

modo 501 Mac OS X 64 (Cocoa) Introductory Release

The **modo 501 Introductory Release** (henceforth referred to as “modo 501 Introductory”) is a 64-bit, modo 501 release for Mac OS X, developed on the Cocoa API. This version of modo is stable and robust enough to act as a primary application, however it has minor performance bugs and user interface inconsistencies that may impede your workflow. The summary listed below covers the specific issues that are present in this release. The issues listed are all marked as the *highest priority* for **modo 501 Service Pack 1**. We have also released a modo 501 for Mac OS X developed on the Carbon API, for users that wish to avoid these issues.

The Cocoa and Carbon versions of modo 501 will both be supported throughout the modo 501 lifecycle.

The **modo 501 Release Notes** cover what's new in modo 501, the download and installation instructions and the known issues for all versions. Please read the notes below for issues specific to the modo 501 Introductory release.

List of Known Issues (modo 501 Introductory)

Please read this before reporting any new bugs.

UI / Usability

- 1) Using the [Undo] command in a text field does not work.
 - *Workaround:* None.
- 2) If there are multiple camera items, a camera view cannot be changed to another camera item.
 - *Workaround:* Change type to [Perspective] and then back to the desired camera type.
- 3) MouseOver on "Activate Help [F1]" loses the [?] icon when mousing over an input field.
 - *Workaround:* User can still select the item and receive the help page, as the mouse is still in a context-sensitive help state.
- 4) Double clicking an L XO file does not work. modo opens, but does not load the scene.
 - *Workaround:* Open modo and then load the scene.
- 5) Rescaling any section of the UI can produce GL glitches. When moving the intersection of the quad view modeling window, artifacts from old windows may appear.
 - *Workaround:* None.

Incorrect Functionality

- 1) Right mouse clicking on the modo icon in the Dock and choosing quit does not work.
 - *Workaround:* Choose an alternate quitting method, such as [File>> Quit] from the main menu bar.
- 2) Changing the values of channels in properties forms using the sliders on the edit fields does not update the 3D views smoothly. UI updates are erratic, making editing channels in this manner difficult.
 - *Workaround:* Manually edit the values.
- 3) Commands that have been disabled within modo are not grayed out of the system menus properly.
 - *Workaround:* None.
- 4) When gang editing with mini-sliders (setting channels to equals sign) the values do not set correctly.
 - *Workaround:* None.

Performance

- 1) Animation Playback in 501 slow compared to 401.
 - *Workaround:* None.

Frequently Asked Questions

Why are you releasing this as a modo Introductory release?

Our users have been waiting patiently for the modo 501 release. Given that the remaining issues are specific to only one of the four supported modo platforms we now provide, Microsoft Windows 32/64, Apple Mac OS X 32/64 , we felt providing users with modo 501 in its present state, even with some of the minor UI shortcomings present in the modo Introductory version, is the right decision.

What should I do when I encounter one of the known issues?

You do not need to report these items, as we are actively working to get these issues resolved as quickly as possible.

What if I encounter an issue that is specific to the modo Introductory release?

If you are encountering a reproducible bug or issue in the Cocoa version that is not apparent in the Carbon version, please note that in your issue report by mentioning "modo Introductory only" in the Summary section of the report. If it occurs in both versions, please file a regular bug report.

When will Service Pack 1 be available? Will it fix all the listed issues?

modo 501, Service Pack 1 will be available in Q1 of 2011. The main goal of this release is to fix UI bugs and make performance tweaks, including resolution of the issues listed in this document.

How is the Carbon version different from the Cocoa version?

The major difference is 64-bit support via the Cocoa API. Otherwise the versions are almost completely synchronized.