workaround, avoid transparency when modeling or doing work where wireframes are needed. Alternatively, use the **Default** viewport.

- BUG ID 55746 - Moving the mouse over a procedural mesh, when **Animation > Enable Deformers** is off, may cause Modo to crash.
- BUG ID 55594 - Wireframe overlay is missing in orthographic views if **Line Antialiasing** is set to **Full** in the **Advanced** viewport.

As a workaround, use the **Line Antialiasing > System** or **Off** option instead.

- BUG ID 55500 - Setting the **Advanced** viewport **Effects > Material** option to **Basic** displays Unreal materials as white.

As a workaround, use **Simple** mode.

- BUG ID 55145 - **Default** viewport lights are not casting shadows in the **Advanced** Viewport.
- BUG ID 54456 - GL count is incorrect in certain circumstances, including when meshes are displayed in wireframe mode or when displaying replicas.
- Windows only: Using Raptr can cause GL driver crashes in Modo.

Input Devices

- BUG ID 51741 - Mac OS X only: Modo sometimes becomes unresponsive when using the combination of a click-drag in a tree view (for example, when toggling the visibility of two successive items in the **Shader Tree**), followed immediately by a two-finger scroll gesture on some devices, including laptop trackpads and the Magic Mouse.

As a workaround, change to a 3-button mouse (recommended to fully access all of Modo's features).

- BUG ID 35856 - Linux only: Plugging in a Wacom tablet while Modo is running can cause undesired movement. This cannot be fixed, due to a limitation of the hardware driver.

To avoid this, plug in the tablet before application startup or restart.

Item List

- BUG ID 53209 - Group creation (**Ctrl + G**) places the new group folder at a random position in the **Item List**, if the items are not selected in a top down sequence.

As a workaround, select the items being grouped from top to bottom in the **Item List** before grouping (**Ctrl + G**).

Modeling

- BUG ID Bug 55857 - Using the **Model** layout Toolbox **Basic** subtab **Center Selected** option on a polygon selection, with multiple mesh layers selected, doesn't center to the origin.

As a workaround, select only one mesh layer at a time or put all geometry in one layer.

- BUG ID 55842 - Using the **Tack** tool, with **Align**, **Copy Geometry**, and **Make Bridge** options enabled may cause Modo to crash.
- BUG ID 32728 - Zooming out with a Space Navigator alters the Work Plane position.

Network Rendering

- BUG ID 48325 - Scenes with image sequences rendered with Full Frames use the wrong image sequence number on slave machines.

As a workaround, use **File > Consolidate Scene**, then render the scene using a shared network folder (**Preferences** option under **Rendering > Network Rendering**).

- BUG ID 36986 - Slaves render hidden meshes. Since mesh hide state is not stored in the scene, when that scene is transferred to the slaves, the state is lost. The master respects the hidden state, however.

As a workaround, if the intent is to avoid rendering, toggle the visibility for the item or render or open **System > Preferences > Rendering** and disable **Use Network Render Nodes**.

- BUG ID 30318 - Network Rendering doesn't support Reelflow particles.
- BUG ID 25636 - Frame passes are not supported.
- Several Bugs - While it apparently worked in Modo 902, in some cases, Network Rendering was not implemented to support baking. Changes to Modo in the 10-series apparently broke what was working for some artists, so the functionality has been disabled.

As a workaround, Modo 10 implemented the ability to Network Bake using Bake Items and an external render controller. For more information, please see the [SDK Wiki](#).

Node Shading

- BUG ID 50642 - Nodal shading does not support UDIMs.

Painting/Sculpting

- BUG ID 41682 - Textures are not always updating in Preview/Render when painting on an image map.

You can save and reload the image to force the update.

Particles

- BUG ID 44551 - Surface Particle Generators may not update with changes to a **Density Gradient Input** set to **Slope**.

As a workaround, choose **Distance to Locator** or any other setting from the **Density Gradient Input** dropdown, then change it back to **Slope**.

- BUG ID 34925 - Re-opening scenes saved with large particle caches can cause problems.

To avoid such issues, delete the cache before closing Modo, or export the particles to **.csv** cache files or Realflow **.bin** files. You can do this by attaching one of those nodes to the Particle Simulation item in the **Schematic** viewport, and clicking **Cache Simulation**.

Preset Browser

- BUG ID 55882 - Pinning the **Viewport Textures** preset browser crashes Modo on restart.

As a workaround, run Modo in **Safe Mode** and select **System > Reset Preferences** or manually delete the main config file.

Presets

- BUG ID Bug 55867 - Dragging and dropping a preset material into a material group places the preset above the **Base Material**, not in the group.

As a workaround, move the preset material group after dragging and dropping it.

Preview

- BUG ID 55901 - **Preview** is rendering images with the wrong color space for non **EXR** images.
- BUG ID 55646 - The Camera can't be edited in **Preview** if any of its channels are locked.
- If a high poly mesh is not visible, the Preview baking output will be incorrect.

As a workaround, reset **Preview** to fix the baking.

Procedurals

- BUG ID 52149 - Curve Extrude mesh operation: The Path Segment Generator's **Align to Normal** option doesn't work when using a Bezier with zero-length tangents.

As a workaround, rotate the polygons to point toward the +Z before extruding or make sure there are no zero-length tangents.

- BUG ID 49767 - Scenes, which contain a UV constraint modifier driving texture properties, may fail to load after saving, due to a modifier dependency loop.
- BUG ID 46512 - When rigged, Rock items and other procedurals do not display correctly in GL. This is a limitation of the feature and will not be fixed.

You can use Preview or RayGL to visualize the variations from rigging.

Projections

- BUG ID 49473 - Projections are incorrect if the projecting camera is set to **Vertical** film fit mode and the width is less than the height.
- BUG ID 43771 - Camera projections from non-render cameras show distortion in GL and baking.

To avoid this, make sure that the projection camera has a film width-to-height ratio that matches the main render camera.

References

- BUG ID 44492 - If a scene that already contains references is referenced, the shading of the original references may not persist.

As a workaround, limit scenes with shading to one level of reference.

- BUG ID 41119 - Reloading a reference after replacing it with the same file can cause Modo to crash.

Rendering

- BUG ID Bug 55787 - The **Scratches** procedural texture may produce NaNs in the **Preview viewport** and **Render Display**.
- BUG ID Bug 55663 - **Motion Blur** applied on a curve in a Mesh Operation no longer works.
- BUG ID Bug 55262 - Displacement combined with normal maps renders incorrectly.

As a workaround, enable the **Displacement as Bump** option in the **Render Item Settings** or render using **Preview**.

- BUG ID 53411 - Mesh lights or any direct light too close to a surface can produce fireflies (hot pixels) in some cases.

As a workaround, use a **Maximum Radiance** higher than 1 W/srm^2 to reduce the bias.

- BUG ID 53184 - Value presets created for material Subsurface Scattering samples in Modo 10.1 or earlier now show on the render item instead.
- BUG ID 52730 - The Vertex Illumination Bake command doesn't work as expected, when the mesh has transform channels.

As a workaround, freeze the transforms in the mesh properties.

- BUG ID 52011 - Tangent Basis handles Mirror UVs incorrectly.

As a workaround, apply Mikk or any other tangent space basis to the mesh before baking.

Rigging

- BUG ID 55059 - Binding can't be used multiple times in **Setup** mode.

As a workaround, exit and re-enter **Setup** mode.

- BUG ID 27244 - Duplicating joints in a bound mesh retains influences from the original joint chain.

Schematic

- BUG ID 55859 - Dragging and dropping a **Texture Locator**, **Camera**, or **Light** from the **Shader Tree** into **Schematic** viewport doesn't work.

As a workaround, with the item selected, click the **Add Selected** button in the **Schematic** viewport.

Scripting

- BUG ID 53458 - Right-clicking or running a script in the Script Editor can lock up input to Modo.

As a workaround, click in the top window of the Script Editor, use the main menus, or change to another application, then switch back to Modo.

- BUG ID 55138 - Modo crashes when undoing a script which uses **removeItems**.

Sculpt

- BUG ID 55897 - Specular and shadows in the **Default** viewport stops showing when sculpting on a displacement image.

As a workaround, use another viewport mode such as **Advanced** or **Reflection**, or apply a **Matcap** shader to the **Shader Tree**.

Shader Tree

- BUG ID 37858 - In the **Shader Tree**, choosing a group from **Add Layer > Image Map > (use clip browser)** fails.

To work around this issue, in the **Clip Browser**, choose a single image instead of the group, and then change to the image group using the Texture Layer's **Properties** tab.

- BUG ID 30947 - Layer masking displacement does not work unless you drag and drop the masking layer onto the displacement layer.

Topology

- BUG ID 55887 - In Remove mode, the **Topology Pen** doesn't remove edges created by the **Split** mode but instead removes the underlying polygon.

Unreal and Unity Materials

- BUG ID 50701 - Unreal material Ambient Occlusion does not bake correctly in Modo.
- BUG ID 50700 - There is no way to visualize the Unreal SubSurface Color effect in Modo.
- BUG ID 50451 - On some graphics cards, Unity material may cause flickering in the **Advanced** viewport when used with bump maps and shadows.

UI

- BUG ID 55759 - Transforming objects can cause the **Items Properties** panel to flicker.
- BUG ID 55702 - Mac OS X only: Saving layouts on certain multi-display configurations caused Modo to crash.

As a workaround, having your primary display as the left-most, may prevent this.

- BUG ID 55571 - Resizing the dopesheet in Zen crashes Modo 11.1, but not in Modo 11.0.
- BUG ID 44496 - Mac OS X only: Disabling **Affect System Color Dialog** in **Preferences > Rendering > Color Management**, and using the system color picker causes colors to darken with each use of the color picker.

This is due to an OS X issue, which requires the color profile in both the monitor settings and color picker to be set to sRGB IEC61966-2.1.

- BUG ID 44896 - Dragging and dropping an image from disk into the **Clips** list doesn't work.

If the **Clips** list is empty, drop the image onto the bar at the top, otherwise drop it above or below other images in the list.

- BUG ID 43162 (Windows only) -Setting a custom text size affects Modo's text drawing.

As a workaround, go to the compatibility settings by right-clicking the Modo shortcut or executable, and turn off font-scaling for the application.

UV

- BUG ID 55891 - Show UDIM does not display the UDIM number in the **UV** viewport.

As a workaround, enable the **Auto Spans** option.

- BUG ID 55582 - The Tear-off modifier keys (**Shift+ Ctrl**) are live in the **UV Transform** tool, meaning the Tear-off state changes during the drag if the keys aren't held down.
- BUG ID 55564 - The UV Distortion and UV Vertex maps are no longer accessible. This is due to bugs and crashes with these 'internal' maps being visible to users. Modo 11.2 will introduce features to replace prior uses of these maps.

Developer Notes

- BUG ID 55171 - Scripting: The **polygon.getIsland()** function enters an infinite loop in some circumstances, which caused Modo to stop responding.
- BUG ID 54157 SDK: Documentation - Added a description for **CLxValue StreamIO (class)**.
- BUG ID 54716 SDK: TDSDK (Mac OS only) - Fixed issue where Point IDs sometimes returned as Ints rather than Longs.
- BUG ID 54863 SDK: Render Cache no longer crashes while working with multiple scenes.
- BUG ID 54998 SDK: Render Cache - Fur and Curve export are now working as expected.
- BUG ID 55103 SDK: Modo no longer crashes when batch processing many scenes.
- BUG ID 55176 SDK: Documentation - Command as Filter is now documented. For more information, see [Form Filtering](#).
- BUG ID 55194 SDK: TD SDK - Selection is now working as expected.
- BUG ID 55615 SDK: **PlatformService.AppVersion()** is now returning full version numbers (For example, 1111, for 11.1v1).