



Enscape 3.1 Preview+3 – Bug Fixes

ID	Title	Tags
94644	Custom skybox makes web standalone crash	Web Standalone; Skybox
94521	Crash when having conflicting embedded settings with BIM360	Revit; BIM360
94685	Exe Standalone does not start	Standalone Executable
94689	Views from different projects don't switch correctly in Revit	Revit; View Management
94559	Feedback window does not send user message	Feedback
94595	Updating the selected/active view does not guard against duplicates in Archicad	Archicad; View Management
91807	Asset gltf converter does not terminate	Custom Asset Editor
94380	ViewRenderer is broken with r_rtx 1 (in EnscapeClient at least)	Rendering; RTX
94479	Walkmode jittering when fps >120	Walk/Fly Mode
94709	This displacement map leads to almost black material	Material Editor; Height Maps
94669	Ribbon texts are always in the Language Revit Is	Revit; Found in v3.0.1; Localization
94736	Error when starting Enscape after syncing	Revit
93962	Web: Two textures of different types use the same sampler location	Web Standalone



Enscape 3.1 Preview+3 – Known Issues

ID	Title	Tags
93953	Webstandalone RuntimeError: float unrepresentable in integer range	Web Standalone; Runtime
93954	Crash with NVIDIA RTX2080 during startup	GPU; NVIDIA
94032	Crash in Project during startup	Startup
94043	Watchdog timeouts (error code 10) in 3.0	Error Code 10; v3.0
94337	Freeze during startup (3.0)	StartUp; Freeze; v3.0
94351	Enscape with AMD Radeon RX 6900 XT leads to system reboot	GPU; AMD
94388	Crash with RTX 3080	GPU; NVIDIA
94915	Web Standalone can not be exported	Web Standalone
94934	Batch Rendering of ObjectID / MaterialID export only creates rendering.	Batch Rendering; Image Export
94950	VR All Black	VR
94953	Decal Cutout transparency different in Revit	Revit; Textures; Decals
94959	Webstandalone Sky super low resolution	Web Standalone
94960	Batch Render Does not Disable Walk Mode	Batch Render; Walk/Fly Mode
94447	Watchdog timeout (error 10) when mapping buffer in SurfaceAreaEstimator	Error Code 10; Timeout
94449	VR not working	VR
94680	Trying to store Embedded Data in shared projects can lead to conflicts and fails	Shared Projects; Embedded Data
94708	Artifacts on water during Video preview and on final Video	Rendering; Video; Material; Water
94774	Watchdog timeout during VR teleport	VR; Timeout
94844	Explicit transformation in .matpkg is not fully covered during import/export	Material Editor; Import/Export
94882	Crashes due to slowdown due to out of device local memory	GPU; VRAM
94039	Recoverable deadlock when opening a new document while editing views	View Management
93449	Watchdog triggered in Rhino after switchbuffer	Rhino
93589	Poor performance in OpenVR (under RTX3080?)	VR; GPU; NVIDIA; RTX
93624	Web: Shadows from animated objects disappear when camera moves	Web Standalone; rendering