



## Enscape v3.1 Preview+11 - Bug Fixes

ID	Title	Tags
97453	Asset Editor crashes after exporting Material with Video Texture	Asset Editor; Material Editor; Video Textures

## Enscape v3.1 Preview+11 – Known Issues

ID	Title	Tags
94043	Watchdog timeouts (error code 10) in 3.0	Watchdog Timeout
95310	Fix Tiled lighting for AMD GPUs	GPU; AMD; Lighting
93449	Watchdog triggered in Rhino after switchbuffer	Rhino; Watchdog
97143	Right-click orbit broken under perspective mode	Control & Input; Perspective Mode; Hard to Reproduce
97231	Enscape VR (WMR) Teleportation through/on human asset not prevented	VR; Teleporting
90711	Archicad 24 crashes when editing Materials in Enscape Material Editor while update is running	Archicad24; Material Editor
93953	Webstandalone RuntimeError: float unrepresentable in integer range	Web Standalone; Runtime
96838	VW crashes when batch rendering	Vectorworks; Batch Rendering
94252	Select a 3d View Warning Is Prompted When Placing Assets in Revit	Revit; Assets
94670	SketchUp&Renderer crash when expanding/collapsing Enscape ribbon	SketchUp; Rendering; UI
94882	Crashes due to slowdown due to out of device local memory	VRAM; Out of Memory
89925	Rendering hangs in AMD driver	GPU; AMD
90641	Enscape crash in project with large light family	Revit; Lighting Families
93080	Progress window can block message box windows	UI
93171	Crash in Rhino - Moving text	Rhino; Text
93743	Memory usage regression between 2.9 and 3.0 preview	VRAM
85793	OpenGL context lost	VRAM; OpenGL
89329	BIM Track X Revit issue mismatch (offset)	BIMTrack; Revit