

Release Notes for Modo16.1v8

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Release Date

21th September 2023

New Features and Enhancements

- ID 549598 - The Solidworks import plugin has been upgraded to support import of Solidworks 2023 files (The plugin is for Windows only).

Bug Fixes

- ID 543114 - Viewport not refreshing with MOP Booleans.
- ID 544423 - Alembic particles are not displayed in the viewport.
- ID 546694 - Texture Cache does not work with procedural textures.
- ID 547546 - Freeze mesh operator leaves unmerged vertex at the end of open curves.
- ID 548039 - macOS - The names of the input channels on assemblies get progressively corrupted.
- ID 548282 - Bump layers add instead of overriding lower bump layers when the blend mode is set to Normal.
- ID 550274 - Bump doesn't show up in a render with tri-planar mapping on image textures.

Known issues

This section covers known issues and gives workarounds for them, where appropriate.

Rendering

- ID 548541 - Problem with Transparency Color (mPath and Default) and SSS Color (mPath).



Note: As a workaround, make sure each component (r, g, and b) of the transparent or SSS color is not set to 1.0 (set to .9999 in the RGB (Linear HDR) color settings), when rendering with mPath.

System Requirements



Note: Scenes saved from Modo 16.0v1 and later are not compatible with earlier releases due to a change in the Modo L XO scene format. If you need to load a Modo 16 scene in an earlier version of Modo, please go to the [Previous Download link for Modo](#) page or contact support@foundry.com to download Modo 15.2v4, which can read Modo 16 scenes and convert them for use in earlier versions of Modo.

Officially Supported Operating Systems

- macOS 11.x (Big Sur), 12.x(Monterey) and 13.x (Ventura)



Note: Modo has been tested and validated on Apple Silicon hardware, running under Rosetta 2 emulation.

- Windows 10, 11 (64-bit)
- Linux CentOS/RHEL 7.6 to 7.9 (64-bit)



Note: For Ubuntu 20.04 or 22.04 installs (which have not been validated by formal QA testing), additional libraries need to be installed for Modo to work. From the terminal issue the following two commands, to prevent a crash on launch:

```
sudo apt-get install libxcb-xinerama0  
sudo apt-get install libxcb-xinput0
```

Minimum Hardware Requirements

- Intel processor(s), Core i3 or higher
- 10 GB available hard disk space (for a full Modo and content installation)
- At least 2 GB RAM

- Display with 1920 x 1080 pixel resolution
- Internet connection for product activation and online videos access
- The **Advanced** viewport mode requires an NVIDIA or AMD graphics card with at least 1 GB of GPU memory and drivers that support OpenGL 4.4 or higher
- AMD AI Denoiser requires a minimum of 4 GB of GPU memory

Recommended System Requirements



Note: This information is our best recommendation for the average user. Requirements vary by usage, and individual users may have different requirements from those listed here.

- 2.5+ GHz quad-core processor
- 250+ GB disk space available for caching and temporary files, SSD is preferable
- 16 GB RAM with additional virtual memory*
- Display with 1920 x 1080 pixel resolution
- An NVIDIA or AMD graphics card with the latest drivers
- 2+ GB of graphics memory
- OpenGL 4.4 or higher support

*The use of virtual memory improves stability and helps prevent data loss on large projects.

Recommended Graphics Driver Versions

- NVIDIA: 461.09 or later
- AMD: 8.982.8.1 or later



Note: We recommend downloading the latest driver version from the NVIDIA or AMD websites.

Tested Workstation Hardware

The configurations listed below are those that Foundry have tested with Modo 16.1. Due to the constantly changing nature and wide variety of computer hardware available in the market, Foundry is unable to officially certify hardware. The list below can be used as a recommendation and does not guarantee that it meets your particular needs.

If you encounter any issues, please visit the Support Portal at <https://support.foundry.com>.

Tested Workstation Hardware	
Apple	<ul style="list-style-type: none"> • Mac Mini (M1, 2020) • MacBook Pro (Retina, 15-inch, 2018) • MacBook Pro (Retina, 15-inch, 2017)
CPU	<ul style="list-style-type: none"> • Intel i7-8700 • Intel i9-9900k • Intel Core i7 10750H • Intel Xeon E3-1505M v6 • Intel Xeon E5504

Tested GPU Hardware	
AMD Enterprise Graphics Cards	<ul style="list-style-type: none"> • Radeon Pro WX 8200 • Radeon Pro WX 7100 • Radeon Pro 560X • Radeon Pro W6600
NVIDIA Prosumer Graphics Cards	<ul style="list-style-type: none"> • GeForce GTX 1070 Ti (Linux) • GeForce 2070 Super
NVIDIA Enterprise Graphics Cards	<ul style="list-style-type: none"> • Quadro T1000