

# iClone 6.1

## MAJOR UPDATES

iClone 6.1

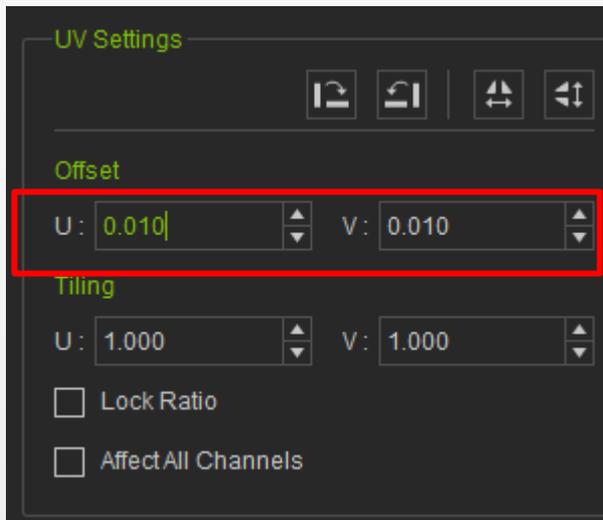
**ENHANCED**



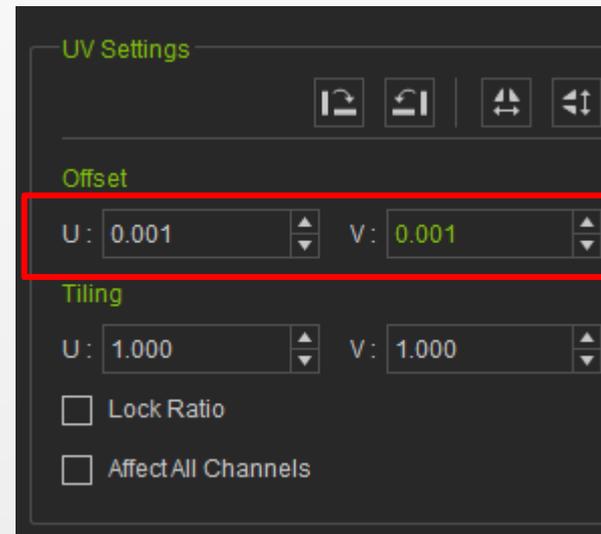
**ENHANCED**

UV offset spin button in the material, adjusting unit now became 0.001.

v 6.03

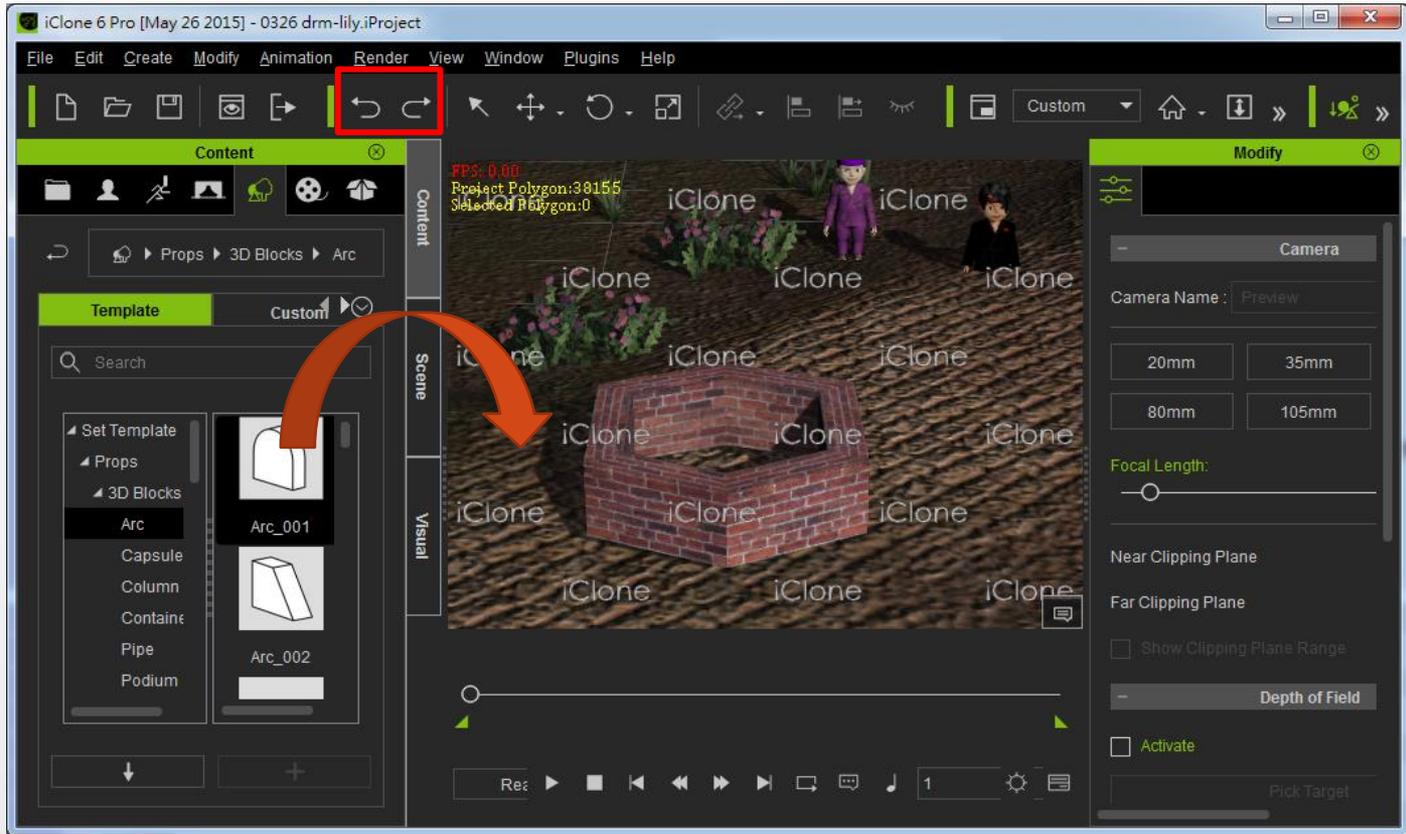


v 6.1



**ENHANCED**

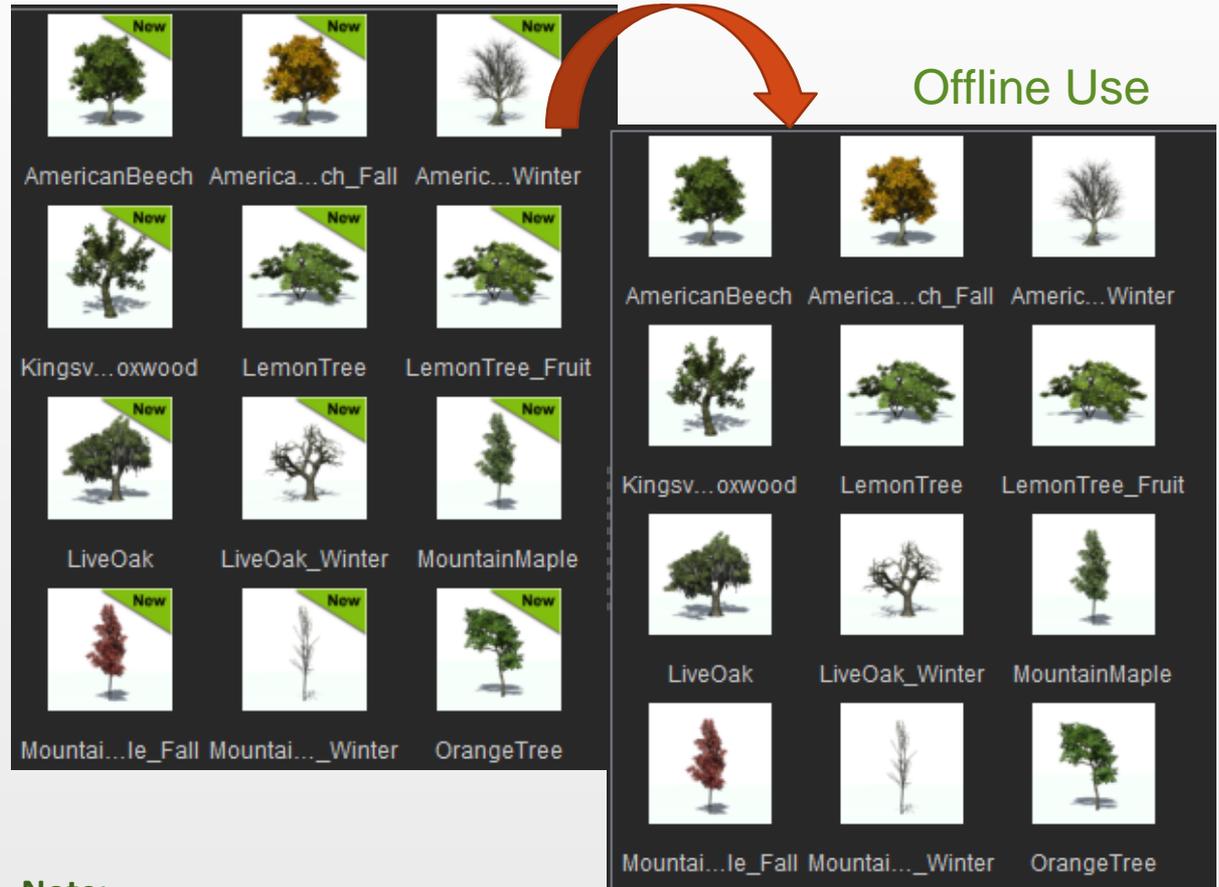
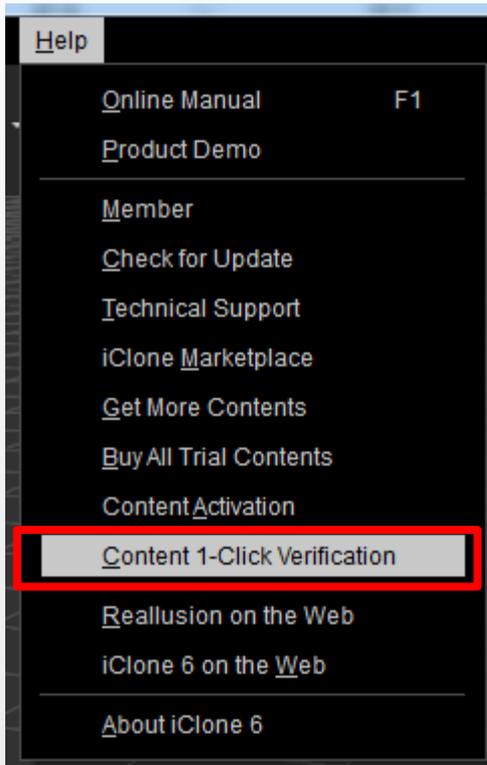
Enhance the loading time and undo/redo performance for scene with DRM trial content.



	v 6.03	v 6.1
Loading 3D Block	3 secs	0.5 sec
Undo/Redo	11 secs	0.5 sec

**ENHANCED**

One-click content verification is now 10x faster.



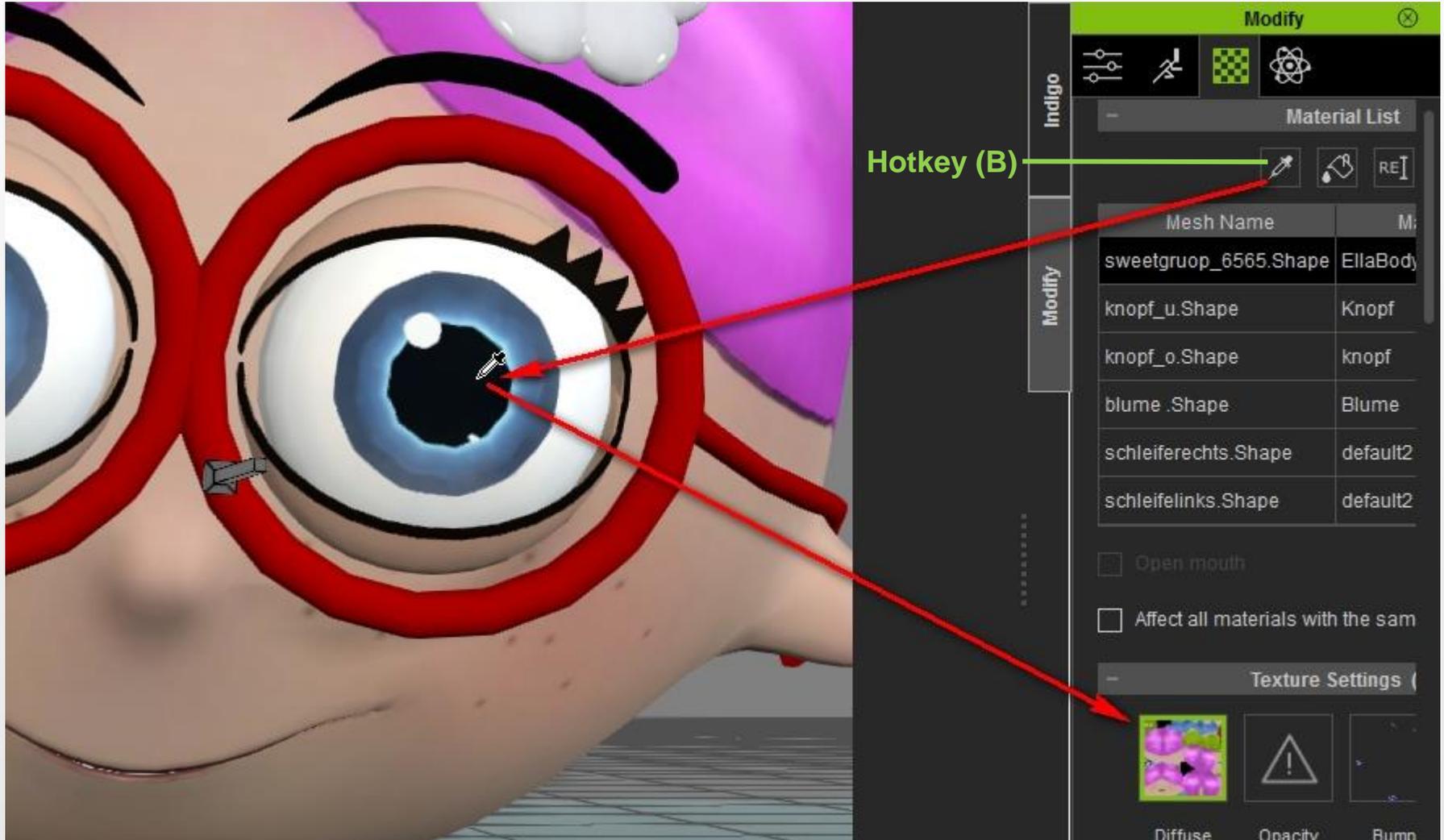
	v 6.03	v 6.1
3986 Items	7 mins	0.5 sec

**Note:**

This process will first scan through all contents under the Template & Custom folders. The scan time is highly dependent on the number of content you have installed on your hard drive, along with HDD reading speed. You only need to do this once in order to activate all your installed content.

**ENHANCED**

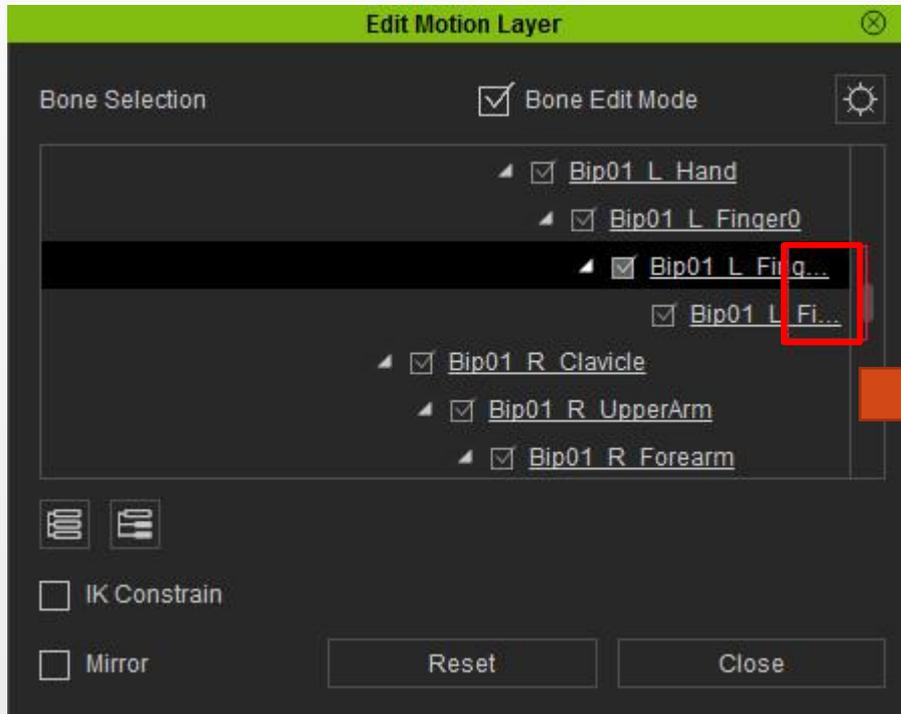
Material picking now supports to sub-prop.



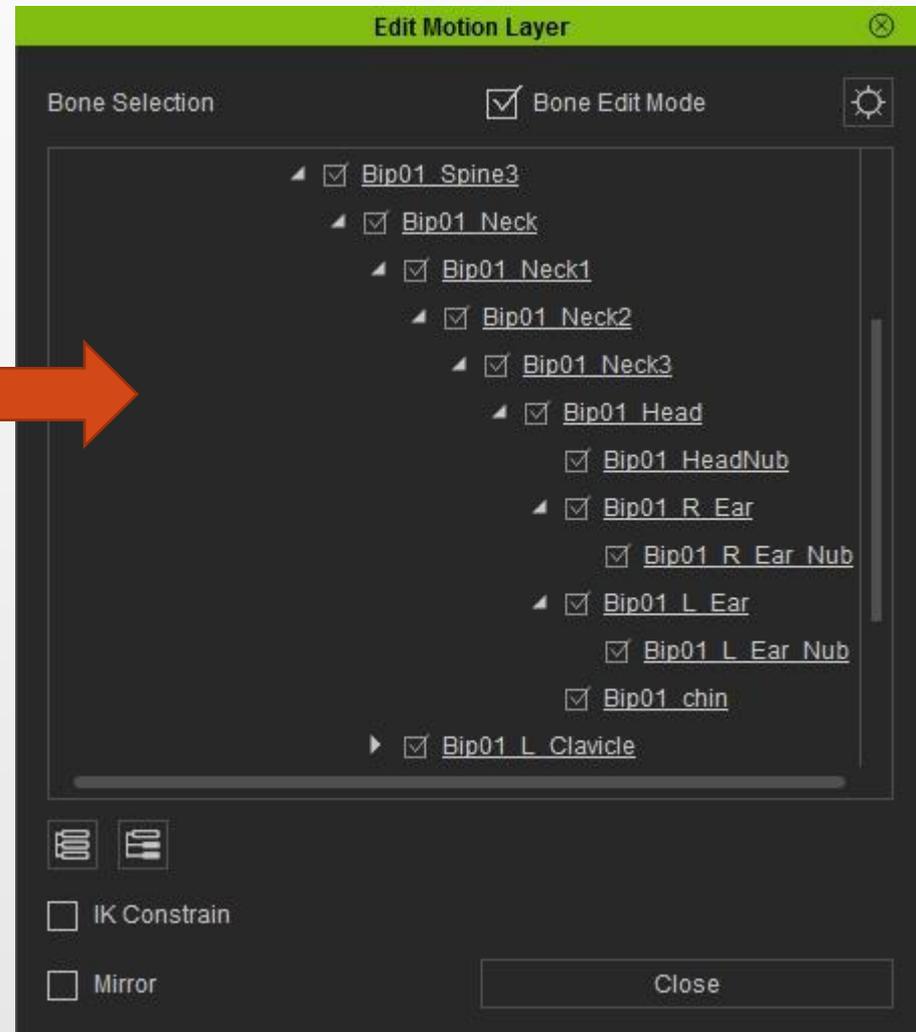
**ENHANCED**

Enlarge the non-human character Edit Motion Layer window size and enable the scroll bar when data is too large.

v 6.03



v 6.1

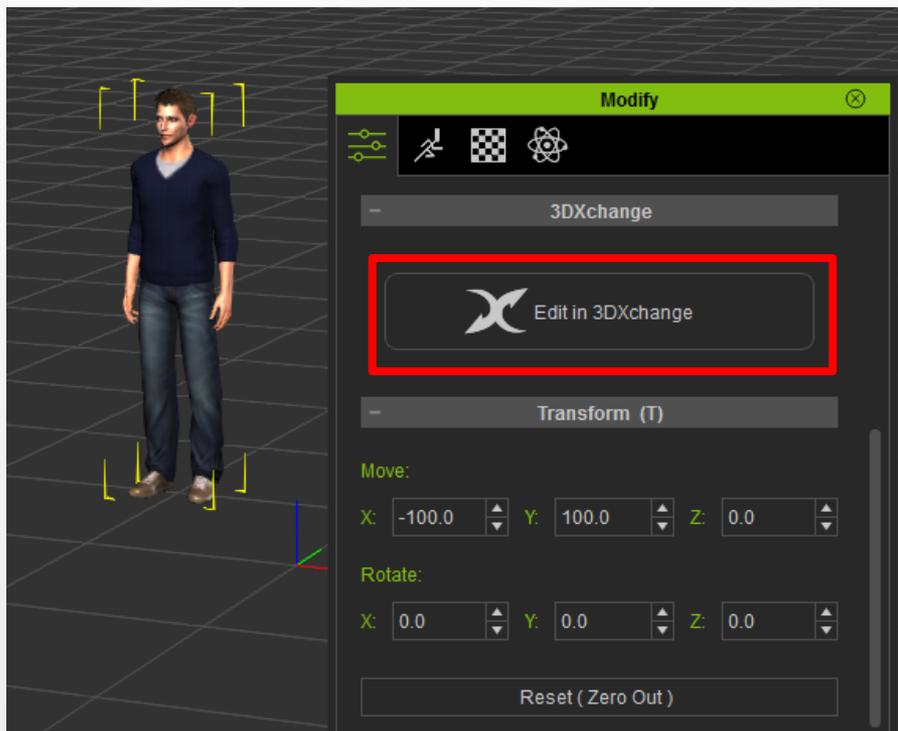


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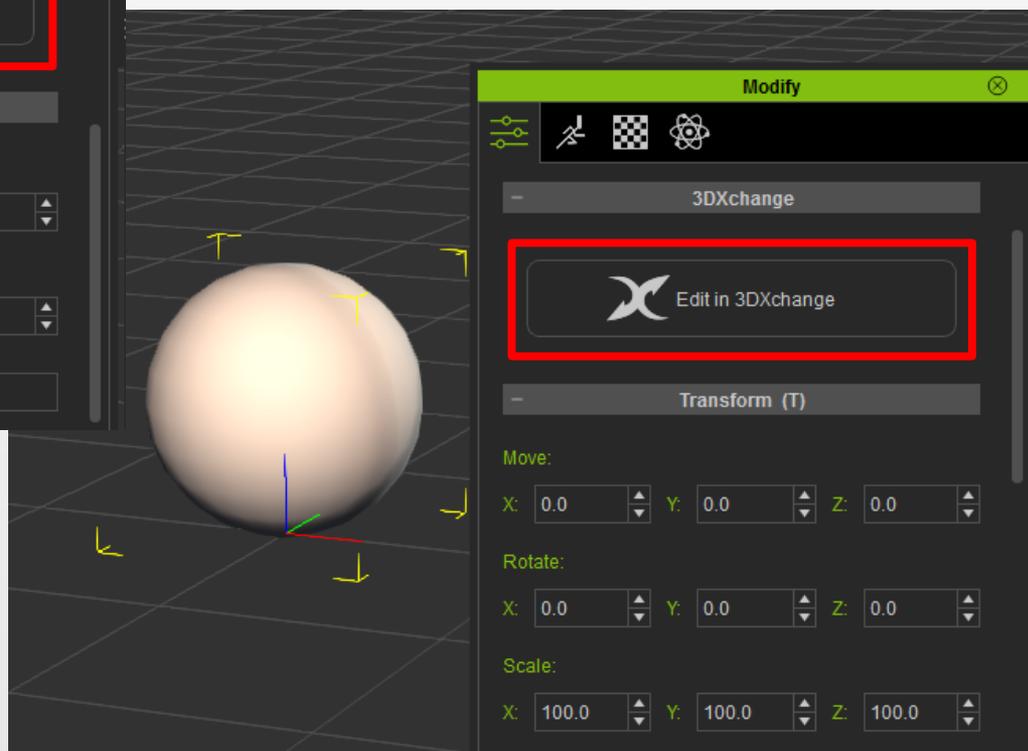
**ADDED**

**ADDED**

Direct launch 3DXchange 6 to edit Character/Props from iClone 6.

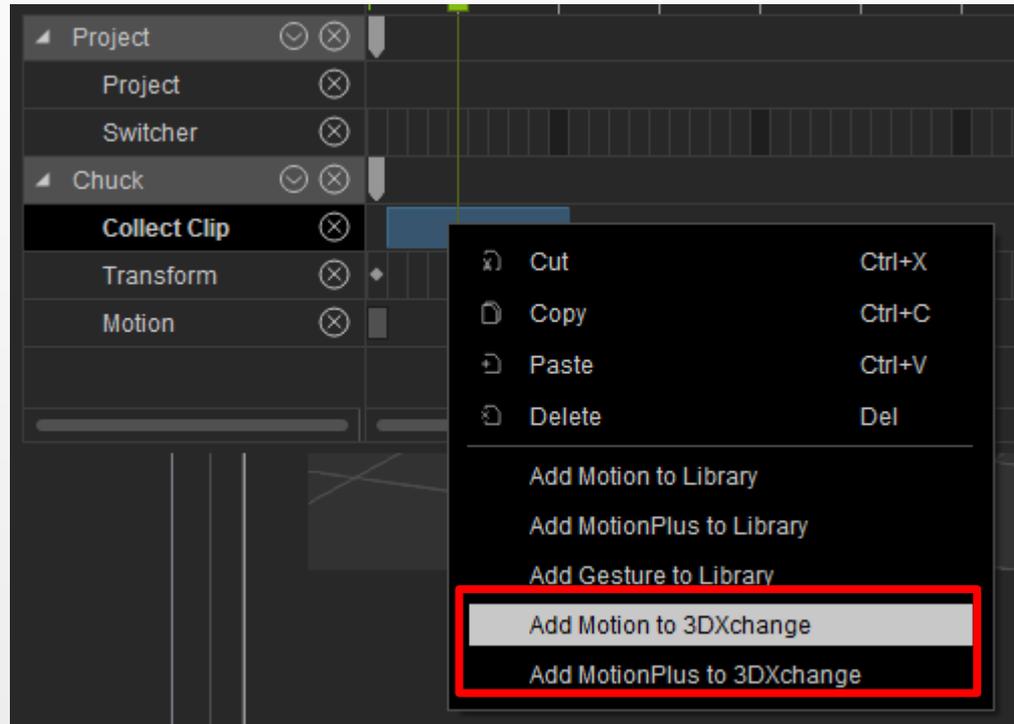


[View Manual >](#)



**ADDED**

Direct add Motion/MotionPlus to 3DXchange 6.



[View Manual >](#)

iClone 6.1

**FIXED**

**FIXED**

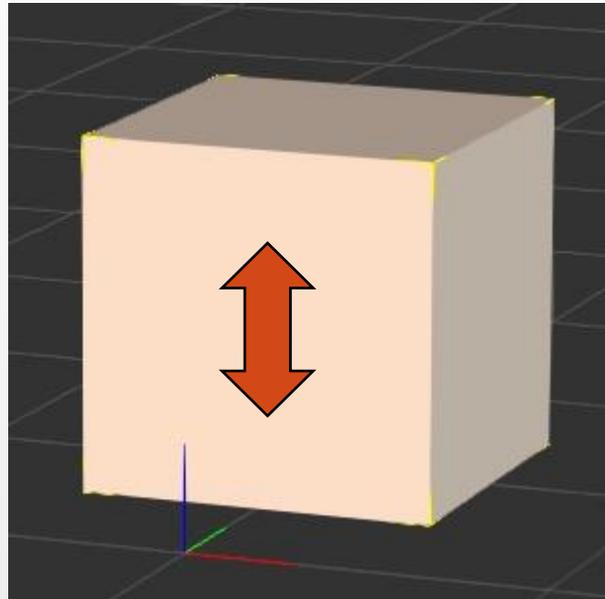
Some G5 character teeth would not show while talking providing that the Facial Features panel was open.

Girl on right has no teeth



**FIXED**

**Ctrl+Q gizmo toggled with Alt+Mouse Roll caused objects to move up/down.**

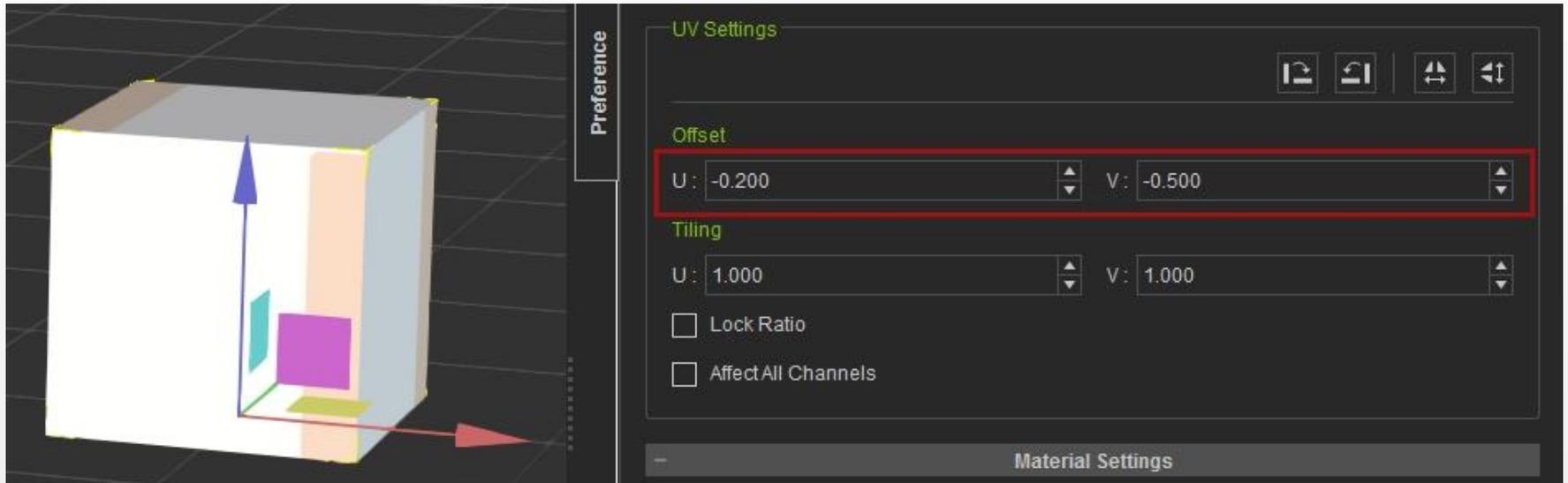


**Note:**

By holding the ALT-key, you can temporarily switch from Object Transformation mode to Camera Operation mode for better editing; when holding the ALT-key while mouse wheel scrolling, the camera can Zoom In/Out.

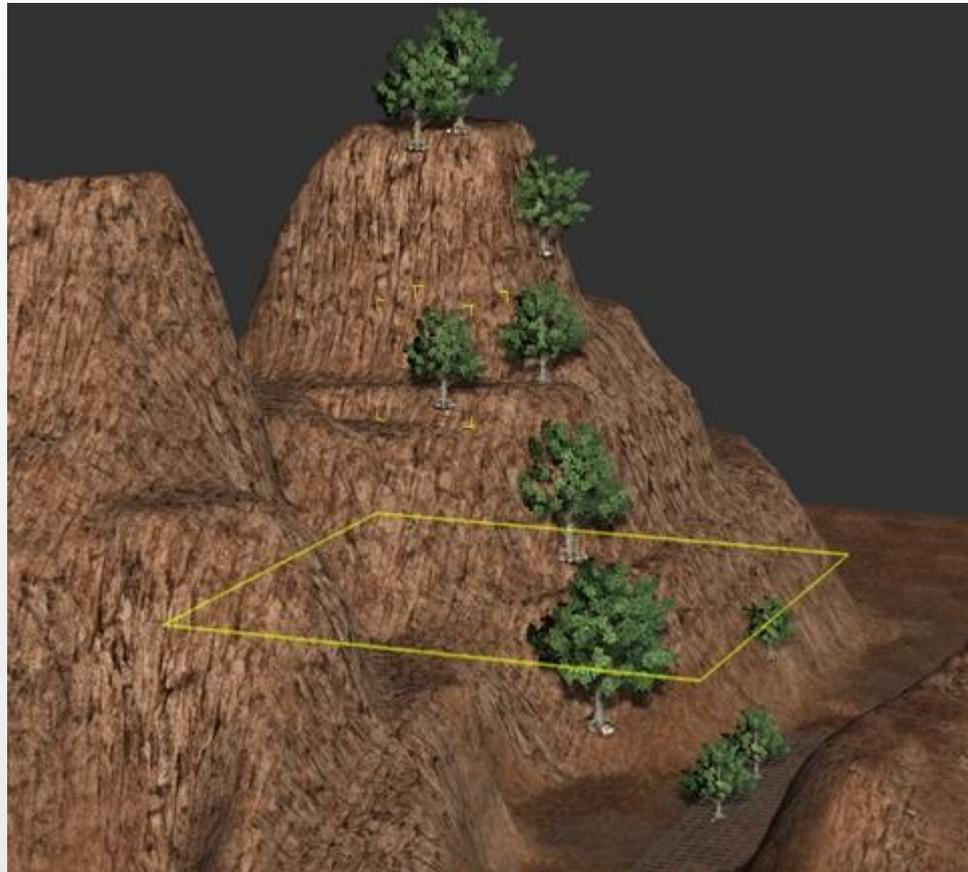
**FIXED**

Could not input negative values for Texture UV Offset.



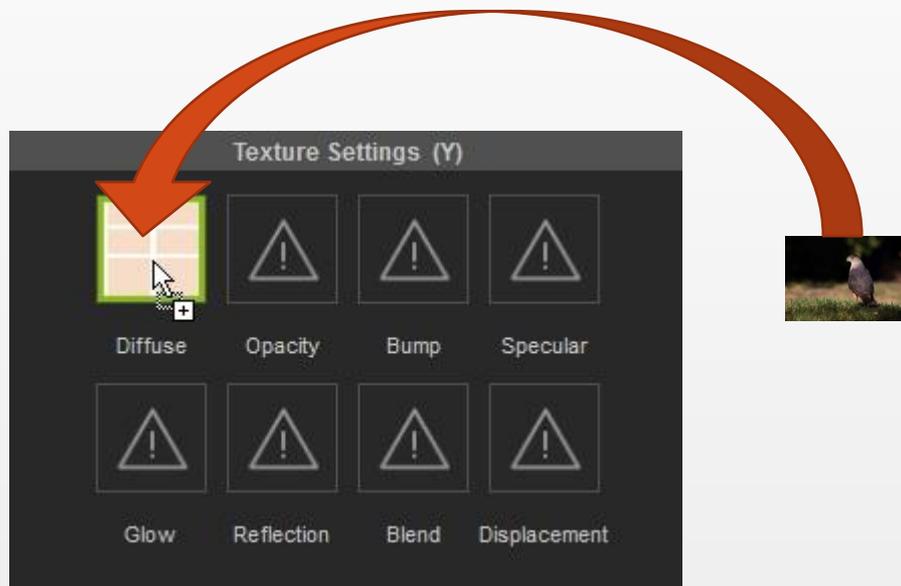
**FIXED**

Using the Start Gardening command to plant trees resulted in uniform height instead of conforming to terrain.



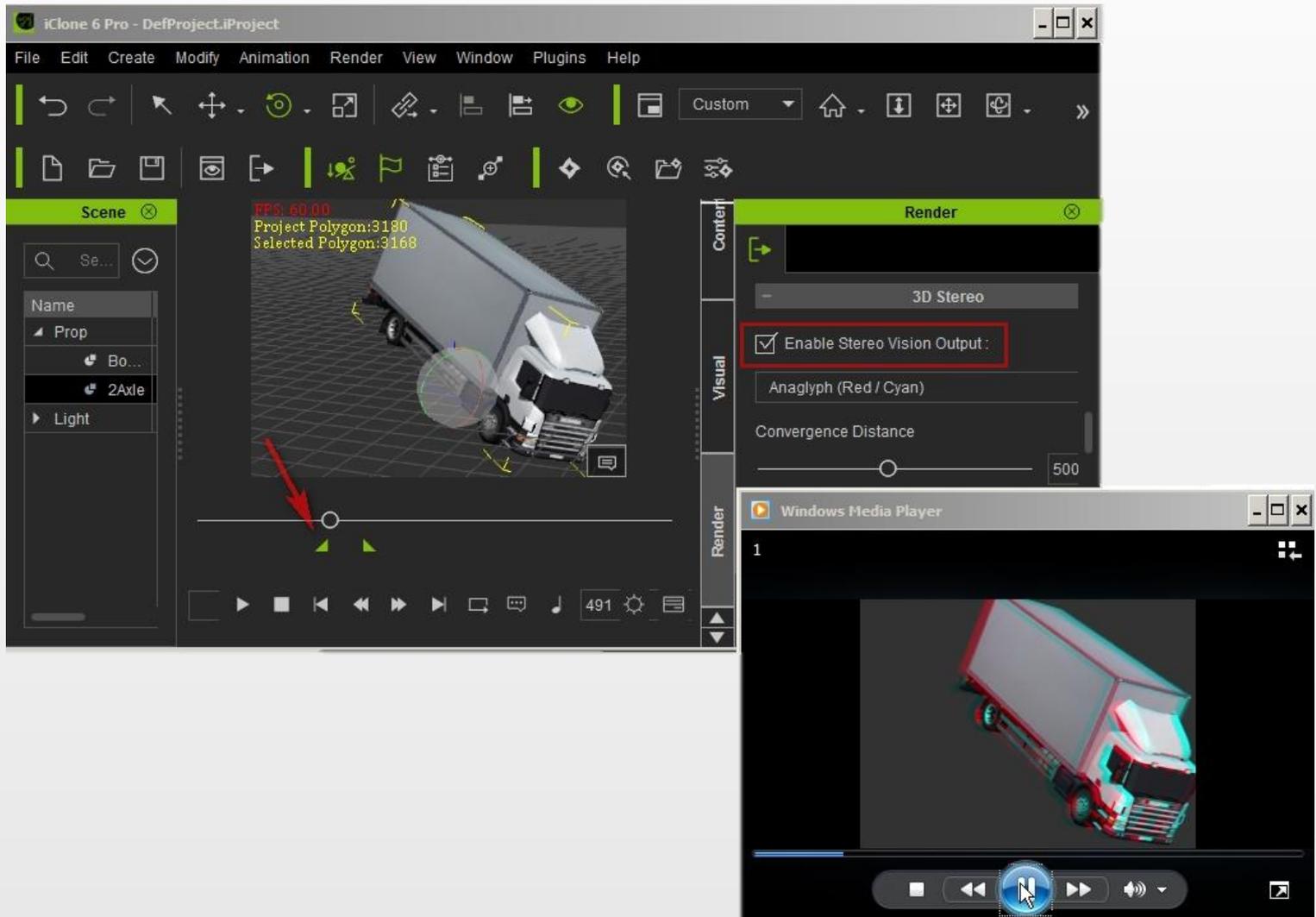
**FIXED**

Thumbnails would not update correctly when dragging a texture to the thumbnail icon of the texture material channel section.



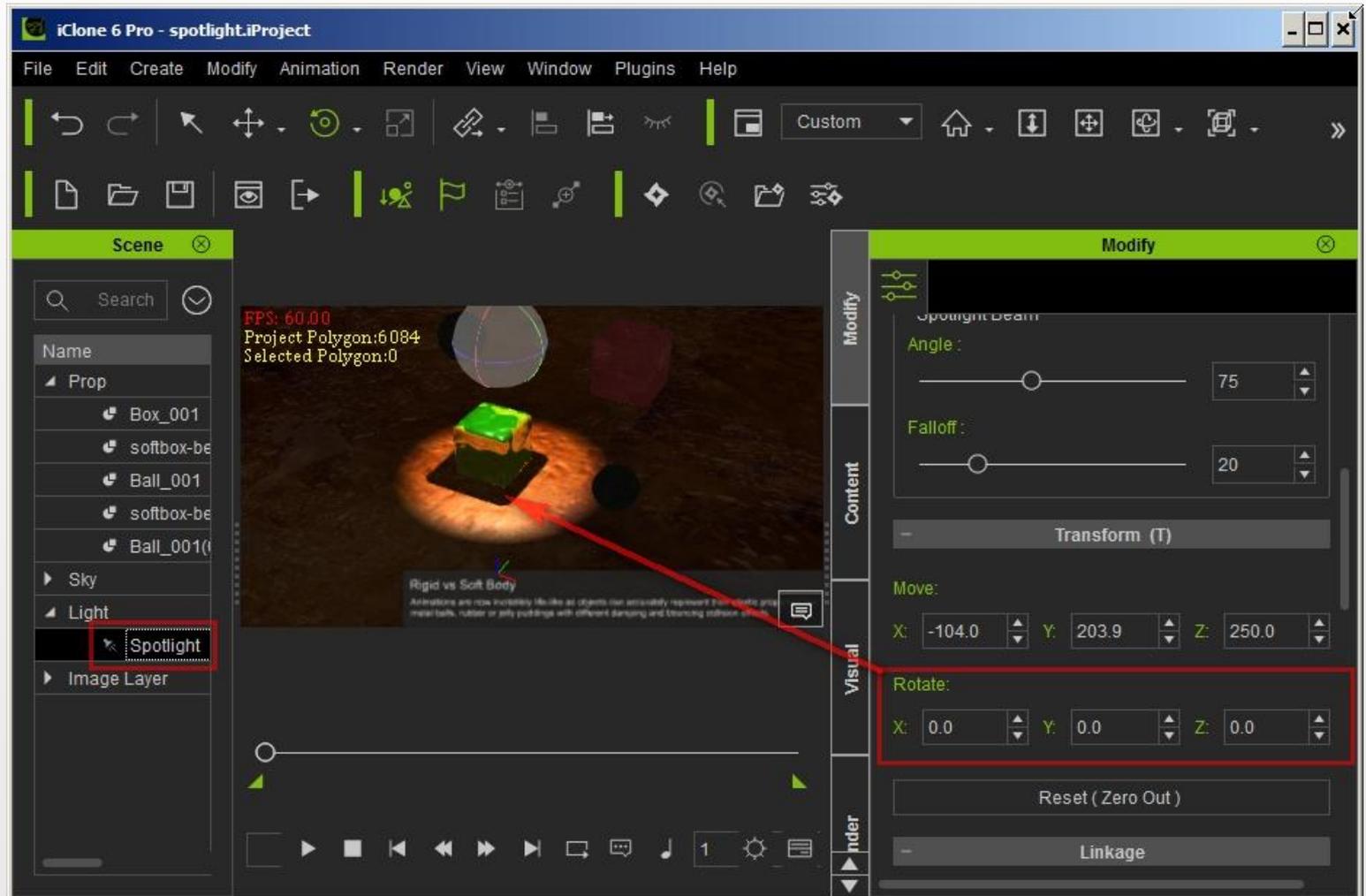
**FIXED**

When exporting 3D stereo video, the mark in/out range markers did not work.



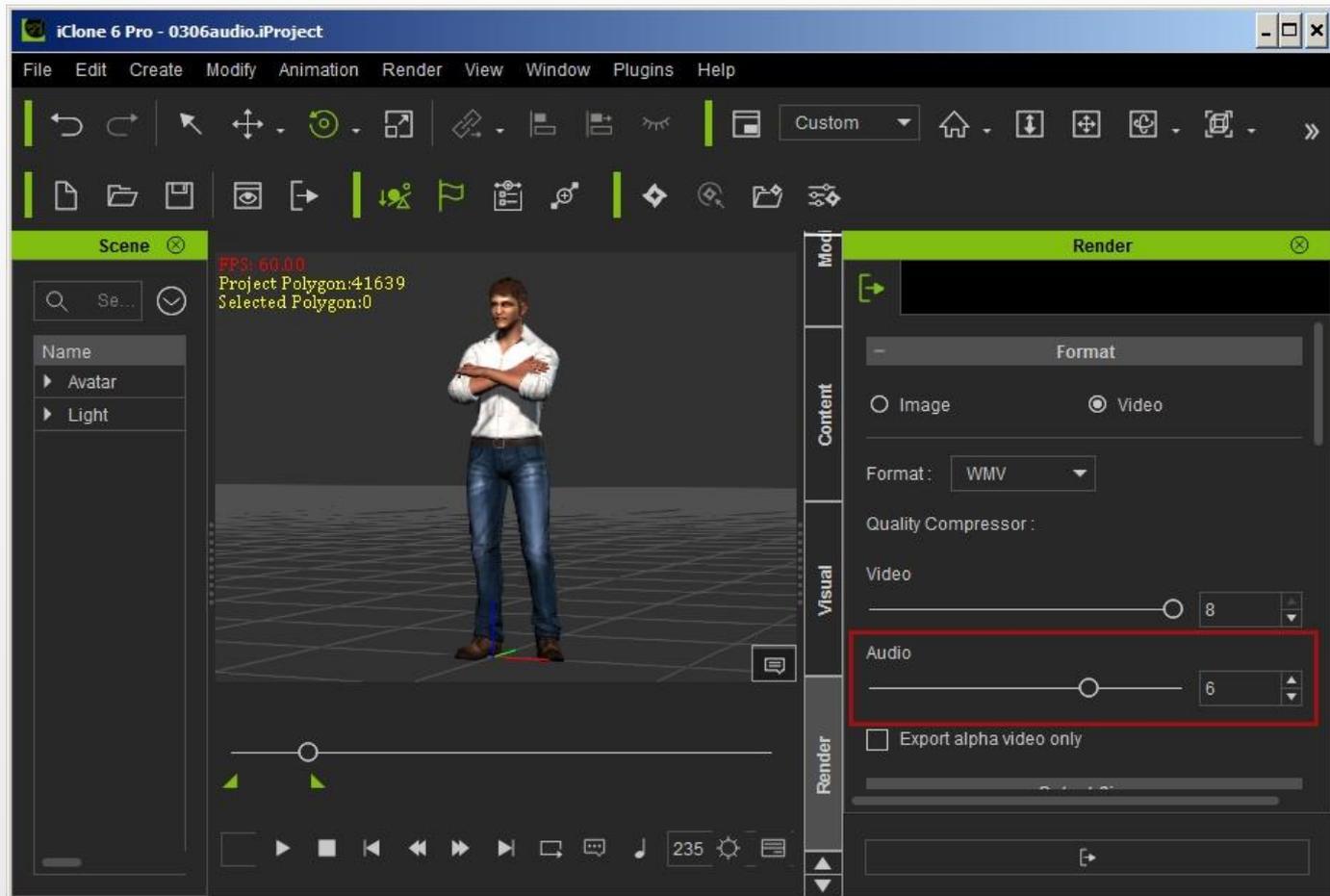
**FIXED**

Some spotlight angles would show incorrect shadows.



**FIXED**

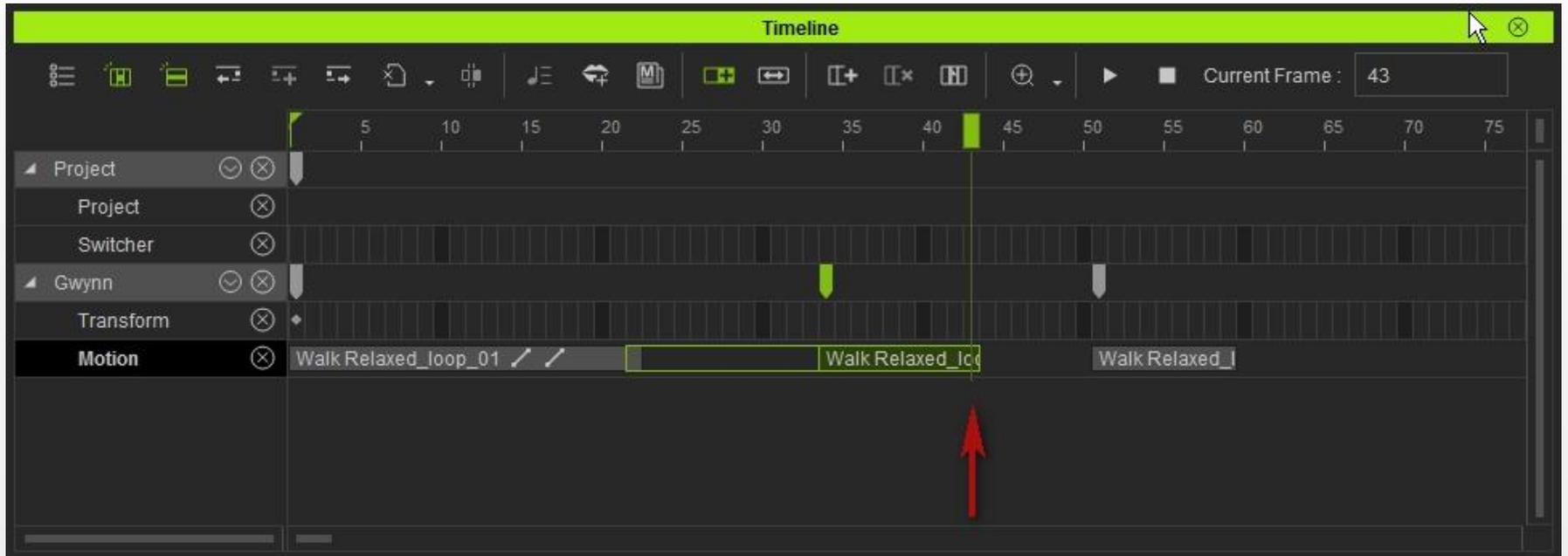
**WMV export produced silent audio when audio quality was set to 3,4,5 or 6.**



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**FIXED**

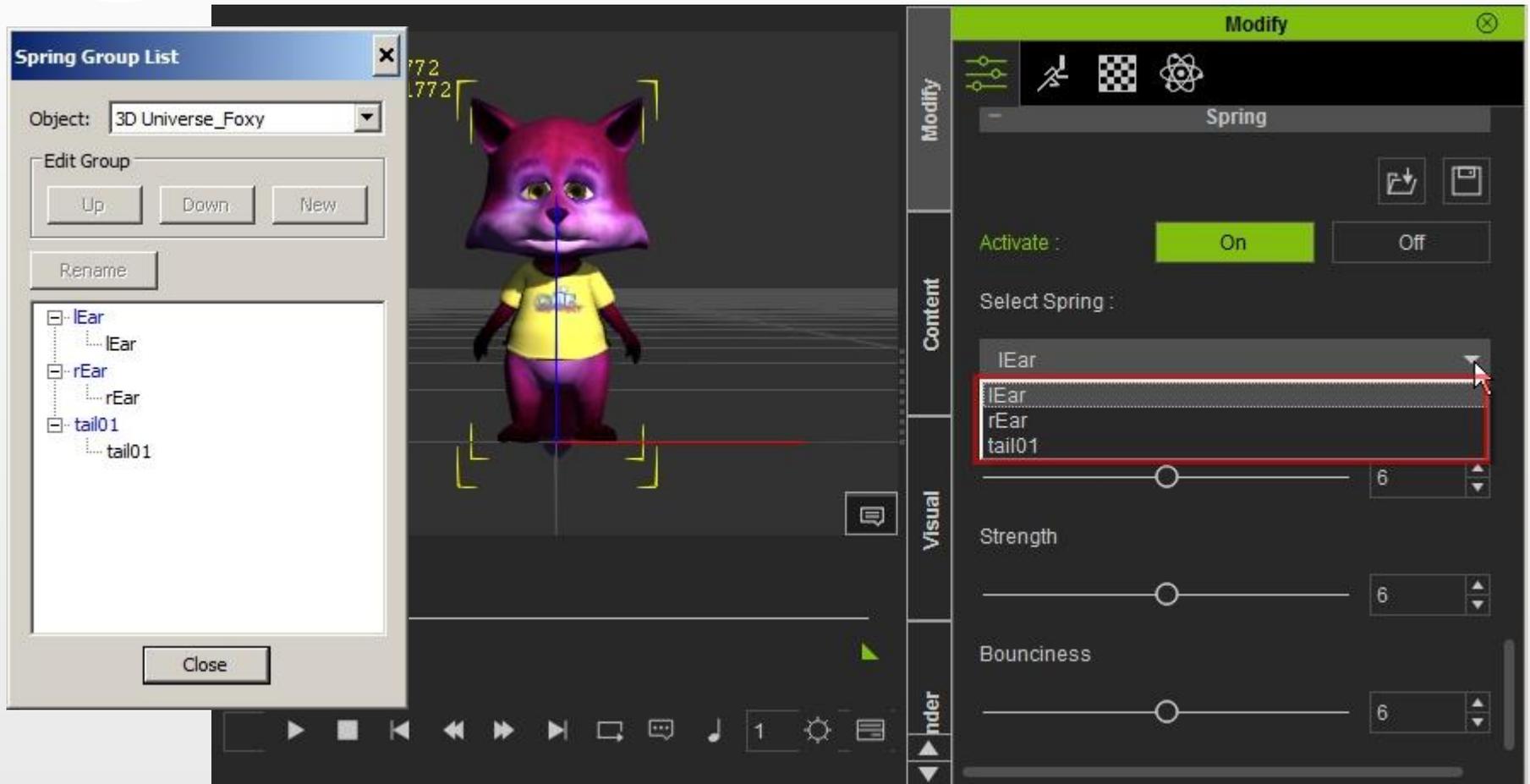
Press tab on the clip of timeline, and it will only jump to the beginning of each clip.



Now it goes to both the start, and the end of each clip.

**FIXED**

SPX files from 3DXchange 5 loaded incorrectly.



Now springs under different groups can be correctly listed inside the Drop-down menu.

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**FIXED**

Characters with spring effects had effects disabled after using the Avatar Proportion tool.

[Forum Report >](#)

