

# MDL SDK Release Notes

Document version 2018.1.1  
15 Sep 2018

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# MDL SDK 2018.1.1, build 307800.2890

## Added and Changed Features

### General

- A new API function `mi::neuraylib::ILink_unit::add_material` has been added to translate multiple distribution functions and expressions of a material at once.
- A new API function `mi::neuraylib::IMdl_backend::translate_material` has been added to translate multiple distribution functions and expressions of a material at once.
- A new function `mi::neuraylib::ICompiled_material::get_connected_function_db_name` has been added.
- A new function `IImage_api::create_mipmaps` has been added.
- A new parameter has been added to the functions `mi::neuraylib::ITarget_code::execute*` to allow passing in user-defined texture access functions.

### MDL Compiler and Backends

- Diffuse EDFs can now be translated to PTX, Native x86 and LLVM IR.
- Support for passing custom texture access functions has been added to the Native backend. The built-in texture handler can be disabled via the new backend option `"use_builtin_resource_handler"`.

### MDL Distiller and Baker

- The distilling of some materials with colored transmission has been improved.

### MDL SDK examples

- The `example_df_cuda` example now features simple path tracing inside the sphere to enable rendering of transmitting BSDFs.
- To allow loading of multiple materials within a module, a wildcard suffix `"*"` is now supported in the material name command line parameter of the `example_df_cuda` example.
- The `example_df_cuda` has been updated to illustrate the use of the new function `mi::neuraylib::ILink_unit::add_material`.
- The `example_execution_native` has been extended to illustrate the use of user-defined texture access functions.
- The `example_mdl_browser` can now be built on Mac OS.

## Fixed Bugs

### General

- The handling of archives containing a single module has been fixed in the `mi::neuraylib::IMdl_discovery_api`.
- The handling of relative search paths has been fixed in the `mi::neuraylib::IMdl_discovery_api`.

### MDL Compiler and Backends

- Various fixes have been applied to the code generated for BSDF's:
  - The computation of the `evaluate()` function for glossy refraction has been fixed (`df::simple_glossy_bsdf`, `df::microfacet*`).
  - The `sample()` functions for layering and mixing now properly compute the full PDF including the non-selected components.
  - The implementation of `df::color_clamped_mix()` has been fixed (the PDF was incorrect and BSDFs potentially got skipped).
  - All mixers now properly clamp weights to 0..1.
  - Total internal reflection is now discarded for glossy BSDF (`df::simple_glossy_bsdf`, `df::microfacet*`) with mode `df::scatter_transmit`, as defined in the MDL spec.
- Incorrect code generation for `math::normalize()` with the atomic types `float` and `double` has been fixed.
- The generation of function names for array index functions for modules in packages has been fixed.
- In rare cases, compilation of a `df*` function could result in undeclared parameter names (missing `_param_X` error). This has been fixed.
- The compilation of MDL presets of re-exported materials has been fixed.
- In rare cases, the original name of a preset was not computed, which has been fixed.

### MDL Distiller and Baker

- Weights in `nvidia::distilling_support::average` are now clamped to fix issues with distilling when layering and mixing weights exceed [0-1] and rely on clamping in the bsdf evaluation.



# MDL SDK 2018.1, build 307800.1800

## Added and Changed Features

### General

- The source code of the MDL SDK is now available on github with an Open Source license. Excluded from the source code release are the MDL distiller, texture baking, and the GLSL backend. An additional lower-level MDL Core API is only available in the source code release.
- The archive tool component now silently ignores extra files in the root directory when MDL archives are created. If this would result in an empty archive (which is forbidden) the ignored files are reported as an error message.
- Access to MDL archives has been accelerated.

### MDL Compiler and Backends

- The representation of material instances inside argument expressions has been changed. Previously, material instances inside argument expressions were always inlined, i.e., the material instance was replaced by a call to the material constructor. This made it hard to inspect argument expressions and map them back to user input. Now, a material instance is represented as a call to the material definition, just like any other function call.

### MDL SDK examples

- The MDL material examples have been restructured and moved into the examples directory.
- To aid clarity, the MDL SDK examples have been restructured into subdirectories.
- The platform specific Visual Studio solution and Makefiles have been replaced by a CMake build solution.
- Multiple options have been added to the `example_df_cuda` example to make it more useful for comparison with other renderers.

## Fixed Bugs

### General

- The IES lightprofile parser has been fixed to allow floating point values for lumen per lamp (note, that the value itself is not used and thus ignored).

## MDL Compiler and Backends

- Overload resolution for array constructors in the MDL core compiler has been fixed. Previously, constructs like `T[](S)` could generate errors even if an implicit conversion from type `S` to `T` exists.
- The reported file location by the MDL core compiler for error messages on array constructors has been fixed.
- The MDL core compiler now allows the extra `uv_tile` parameter on tex functions only for MDL 1.4 files. This fixes a bug in the previous release where the compiler excepts them in all language versions.
- A numerical issue with `df::backscattering_glossy_bsdf` and almost identical incoming and outgoing directions has been fixed in `libbsdf`.
- A numerical issue with `df::simple_glossy_bsdf` and very low roughness has been fixed in `libbsdf`.

## Known Restrictions

- The CMake build system is not yet supported on OSX.

# MDL SDK 2018.0.1, build 302800.3323

## Added and Changed Features

### General

- A new API component `mi::neuraylib::IMdl_discovery_api` has been added.
- A new API component `mi::neuraylib::IMdl_evaluator_api` has been added.
- The new functions `get_enable_if_conditions()`, `get_enable_if_users()` and `get_enable_if_user()` have been added to the classes `mi::neuraylib::IMaterial_definition` and `mi::neuraylib::IFunction_definition` to ease the handling of `enable_if` - Annotations. Those functions have also been exposed in `mi::neuraylib::Definition_wrapper`.
- A new function `is_parameter_enabled` has been added to the class `mi::neuraylib::Argument_editor`.
- The new functions `get_string_constant_count()` and `get_string_constant()` have been added to the class `mi::neuraylib::ITarget_code`.
- A new function `mi::neuraylib::IMdl_archive_api::get_file()` has been added.

## MDL Compiler and Backends

- Compilation time for very simple expressions has been improved.
- An error code when code generation is requested for unsupported BSDFs (`df::measured_bsdf()` is not supported, yet) has been added.
- Diagnostic information for the "llvm\_state\_module" binary option of the CUDA PTX, LLVM IR and native backend in case of errors during compilation has been added.

## MDL SDK examples

- A new example `example_distilling_gls1` has been added to illustrate how a material distilled to the UE4-target can be mapped to a GLSL shader.
- A new example `example_discovery` has been added to illustrate the usage of the new API component `mi::neuraylib::IMdl_discovery_api`.
- A new example `mdl_browser` has been added to illustrate how an MDL material browser could look like.
- The examples `example_df_cuda` and `example_df_cuda_gui` have been merged into one.
- Support for boolean, enum and string types has been added to the compiled-material arguments editor of the `example_df_cuda` example.
- A reference implementation of a user-defined LLVM state module (see "Example for User-Defined State Modules" in MDL SDK API documentation).

## Fixed Bugs

### General

- Some functions of the `mi::neuraylib::Definition_wrapper` were marked as `virtual` by accident. This has been fixed.

## MDL Compiler and Backends

- Missing support for `df::color_custom_curve_layer` and `df::color_measured_curve_layer` has been added to `libbsdf`.
- Variants of materials with default values containing relative resource URLs have been fixed.
- Rare random crashes during JIT compilation for CPU have been fixed.
- Using a material parameter for the gamma mode of texture material parameters has been fixed.
- Compilation of materials with `tex::gamma_mode` parameters has been fixed.
- The auto-import of enum values that was failing when the enum value source was a re-exported function definition has been fixed.

- The missing `mi::neuraylib::Environment_function` function type has been added to `mi/neuraylib/target_code_types.h`.
- The compilation of materials containing calls to functions with deferred size arrays and a deferred size array return type of a different element type (`Int[N] f(float[<N>] a);`) has been fixed.
- The handling of deferred array type expressions inside material bodies of compiled materials has been fixed by using the instantiated types instead of the deferred size arrays.
- The MDL core compiler now explicitly generates an error message if a variant of a function returning a deferred size array type is created, which is forbidden by the MDL specification. Before, this case was forbidden, but the error message was "undefined symbol" for the deferred array size symbol.
- The MDL SDK archive API now creates MDL archives in strict mode, i.e. forbids MDL modules that do not strictly follow the MDL spec (but which might be accepted by the MDL SDK compiler in relaxed mode).
- The usage of the ternary operator at the root of a compiled material is now avoided by the MDL compiler. Instead, the operator is moved down to ensure that the root is always a material construction.
- The function remapping feature of the GLSL backend has been enhanced by now allowing to remap functions returning user-defined structs. For every mapped function that is used, the backend creates a define given the `MAPPED_<mangled_name>` name. This allows to compile only code that is used (in in the case where MDL user types are used it is necessary to remove code that uses structs that are not defined).
- The handling of MDL archive conflicts in the same search root has been fixed: it is an error if a qualified MDL name, or its prefix, can be resolved in more than one archive or package.

## MDL Distiller and Baker

- Inconsistent sampling between the CPU and GPU version of the `mi::neuraylib::IBaker` has been fixed.
- Sampling now takes place at the center of the pixel when only one sample per pixel is requested for baking.

## MDL SDK examples

- The sphere texture coordinate orientation and tangents have been fixed in `example_df_cuda`.
- The sampling of the environment sphere texture at the poles has been fixed in `example_df_cuda`.
- The importance sampling in `MDL_TEST_MIS_PDF` mode has been fixed in `example_df_cuda`.
- The implementation of wrap modes in the example CUDA texture runtime has been fixed.
- The implementation of `tex::texel_*` has been fixed in `example_execution_gslsl`.

## Known Restrictions

- For the class compilation mode of the native backend, it's not possible to use resources not known at compile-time when generating new target argument blocks.
- The MDL core compiler erroneously accept an additional `int2 uv_tile` parameter for `tex::width()`, `tex::height()`, and `tex::texel()` function even for MDL < 1.4. This is an error and will be forbidden in future versions of the MDL SDK.

# MDL SDK 2018.0, build 302800.547

## Added and Changed Features

### MDL 1.4 Language Specification

- The list of permitted operators for const-expressions has been extended.
- Support for uv-tilsets including UDIM has been added to the `texture_2d` type and related standard library functions. Corresponding markers have been added to the texture file path definition.
- The new standard annotations `ui_order()`, `enable_if()`, `thumbnail()`, and `usage()` have been added.
- A new standard library debug module with `print`, `assert`, and `breakpoint` functions has been added.
- A new distribution function modifier `fresnel_factor` with a complex IOR parameterization has been added.
- New mixing distribution functions with color weights have been added.
- New layerer distribution functions with color weights have been added.
- The type of the `ior` parameter of the `fresnel_layer` BSDF has been changed from `color` to `float`. The new `color_fresnel_layer` BSDF can be used for color IOR.
- Searchability in the MDL Specification PDF document for tokens containing ‘\_’ has been improved.

## General

- The DSO factory function has been redesigned and renamed to "mi\_factory". The old factory function is still available but has been deprecated and renamed to "mi\_neuray\_factory\_deprecated". Please refer to the documentation for details.
- A new API component `mi::neuraylib::IVersion` has been added.
- `mi::neuraylib::INeuray::shutdown()` is now called automatically when the `mi::neuraylib::INeuray` interface is destructed.
- The interface `mi::neuraylib::IModule` has been extended to allow querying the resources defined in a module.
- The interface `mi::neuraylib::IImage` has been extended to support uv-tile image sequences.

- A new function `get_thumbnail()` has been added to the interfaces `mi::neuraylib::IMaterial_definition` and `mi::neuraylib::IFunction_definition`.
- A new class `mi::neuraylib::Annotation_wrapper` with convenience methods for getting and iterating annotations and their values has been added.
- The filtering of parameter names containing '.' in compiled materials when using class-compilation has been removed.
- A new string constant `MI_BASE_DLL_FILE_EXT` has been added to the API that expands to either ".dll" or ".so" depending on architecture. It has been used to simplify the source code of the examples with regards to shared library loading.
- The dds image plugin has been added to the release for cube-map support.

## MDL Compiler and Backends

- Support for MDL 1.4 inside the MDL core compiler has been implemented.
- Support for user defined LLVM implementations of the MDL `state` module has been added to the PTX and LLVM IR backend via the "`llvm_state_module`" binary option of `mi::neuraylib::IMdl_backend::set_option_binary()`. Detailed information can be made available on request.
- Support for generating target code from distribution functions has been added to the PTX, LLVM-IR and native backends. Currently, only BSDFs, BSDF combiners and BSDF modifiers are supported. See `mi::neuraylib::IMdl_backend::add_material_df` and `mi::neuraylib::ILink_unit::add_material_df`.
- The interface `mi::neuraylib::ILink_unit` has been extended to support class compilation.
- The types required to execute JIT compiled native and PTX code have been moved to a new header `target_code_types.h`. With this change, the state structures `mi::neuraylib::Mdl_material_state` and `mi::neuraylib::Mdl_environment_state` have been renamed to `mi::neuraylib::Shading_state_material` and `mi::neuraylib::Shading_state_environment`, respectively. In addition, the matrix pointers in `mi::neuraylib::Shading_state_material` have been changed to float4 pointers to improve compatibility with CUDA and OptiX.
- Methods to retrieve used resources from the generated target code have been added. Resources are represented as identifiers in target code and there must be a way to interrogate the used identifiers and its connection to MDL resources.
- Several optimization inside the MDL core compiler that detect and transform new color variants of `*df` functions into float variants have been implemented.
- Ambiguous overload error messages in the MDL core compiler have been improved by adding the overload set to the error message notes.
- A check has been added to the compiler that every referenced resource exists (giving warnings in MDL < 1.4 and errors in MDL 1.4 and above). Relative resource paths are transformed into absolute ones.
- Support for "fast" versions of the math runtime functions has been added to the MDL PTX backend. They can be controlled with the `fast_math` option.
- Built-in min/max instructions and `rsqrt()` libdevice calls are used in the generated PTX code now.

## MDL Distiller and Baker

- The quality of the MDL distiller results has been improved for the diffuse-glossy target in the case of a too dark Fresnel layer, a blend of multiple Fresnel layers, the glossy roughness when blending multiple glossy BSDFs, and materials with thin-walled setting.
- The quality of the MDL distiller results has been improved for the diffuse target in the case of materials with thin-walled setting.
- The distilling result for materials with fresnel layers with an IOR of 0 has been optimized for the UE4 target by removing the layer.
- The quality of the UE4 target has been improved by changing how multiple coats are collapsed in order to better retain specularly.
- The handling of multiple dielectric coatings has been improved for the UE4 target.

## MDL SDK examples

- A new example `example_df_cuda` has been added which shows how to use the `mi::neuraylib::ILinkUnit` to generate cuda code from MDL material BSDFs and use it in a mini path tracer to render an implicit sphere.
- A new example `example_df_cuda_gui` has been added which shows how to interactively change parameters in the cuda code generated from an MDL material BSDF.
- A new example `example_traversal` has been added which illustrates how to iterate over a `mi::neuraylib::ICompiledMaterial`.
- The `example_modules` has been extended to list all resources used by a module.

## Fixed Bugs

### MDL Compiler and Backends

- A bug regarding missing major version dependency checks for imported MDL modules has been fixed.
- An error in the version number comparison of MDL dependency annotations has been fixed.
- MDL compiler auto import failures for entities with a prefix length  $> 1$ , i.e. `A::B::X` have been fixed.
- The overload resolution for candidate sets with different number of default arguments has been fixed.
- Compiler error messages mentioning the "`<ERROR>`" type have been fixed.
- Previously missing error messages if a resource named by a strict relative path does not exist are now generated.
- The generation of resource tables for link units has been fixed for all MDL backends.
- For the MDL GLSL backend the generated code for texture lookups has been fixed, a bug regarding missing code when using link unit compilation has been fixed and the generated code for access of invalid resources has been fixed.

- The handling of `from` and `to` parameters in jitted code for `state::transform_scale()` has been fixed.
- A wrong overflow check on decimal literals has been fixed.
- Broken AVX512 support for the native JIT compiler has been disabled.

## MDL Distiller and Baker

- Bugs have been fixed that caused the MDL distiller to fail on materials that used a tint modifier on an EDF or mixers on EDFs or VDFs.
- A bug has been fixed that caused the MDL distiller in class-compilation mode to crash on materials that used a conditional operator on a material type or one of the distribution types.
- A bug has been fixed that made the MDL distiller fail on materials that contained a constant `b sdf_component` array or a constant `surface_geometry` structure.
- A bug has been fixed affecting the MDL distiller on materials using the `micro-facet_phong_vcavities` BSDF.

## Known Restrictions

- The debug module is not very useful on GPU, yet, due to multithreaded printing onto the console.
- For the class compilation mode of the native backend, it's not possible to use resources not known at compile-time when generating new target argument blocks.

# MDL SDK 2017.3.1, build 296300.4444

## Added and Changed Features

### General

- An error is now returned if `mi::neuraylib::set_value` fails for enum and resource values.

### MDL Compiler and Backends

- Added link mode which allows to generate code for multiple materials in the same compilation unit. This avoids possible problems with duplicate symbols and reduces the total size of code and constant data. See `mi::neuraylib::ILink_unit`.
- Added support for class compilation to the JIT backend. For the PTX backend, the generated code for expressions will require a pointer to the data of the `mi::neuraylib::ITarget_argument_block` of the `mi::neuraylib::ITarget_code` object as an additional parameter. The data can either be manually created by using the information from `mi::neuraylib::ITarget_value_layout` or by using `mi::neuraylib::ITarget_code::create_argument_block()`.
- Added support for enumerating used light profiles and BSDF measurements to `mi::neuraylib::ITarget_code`.



## MDL Distiller and Baker

- The quality of the diffuse distilling target has been improved for the case of a too dark Fresnel layer.
- The quality of the diffuse-glossy distilling target has been improved how it handles local normals and how a diffuse and glossy BSDF are mixed together.
- The quality of the UE4/specular glossy distilling targets have been improved by combining multiple glossy lobes with a bias towards lower roughness to keep highlights sharp and by interpreting fresnel/custom curve layered glossy bsdfs with high facing reflectivity as a metallic material. Furthermore, handling of diffuse transmission has been improved which fixes desaturation issues in some transmissive materials.
- The UE4/specular glossy distilling results have been simplified if the same normal is used in multiple layers and for layers/mix components with zero weight.

## MDL SDK examples

- Added CUDA and GLSL code execution examples.
- Added Visual Studio 2015 project files.

## Fixed Bugs

### MDL Compiler and Backends

- PTX backend: Fixed possible crash in code generated by `mi::neuraylib::IMdl_backend::translate_material_expressions()` due to wrong alignment assumptions of the result pointer.
- Fixed 3D texture access for native jitted code.
- Fixed initialization of arrays of typedef'ed elements.
- Fixed crash with self-referencing initializers.
- Fixed problems with the PTX code cache.
- Fixed constant folding of function calls to simple functions containing assignment operators.

### MDL Distiller and Baker

- Thin-walled materials and their respective backface property are now handled correctly in the diffuse and the diffuse-glossy distilling targets.
- A bug distilling `nvidia::df::microfacet_phong_vcavities_bsdf` has been fixed.
- A bug distilling `nvidia::df::ashikhmin_shirley_glossy_bsdf` has been fixed.
- A bug when distilling a constant `surface_geometry` property has been fixed, i.e., if the the normal was set to a literal.

- The handling of 3d textures in the CUDA baker has been fixed.
- The gamma correction of used textures when baking MDL expressions on the GPU has been fixed.
- A GPU memory leak in the baker if CUDA baking is used has been fixed.

## Known Restrictions

- For the class compilation mode of the native backend, it's not possible to use resources not known at compile-time when generating new target argument blocks.

# MDL SDK 2017.1, build 296300.2288

## Added and Changed Features

- The MDL SDK requires a driver supporting CUDA 9.0, e.g., a driver from the 384 family or higher, if texture baking on a GPU is used. Otherwise, no GPU driver is required. The MDL SDK can generate code for NVIDIA GPUs starting with shader model sm\_20 and higher.
- New documentation layout including the reference documentation for the `base.mdl` module.
- Distilling supports compiled materials created with class compilation (flag `Compilation_options::CLASS_COMPILATION` in function call `IMaterial_instance::create_compiled_material`).
- The default baker resource in `IMdl_distiller_api::create_baker()` has been changed to `BAKE_ON_CPU`.
- The function `ICompiled_material::depends_on_global_distribution()` has been added.
- Generated PTX code is cached now in order to improve performance when baking the same expression more than once.
- Support for the BSDF in `nvidia::df` have been added to the MDL distiller targets.

## Fixed Bugs

- Fixed a crash bug in the MDL distiller that could occur when diffuse BSDFs were combined for the `diffuse_glossy` target.
- A bug in the distiller when encountering a 0-initialized normal has been fixed.
- A bug in the distiller causing materials with mixed EDFs to fail has been fixed.
- Fixed a crash in the MDL compiler which occurred when compiling a material expression containing a call to `float3(float, float, float).y(float3)` created using `IExpression_factory` (bug 18530).
- Return NULL if `IValue_factory::create_invalid_df()` is called with an argument of a resource type instead of a distribution function type, which fixes a crash bug.

# MDL SDK 2017.1 Beta, build 296300.1005

## Added and Changed Features

- The new API component `IMdl_distiller_api` has been added to the MDL SDK. It provides functions to transform an arbitrary MDL material into a predefined target model and to bake subexpressions of a material into a texture.
- The API component `IImage_api` has been added to the MDL SDK. Among other useful methods, it provides a default implementation of the `ICanvas` and `ITile` interfaces.
- The interface `IModule` has been extended to allow enumeration of constants as well as struct and enum types declared in an MDL module.
- The interfaces `IType_enum` and `IType_struct` have been extended to provide access to annotations on the type itself as well as for individual enum values and struct fields.
- The methods `set_name()` and `get_name()` have been added to `IValue_enum`. They allow setting and getting the value of an enum by its string representation.
- The deprecated interface `IValue_invalid_ref` and enum value `VK_INVALID_REF` have been removed. Use `IValue_invalid_df / VK_INVALID_DF` for references to distribution functions, or the regular resource value interface with `NULL` as name for resources.
- If the methods `reset_file()` or `reset_reader()` fail for any kind of resource, they no longer change the resource in any way.
- The loading of light profiles with non-equidistant angles has been improved. If no explicit resolution is specified in the API call, we attempt to choose a resolution that maintains the angles given in the `.ies` file as close as possible.
- The FreeImage plugin uses now FreeImage 3.17.0.
- On Linux, plugins are no longer loaded with the `RTLD_DEEPBIND` flag since it causes problems with Address Sanitizer (see <https://github.com/google/sanitizers/issues/611>). The original reasons for that flag are gone, and its absence did not reveal any problems so far.
- A new option `tex_lookup_call_mode` has been added to the PTX backend that supports different calling modes for renderer specific texture lookup callbacks. See the API documentation for details.
- `ITarget_code` allows to retrieve the MDL texture shape of the used textures.
- The API now offers a new method `IMdl_backend::translate_material_expressions()` that allows to compile several material sub expressions into one piece of source code.
- `translate_environment()` allows MDL functions that return a `::base::texture_return` instead of a color value.
- Added `ITarget_code::uses_state_parameter()`. This can be used to retrieve the MDL state usage of a compiled material subexpression.
- The SDK now supports a native backend which JIT compiles native code for the current CPU. This code can be called directly using the `ITarget_code` interface and exists as long as the interface is valid.
- The MDL compiler now suggests the correction of possibly misspelled entity names inside of error messages.
- Improved PTX code generation for newer GPUs.

## Fixed Bugs

- Fixed start position of postfix expressions in the MDL compiler that leads to wrong positions inside error messages.
- The PTX code generator now correctly generates code for environment functions (using `translate_environment()`).
- Fixed a crash inside the MDL compiler that occurs on rare conditions if a wrong function declaration is processed.

## MDL SDK 2017.0.1, build 287000.7672

### Fixed Bugs

- Fixed incorrectly issued warning from the MDL compiler if an MDL module imports another MDL module from the same archive.
- Fixed incorrect startup message on Windows (wrong DLL name).

## MDL SDK 2017, build 287000.5634

### Added and Changed Features

- The interface `IModule` provides now access to types and constants exported by an MDL module.
- The new helper class `mi::base::Log_stream` adapts `mi::base::ILogger` to `std::ostream`.
- The interface `IMdl_compiler` supports now the export of resources.
- The MDL compiler warns now if resources referenced by archive modules are missing or are found outside the archive (bug 17885).
- The MDL compiler simplifies now the path of MDL entities after they were found. This leads to better debug output.
- The computation of hash values used by `ICompiled_material` has been changed. If available, the MDL file path is now used to identify resources. Otherwise, as before, internal identifiers depending on the state of the database are used. This change makes the hash values more consistent across different processes.

## Fixed Bugs

- Fixed endless loop in the MDL compiler that could occur on some wrong MDL input (bug 18001).
- Fixed outdated values returned by `IValue_resource::get_file_path()` if the underlying resource was changed after creation of the value.
- Fixed reported file name of MDL modules loaded from strings (bug 18154).

Retroactively added the following item to the release notes for “MDL SDK 2017 Beta, build 287000.2320”:

- The handling of the GLSL backend option `glsl_place_uniforms_into_ssbo` has been fixed.

## MDL SDK 2017 Beta, build 287000.2320

### Added and Changed Features

- Previously, the MDL compiler allowed implicit conversions from scalar to vector types and from float to color, contrary to the MDL specification which requires explicit conversions. Now, the compiler emits a warning. In future MDL versions, this will be treated as an error.
- The new methods `IMdl_factory::create_mdl_texture()`, `create_light_profile()`, and `create_bsdf_measurement()` allow to load resources by specifying their absolute MDL file path (as if that string appears inside an MDL module). The new method `IValue_resource::get_file_path()` allows to retrieve the absolute MDL file path.
- If a resource is loaded via an MDL module, the methods `get_original_filename()` on `IImage`, `ILightprofile` and `IBsdf_measurement` return now `NULL` instead of the MDL file path (since there is no original filename available, and the MDL file path is something different). The method `IValue_resource::get_file_path()` provides the MDL file path instead.
- The method `ICanvas::get_layers_size()` has been moved to the base interface `ICanvas_base`.
- The new methods `reset_reader()` on `IImage`, `ILightprofile` and `IBsdf_measurement` allow to load resources from an abstract reader, i.e., resources that do not exist as files on disk.
- The default implementation of `ITile` has been improved to support more than 4 GB of data.
- Support for various fields on `ITexture` that were only relevant for MetaSL has been deprecated. The corresponding methods are still available if `MI_NEURAYLIB_DEPRECATED_8_0` is defined.
- Support for deprecated features guarded by `MI_NEURAYLIB_DEPRECATED_7_1`, `MI_NEURAYLIB_DEPRECATED_NO_EXPLICIT_TRANSACTION`, and `MI_NEURAYLIB_DEPRECATED_NAMESPACE_MI_TRANSITION` has been removed.

## Fixed Bugs

- Fixed the names of the constructor arguments for the builtin types to match the names from the MDL specification (bug 18190).
- Fixed a bug that caused the wrong overload of the `range()` annotation to be selected. For example, `range(float, float)` is now selected for `float p [ [ range(1, 2) ] ]`, whereas previously `range(int, int)` was selected.
- Previously, cycles in material graphs lead to a crash during compilation of the material. Now, when compiling such material the cycle is detected and compilation fails (bug 18078).
- Fixed a crash that could happen if a texture file disappeared between the first access for the meta data and the second access for loading the actual pixel data.
- The handling of the GLSL backend option `glsl_place_uniforms_into_ssbo` has been fixed.

## MDL SDK 2016.3.1, build 278300.6408

### Added and Changed Features

(none)

### Fixed Bugs

- Fixed comparison of semantic version numbers in the manifest of MDL archives.
- The MDL compiler now issues a warning for modules in MDL archives that import another module outside the archive without declaring that dependency in the `MANIFEST`.
- Fixed detection whether `stderr` is connected to a console on Windows. Depending on the circumstances this might have lead to missing log output when the default logger was used.

## MDL SDK 2016.3, build 278300.4305

### Added and Changed Features

- The behavior of `IFunction_call::create_variants()` has been changed. Defaults not explicitly specified are no longer copied from the prototype and made explicit defaults of the variant, but will implicitly use the defaults of the prototype. If such a default of the prototype is later changed, the change also affects the variant. To maintain the previous behavior pass explicit defaults when creating the variants, e.g., start with the defaults of the prototype or the arguments of the material instance/function call instead of with an empty expression list, and then change the defaults as desired.
- The MDL compiler now properly checks the uniform/varying property of material parameter attachments and warns if an expression computing a varying value is attached to an uniform parameter. This warning might turn into an error in future versions.

- The loading of pixel data from textures stored in MDL archives is now done lazily as with textures not stored in MDL archives.
- The new method `IMdl_archive_api::set_extensions_for_compression()` allows to specify the file types to be compressed in an MDL archive.
- The new methods `get_prototype()` on `IFunction_definition` and `IMaterial_definition` provide the name of the prototype for variants.
- The new method `IFunction_definition::is_uniform()` allows to tell apart uniform and varying functions.
- The new method `IMdl_backend::translate_material_expression_uniform_state()` allows to set the uniform state when translating material expressions.
- The GLSL backend avoids now the creation of the ternary operator if the condition is a constant.
- Added support for the MDL `state::transform*` and `state::object_id()` functions in the GLSL backend.
- The GLSL backend creates now swizzles for MDL expressions of color type.
- All backends use not index 0 to report invalid textures. As a consequence, one invalid texture is reported if at least one texture (valid or not) is used.

## Fixed Bugs

- Fixed a crash that occurred if an MDL function containing a partial write to a struct or vector value like `v.x = expr;` was inlined into a compiled material.
- The MDL exporter no longer generates strict-relative file paths for pre-MDL 1.3 modules.
- Fixed serious slowdown when parsing very long annotations.
- The MDL compiler checks now that the `MANIFEST` of MDL archives is valid.
- Fixed generation of version numbers in the `MANIFEST` of MDL archives.
- Fixed missing execution of the dependency check for MDL modules loaded from MDL archives.
- Fixed the retrieval of `"export.*` keys in the `MANIFEST` of MDL archives that were not reported in all cases.
- Fixed the MDL compiler to accept dates without a not in `MANIFEST` values.
- Fixed parsing of comments in the `MANIFEST` of MDL archives.
- Fixed parsing of UTF-8 characters inside the `MANIFEST` of MDL archives.
- The MDL compiler checks now the rules for character positions inside the `MANIFEST` of MDL archives.
- Fixed parsing of module exports inside the `MANIFEST` of MDL archives that was failing if the module name was shorter than 3 characters.
- Fixed missing error message on Windows when an MDL archive was to be created from a non-existing directory.
- Fixed resolving of strict relative file paths inside of MDL archives.

- The file name reported by `IModule::get_filename()` has been fixed for MDL archives.
- Fixed missing warning message if resolving of MDL file paths fails.
- The maximum line length supported for `.ies` files has been increased to 4096. Proper error handling for lines exceeding this limit has been added.
- Fixed a rare crash if DB elements of type `IFunction_call` are overwritten by function calls with a different return type.
- Fixed creation of global constants in the GLSL backend. Before this change, global constants that were transformed into uniforms or the SSBO buffer could be erroneously generated several times, increasing the amount of necessary memory.

## MDL SDK 2016.3 Beta, build 278300.573

### Added and Changed Features

- MDL archives as specified in Appendix C of the MDL 1.3 specification are now supported. Using MDL modules is transparent, i.e., it does not matter whether MDL modules (or referenced resources) are located in MDL archives or plain files. The new API component `IMdl_archive_api` allows to create and to extract MDL archives, as well as to inspect their manifest. The new API example `example_archives.cpp` demonstrates these possibilities.
- The method `IMdl_factory::create_variants()` has been extended such that it now allows the creation of annotations with multiple arguments of type `bool`, `int`, `float`, `double`, and `string`.
- Invalid resources are no longer represented by `IValue_invalid_ref` but by the corresponding subclass of `IValue_resource`. Constructing instances of `IValue_invalid_ref` for resource types is deprecated, but still possible and emits a warning. Since the only remaining non-deprecated use of `IValue_invalid_ref` is to represent invalid distribution functions, it has been renamed to `IValue_invalid_df`. The old name is still available if `MI_NEURAYLIB_DEPRECATED_7_3` is defined. Similarly, `VK_INVALID_REF` has been renamed to `VK_INVALID_DF`.
- A new option `"glsl_place_uniforms_into_ssbo"` has been added to the GLSL backend. If the option is set large constant MDL data can be copied into one SSBO object instead of using uniforms, whose size might be very limited.
- The function `unload()` provided with the API examples has been changed: It no longer checks that `dlopen(RTLD_NOLOAD|...)` after `dlclose()` returns 0. This is not guaranteed by the standard and fails in some circumstances, e.g., unstripped debug builds.

### Fixed Bugs

- Fixed a rare crash in expressions involving the multiplication of a float by a color or vector.



## MDL SDK 2016.2, build 272800.6312

### Added and Changed Features

(none)

### Fixed Bugs

- The export of compound literals containing enum values has been fixed. Before this fix, the MDL exporter did not qualify enum values that occurred in complex literals (arrays, structs) correctly.
- The MDL exporter no longer generates strict-relative file paths for pre-MDL 1.3 modules.
- Updates to memory-based resources were not always correctly reflected in compiled materials.

## MDL SDK 2016.2 Beta, build 272800.3649

### Added and Changed Features

- The `FreeImage` image plugin has been renamed from `freeimage.so/dll` to `nv_freeimage.so/dll` to avoid collisions with the DLL name of `FreeImage` itself.
- The search paths for MDL modules and resources do no longer accept non-existing directories (and return a new return code in such cases).
- The interfaces `ICall`, `ICall_decl`, and `ITemporary` have been removed. There were only used by the old MDL type system in the context of compiled materials.
- The signature of `IMaterial_instance::create_compiled_material()` has been changed to allow to specify the minimal and maximal wavelength. Previous default arguments have been removed.
- The MDL exporter has been improved in various ways. It supports now memory-based resources, attempts to use the original filename of resources to maintain the meaning, and uses strict-relative file paths to avoid ambiguities.
- The return codes of `IMdl_compiler::export_module()` and `IMdl_compiler::export_module_to_string()` have been changed to allow better diagnosis of error causes.
- The MDL factories have been extended to dump annotations, annotation blocks, and type/value/expression/annotation lists. `IFactory::dump()` has been extended to support an optional transaction parameter.
- The method `ILightprofile::reset_file()` rejects now calls where `resolution_x` or `resolution_y` is 1.

## Fixed Bugs

- Two bugs in the MDL core compiler regarding uniform and non-uniform values have been fixed. The compiler did not correctly check the parameter types of varying functions.

Hence, errors like this: `T f(uniform T x) varying; varying T g(); f(g())` were not detected. This has been fixed.

Additionally, functions using varying calls only inside the default parameters are not erroneously marked as varying anymore. Calls inside the default parameter are outside the function body, hence they do not influence the varying property. This is now handled correctly.

Note: Previously, the MDL core compiler did not always detect invalid MDL code due to these bugs. Hence, old materials might now be (correctly) marked as erroneous. Typically, it is easy to fix them. In most cases the cause is a material or function parameter that is not marked as uniform but is used to compute an argument value of a function inside the body that must be uniform.

## MDL SDK 2016.1.4, build 261500.12792

### Added and Changed Features

- Extended `IMdl_factory::create_materials()` such that it also supports the function definition for the material constructor as root node of the provided material graph.

### Fixed Bugs

- Fixed `IMdl_factory::create_materials()` such that it now automatically detects if a newly created parameter must be uniform because of the used prototype, and properly fails otherwise.

## MDL SDK 2016.1.3, build 261500.12088

### Added and Changed Features

- Added the possibility to create instances of `IArray` with length 0. This can be useful in generic code. Note that it is still not possible to create such attributes.
- The method `IFactory::dump()` supports now MDL annotations, annotation blocks, and `type/value/expression/annotation` lists when they occur in untyped arrays or structures. Useful for debugging arguments passed to `IMdl_factory::create_variants()` or `IMdl_factory::create_materials()`.

## Fixed Bugs

- Fixed ignoring the gamma value of memory-based textures in `IMdl_factory::create_variants()`.
- Fixed a crash that occurs with zero-length immediate-sized arrays in annotations.
- Fixed a crash if a material or function variant was declared with wrong parameter names. Now an error is reported.
- Added support for memory-based resources in `IMdl_factory::create_materials()`.
- The MDL compiler now generates better error messages if module names in import statements contain syntax errors.

## MDL SDK 2016.1.2, build 261500.10935

### Added and Changed Features

- Removed `mi_base_assert` from `mi::base::Lock::~~Lock()`. The macro might be mapped to an exception and destructors should not throw exceptions.

### Fixed Bugs

- Fixed missing import statement for `tex::gamma_mode` when `IMdl_factory::create_materials()` was used.
- Fixed wrong resource names that were generated when resources were used with `IMdl_factory::create_materials()`.
- Fixed error in MDL compiler when copy constructors of resource types were used (which is legal in MDL). Fixed generation of such extra copy constructors around resource values when `IMdl_factory::create_materials()` was used.
- Fixed result type calculation of the ternary operator inside the MDL compiler that could lead to extra copy constructors.
- Fixed check whether at least one entity of an overloaded set can be imported for a given function. This fixes the problem that `state::rounded_corners()` could not be imported into MDL modules for MDL < 1.3.
- Fixed crash in `IFactory::dump()` for untyped arrays and structs with non-`IData` elements.

## MDL SDK 2016.1.1, build 261500.9492

### Added and Changed Features

- Support for `state::texture_tangent_(u|v)()` in the GLSL backend has been added.
- Support for `state::geometry_tangent_(u|v)()` in the GLSL backend has been added.
- `state::texture_coordinate()` is now handled like `state_texture_tangent_*()` in the GLSL backend, allowing different behavior depending on backend options.

### Fixed Bugs

- Rare crashes occurring when an MDL user-defined function containing uninitialized arrays was inlined into MDL materials have been fixed.
- A crash in the JIT backend if a great amount of constant data was used inside an MDL material has been fixed.
- A crash in `IMdl_factory::create_materials()` that could occur if a member was selected from a struct typed entity has been fixed.
- Some wrong MDL code generated by `IMdl_factory::create_materials()` in several conditions has been fixed. Some missing imports have been fixed. The generated resource type of parameters of a new material has been fixed.
- Generated names for enum values inside `IMdl_factory::create_materials()` have been fixed. Now the enum value is generated instead of the enum type name (with extra prefixes).
- When a material instance is compiled, the signature of calls inside the arguments is now replaced by their original signature if these are calls to aliases.
- Importing light profiles with default resolution used a lower resolution than necessary for sub types with symmetries. The previous behavior can be restored by explicitly requesting the lower resolution.
- Fixed importing of light profiles of type B without symmetry. The order of values in  $\theta$  direction was reversed.
- Fixed importing of light profiles of type B with 0/90 degree symmetry. The values for  $\phi = 0$  were wrong.

## MDL SDK 2016.1, build 261500.8353

### Known Bugs

- The "enable\_ro\_segment" option in the LLVM backend is broken in this release. If set to "on" (the default), the backend will crash or generate invalid code. As workaround, set it to "off".

## Added and Changed Features

- The `prerelease` parameter of `anno::version()` has now a default value.
- Changed signature of `anno::dependency()` to match that of `anno::version()`.
- Added a new JIT backend option to be able to switch off `libdevice` linking.
- Added `IMdl_backend::get_device_library()` to retrieve the GPU device library.
- Added support for MDL 1.3 `math::emission_color(color)`.
- Added uniform MDL 1.3 state function `wavelength_min()/wavelength_max()`.
- Removed `limits::WAVELENGTH_MIN/limits::WAVELENGTH_MAX` in MDL 1.3.
- Removed spectral helper functions `base::color_constructor()` and `base::emission_color_constructor()`; their functionality is now provided by the standard library.
- Moved `::df::simple_glossy_bsdf_legacy()` to `::nvidia::df()`.
- Switched off replacement of pre-MDL 1.3 `df::simple_glossy_bsdf()` to `simple_glossy_bsdf_legacy()`.
- Added an option to the JIT code generator to use a pair of `tangent_u`, `tangent_v` arrays instead of one bitangent array in the MDL state.
- Implemented the PTX backend option `output_format`. This allows the PTX backend to generate PTX, LLVM-IR, and LLVM-BC.
- Removal of DB elements has been implemented, see the method `ITransaction::remove()`.
- The class `Type_traits` has been extended such that it also includes the corresponding primitive type for most interfaces in the `IData` hierarchy. It also provides the reverse mapping.

## Fixed Bugs

- Fixed compilation of texture functions using `texture_3d` type in the JIT backend.
- Fixed export of MDL variants. Ensure that features from a higher MDL version are not used if a module for a lower MDL version is created. The exporter always creates a MDL version that is taken from the original material. Be sure not to use higher language version features.
- When creating a variant through the API, ensure that used entities from default arguments are imported.
- When creating variants, handle predefined types and enums correctly.
- Fixed a crash in the MDL compiler that could occur if an imported function is inlined into a material body.
- Fixed imports of generated materials when created from instances. Fixed wrong imports of built-in types and enum types.
- Fixed a crash in the MDL compiler handling of positional arguments when a variant is declared which is legal MDL.

- Fixed a crash in the MDL compiler related to inlining of function variants.
- The generation of time stamps has been fixed. This affects the behavior of the methods `ITransaction::get_time_stamp()` and `Transaction::has_changes_since_time_stamps()`.
- An explicit constructor from the underlying POD type with different element type has been added to the math classes `Vector`, `Matrix`, and `Bbox`. This makes the POD/non-POD conversion completely transparent on construction (but not on assignment).

## MDL SDK 2016.1 Beta, build 261500.5273

Initial release.