Cinema 4D R21 Service Release (21.207)

Full Change List

CHARACTER ANIMATION
- Fixed a stability issue with the Weight tool

CINERENDER
- Fixed a stability issue with exporting a FBX file and Cineware

EXCHANGE
- Fixed an issue with the OpenEXR format
- Fixed a stability issue with the RPF format
- Fixed an issue with Save for Cineware

HELP BROWSER
- Fixed an issue with the Offline Help

INTERFACE
- Fixed an issue with using some keyboard shortcuts on macOS
- Fixed a stability issue with baking Dynamics simulation
- Fixed an issue with accessing the macOS system font

INSTALLER
- Fixed an issue with an outdated Python version and Cinema 4D Lite

LICENSING
- Fixed an issue with the machine name length in the License Manager
- Fixed an issue with the licensing of Cineversity

MATERIAL-NODE
- Fixed a stability issue with Node Editor's Asset Editing mode

MODELING
- Fixed a stability issue with the Weld tool
- Fixed some stability issues with loading several scene files
- Fixed a stability issue with the Subdivision Surface object
- Fixed a stability issue with the Lathe object
- Fixed a stability issue with using some Generator objects
- Fixed a performance issue with the Boole object
- Fixed a stability issue with the Boole object
- Fixed a stability issue with the Shape setting of the Bevel deformer
- Fixed a stability issue with the Sweep object
- Fixed a stability issue with the Sphere object
- Fixed a stability issue with the Display tag
- Fixed an issue with the Untriangulate tool

MOGRAPH
- Fixed a performance issue with MoGraph effectors

ONLINE UPDATER
- Fixed a stability issue with installing updates in Cinema 4D Lite

OPENGL
- Fixed some stability issues with switching between the different panel views

OTHER
- Fixed some stability issues with the OpenSSL secure communications library

PYTHON
- Fixed an issue to print Bit Sequence in the console

- Fixed an issue with DescID not working with shift operator

- Fixed an issue with the syntax of the function GetHiddenLayerNum

- Fixed an issue with HairObject.GenerateHair not returning an alive object

- Fixed an issue with an optional argument in the function SplineData::SetType

- Fixed an issue in TextureTag.GetMaterial

- Fixed an issue with c4d.gui.TreeViewFunctions.InputEvent

- Fixed an issue with an empty script in PYTHONPATH environment variables

TEAM RENDER
- Fixed a stability issue with Team Render

VIEWPORT
- Fixed a stability issue with showing some scene files