



Enscape v3.0.1 Hotfix – Bug Fixes

ID	Title	Tags
93992	Renderer&SketchUp crash when cleaning the Search Field while loading BIM Track Issues	SketchUp; Rendering; BIM Track
94005	Graphics API error: Failed to execute draw call 'ClearMaplet.glsl' + Failed to execute draw call 'DrawAlbedoMap.glsl'	Rendering
94046	Crash after rendering a single view in Batch Rendering twice	Rendering; Batch Rendering
94371	View Links to Visual Presets are not saved into Vectorworks Project	Vectorworks; Visual Settings Presets
94521	Crash when having conflicting embedded settings with BIM360	Revit; BIM360
94356	Very high resolution (>16k) textures broken	Textures
94372	SU project loading timeout due to physics tasks being stuck	SketchUp; Rendering
94381	Revit Load Warning For Signed Enscape DLL	Revit
94382	Texture loading tasks get stuck in SU project	SketchUp; Textures
93975	Keyboard Shortcuts of Enscape Commands Cannot be Assigned in Revit	Revit
93991	ActivePresetSetting type name is obfuscated in embedded data	Settings Presets
93831	Wrong Viewport in Renderer when restarting Enscape from Vectorworks after entering View in View Management	Vectorworks; View Management; Views
93871	Batch Rendering Document with Layers Does Not Work as Expected	Vectorworks; Batch Rendering
93913	If the 4th layer is frosted glass the blur radius is incorrect	Materials; Frosted Glass
94259	Reenable Batch Rendering overlay for batch renders after quitting VR	Batch Rendering; VR
94334	Linear and Rectangle Lights don't show up in Renderer with Vectorworks	Vectorworks; Lights
94340	Fog Overlay broken on Nvidia Kepler	NVIDIA; Fog