

# Show Stoppers - Highest Priority Issues preventing efficient work with OcDS

## 01 Unwanted UI interactions between DAZ Studio and the OctaneRender plugin

Mouse sometimes maintains priority of focus, even when it shouldn't (such as when typing information in a text field), and may lose it when it shouldn't (not actively switching to whichever section of DS is currently being moused over while not entering text). This can lead to errant interactions with both OcDS plugin and Daz UI

**02 Materials Conversion** - problems converting materials from Daz to OcDS (Iray materials not supported, materials not converting, mesh-plain collision causing artifacts and blotches, issues related to creation of 'Mix Material' (such as Normals Map defaulting to 2, which causes Toon textures in Daylight Environment), etc.)

## 03 Network rendering

- does not work if the Master node has more than one network card present and active.
- Network rendering is bugged - Not only does the slave not go to ON mode when the master has more than one Ethernet card installed, but when the nodes actually connect and start rendering the resulting render is desaturated as if the slave node was sending the result with all surfaces being flat white.

## Issues with implemented features

**04 Materials pane "Export" button** exists however does not activate save file dialogue, therefore materials per-session cannot be saved. Inability to save Materials settings from OcDS (button lets you import, but not export...).

## 05 Final Render Button

you let a render run not realizing the save button was disabled

## 06 Instant Crash when opening OR Image Browser

If you move/delete the HDR folder you had previously selected a file from, as soon as you choose the ellipses to open the Image Browser, the application crashes. It appears to be trying to reference a folder/file that no longer exists. This may apply to the Image Browser in general - not sure.

## 07 Instant Crash when adding keyframe to White Point Element

Adding a keyframe to the White point element in the Rendersettings tab results in an instant CTD with no error message.

## 08 Camera Motion Blur

- HDR background has no camera motion blur at all
- When the camera is rotating no camera motion blur is created

**09 Exporting Animated Cameras to standalone** Only still cameras seem to be exported from OcDS to OR standalone

**10 Exporting Geocrafts to standalone** Export of Male Gens Hip Textures from plugin to full Octane not working.

**11 Different Names for Projection Modes in OcDS and OR standalone.**

What is called Mesh UV projection in OctaneRender standalone is called UVW projection in the OcDS plugin.

What is called XYZ to UVW Projection in OctaneRender standalone is called linear projection in the OcDS plugin.

**12 Scene Loading OcDS Data issue** - if you load a scene that had OcDS data in it while the plugin was not enabled, saved it and opened later with OcDS enabled, scene does not retain the OcDS data

## Random bugs which are hard to reproduce

**13 Plugin Stall** - upon repeated selection/use of materials in OcDS, or when selecting 'Reload'>'Rebuild Scene' tab, sometimes plugin no longer functions, grayed out...cannot create 'New' scene in Daz, can only load 'Recent' or close down

**14 Drop-Down Defaults to 'None'** - sometimes when using a node drop-down, and you select something other than 'None', it sets itself as 'None' requiring a second drop-down entry (then it works....)

## Feature Request

**15 A button to resize all textures in the texture tab.** It would be a real time save for us who render smallish images on smaller cards, instead of having to click each individual texture. A "Default texture size" drop down in Preferences/texture settings would also work

**16 Save texture size settings** (i.e. 1/2,1/4 ...) with the file

**17 Add Out of Core support to network render Slave nodes**

**18 Panoramic camera node** should be added to the OcDS plugin

**19 Highlight empty Image Fields in bright red**, as well as the materials in the Octane Material List. If something got left out or lost in a scene would make it easier to see when something is missing. (i.e. - Recent Normal Map issues, and issues like when building a character skin with different face/lip maps ,the lips will have missing Spec or even Bump maps.)

**20 HDR Lightmaps** - adding the functionality that the Poser version has for the HDR Lightmap Plugin