



ENSCAPE™

Enscape v3.0 Preview+1 - Bugfixes

ID	Title	Tags
92022	Missing textures prevent model import (2.9, AssetTooling)	Asset editor; Hotfix Candidate
91920	Setting the same texture twice crashes the material editor	Found in v2.9.0
92025	Accept meshes without primitives in gltf import	Custom Asset Library; Hotfix Candidate
92040	Faulty handling for URL encoded texture names	Custom Asset Library; Hotfix Candidate
91843	Account Service doesn't send confirmation mail	Licensing
91814	GI passes seem to be (partially) broken with subsample on RTX	Rendering; RTX
91042	Panorama rendering slow (again?)	Rendering; Panorama
91241	Webstandalone: Tree Trunk Animating	Found in QA; Found in v2.9.0; Web Standalone
91800	Skybox rotation/brightness manipulation consumes huge amounts of memory	Found in v2.9.0
91852	Prefiltered Specular IBL is incorrect if custom skybox is used	Hotfix Candidate
91916	Mask Texture is applied differently in Asset Editor than in Enscape Material Editor	Found in v2.9.0
92106	SketchUp Crashes when pressing Render Image	SketchUp
91770	"Override Wind Settings" checkbox is not saved in ArchiCAD	ArchiCAD; Found in QA
91832	Changes to Wave Height overwrite Wave Scale values in Material Editor for ArchiCAD	ArchiCAD; Material Editor
91876	Legacy material import leads to wrong bump map results	Material Editor; Height Maps