



Enscape v3.1 Preview+8 – Bug Fixes

ID	Title	Tags
95880	Vectorworks hangs when zooming in/out in CAD with View Sync on after opening/closing View Management	Vectorworks; View Sync; View Management
96187	Changes to Views Are Not Synced to Enscape	Vectorworks; Views
96388	Weird behavior when saving the material failed	Revit; Material Editor
96397	Materials that fail to save can't be edited	Revit; Material Editor
96426	video texture hack removes tint/image fade/diffuse color	Revit; Material Editor
96457	Thumbnail is not assigned to Revit material	Revit; Material Editor
96508	Transmittance gets reset to Cut Out after closing and opening Enscape Material editor with Revit	Revit; Material Editor
96536	Albedo texture gets dropped right after selection in Enscape Material Editor in Revit	Revit; Material Editor
96615	Nonexisting textures lose filepath	Revit; Material Editor
96592	Vectorworks Material Editor Hangs With Multiple Documents	Vectorworks
95719	Timeout during texture downscale for web standalone export	Web Standalone; Textures
96000	Upsampling graphical tests fail on AMD (A08)	GPU; AMD; A08
96313	ScissorBox not calculated correctly in GrasRenderer	VR
96438	Missing bindings in LightstiledShading	Rendering
96525	Failed OculusControllerDefinitions test	VR; Oculus; test_failure
96638	DLSS breaks if Plugin calls Enscape_GetSupportedGPUFeatureFlags while renderer is running	DLSS
96864	Crash when closing Enscape after cancelling batch rendering	Batch Rendering



Enscape v3.1 Preview+8– Known Issues

ID	Title	Tags
94043	Watchdog timeouts (error code 10) in 3.0	Error Code 10
96416	Crash with RTX 3060 and 3.1 P6	GPU; RTX 3060
96782	Enscape crashes when canceling Render Image	Rendering
96800	Denoiser crashes at start with Test Master and SketchUp 21	GPU; SketchUp21; Denoiser
96850	Crash: Activating VR with Oculus (Quest)	VR; Oculus Quest
96861	Crash when closing renderer immediately after start	Rendering
96879	Renderer crashes when using safe frame in collaboration mode	Rendering; Collaboration Mode; Safe Frame
96887	Webstandalones created with light view mode does not load in browser	WebStandalone; Light View
96890	Enscape VR Crashes after a few seconds in WMR	VR; Rendering
96893	Enscape VR (WMR) bad performance	VR
93449	Watchdog triggered in Rhino after switchbuffer	Rhino; Timeout
93589	Poor performance in OpenVR (under RTX3080?)	VR; GPU; RTX3080
96868	Poor walk mode performance in a Vectorworks file	Walk Mode; Vectorworks
96871	Sample count for ray traced sun shadows too low in some situations	Rendering; Sun Shadows
96878	Denoiser: changing material has delay	Rendering; Denoiser, Material Editor
96827	Reflectivity is not respected by Renderer with Vectorworks	Rendering; Vectorworks
96837	Changing materials doesn't sync with renderer	Material Editor; View Sync
96848	Texture transformation does not properly roundtrip	Textures
96491	Ray traced shadows flicker on vegetation	Rendering; Ray traced Sun Shadows; Assets; Vegetation
96577	Enscape does not activate Restmode	Rendering; Rest Mode



96640	Restmode does not always engage correctly when ray traced sun shadows is active	Rendering; Rest Mode; Ray traced sun shadows
96651	Assert failed in VR in AuxRenderablesManager	VR; teleport
96737	Denoiser: Check high demand for descriptor pools	Rendering; Denoiser
96758	Batch rendering sometimes renders initial view	Rendering; Batch Rendering
95310	Fix Tiled lighting for AMD GPUs	GPU; AMD; Lighting
96085	Meshlet unwrapper hangs on custom asset on a scene with huge dimensions	Custom Assets; Project related