This readme contains recent information regarding the installation and use of Autodesk® 3ds Max® 2012 and Autodesk® 3ds Max® Design 2012 software. It is strongly recommended that you read this entire document before installing the software. For future reference, you should save this readme to your hard drive.   Note that the term 3ds Max refers to both 3ds Max and 3ds Max Design unless otherwise indicated.

Use the following table to locate various resources related to 3ds Max 2012 / 3ds Max Design 2012:

Resource	Location
Installation, licensing and networking instructions	*Installation Help* link in the install wizard.
System Requirements	www.autodesk.com/3dsmax-systemreq-2012-enu
What's New	www.autodesk.com/3dsmax-help-2012-whatsnew
Learning Resources	www.autodesk.com/3dsmax-learningpath or www.autodesk.com/3dsmaxdesign-learningpath
Support Resources	www.autodesk.com/3dsmax-support or www.autodesk.com/3dsmaxdesign-support
3ds Max® Composite tool set Information	www.autodesk.com/3dsmax-docs-2012-enu
3ds Max Composite Release Notes	www.autodesk.com/3dsmax-releasenotes
3ds Max SDK Documentation	http://www.autodesk.com/3dsmax-sdk-docs

Note: Autodesk is not responsible for errors or failures of Autodesk software arising from the installation of updates, extensions or new releases issued by third party hardware or software vendors for the qualified software or hardware identified in this document (or for any other third party software or hardware that you may use in connection with Autodesk products).

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Installation Issues

Prerequisites

Before an end-user with restricted Windows® operating system privileges can use Autodesk 3ds Max 2012 / Autodesk 3ds Max Design 2012, an administrator, with full privileges, must install and start the software one time in order to generate the Windows operating system registry information needed to complete the installation.

Before an end-user with restricted privileges can use third-party plug-ins for Autodesk 3ds Max 2012 / Autodesk 3ds Max Design 2012, an administrator, with full privileges, must install and start 3ds Max 2012 / 3ds Max Design 2012 one time in order to generate the necessary folders for these third-party plug-ins.

Microsoft .NET Framework 4.0 requires Windows Imaging Component

If the Autodesk Installer prompts you to install the Microsoft® .NET 4.0 Framework, the .NET 4.0 Framework installer might prompt you to first install the Windows Imaging Component (WIC). This can occur if you do not have the latest Microsoft Windows updates or service packs. You are most likely to need WIC if you are running Windows XP SP2 without certain Windows Updates installed. If required, the Microsoft WIC installers are available at the following locations:

- 32-bit installer

  http://www.microsoft.com/downloads/en/details.aspx?FamilyID=8e011506-6307-445b-b950-215def45ddd8&displaylang=en

- 64-bit installer

  http://www.microsoft.com/downloads/en/details.aspx?FamilyID=f64654ac-6e26-41d9-a90a-0e7783b864ee

Release Version with Beta
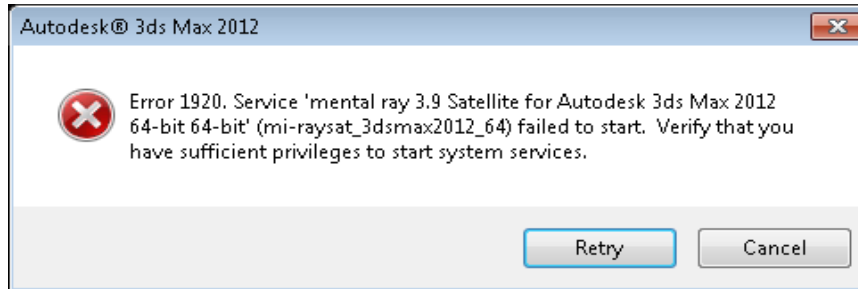
If there are previously installed versions of any beta software (including Release Candidate (RC) versions) of Autodesk 3ds Max 2012 / Autodesk 3ds Max Design 2012, uninstall and delete all system folders pertaining to these beta versions before installing the commercial version. Instructions on how to uninstall the beta versions are posted on the beta portal in the Beta and RC Readme files.

Leaving Ports Open

Autodesk 3ds Max or Autodesk 3ds Max Design, Autodesk® Vault, Autodesk® Backburner™, and various other components of the install, require that certain ports be open in third-party firewalls. If you are having problems with your firewall, read the documentation included with your firewall.

Port Conflict with mental ray (When Installing Autodesk 3ds Max 2012)

During the Autodesk 3ds Max installation process (from the install wizard) the mental ray® port is assigned automatically and cannot be changed from the install wizard.   In most cases this is fine. In a rare case a conflict arises if the port is already occupied. In such a case you will receive this error message:

To fix this issue, perform the following steps:

1. Using a text editor, open the *setup.ini* file (located at the root of your install media).
2. Search for the `[MAX]` section.
3. You need to reassign mental ray to a different port number by adding this line under `EXE_PATH=`
   `    EXE_PARAM= MR_TCP_PORT=[YOUR PORT NUMBER]`

   Where `[YOUR PORT NUMBER]` is replaced by the port number you want to assign to mental ray.

4. Save the *setup.ini* file and run the installer again.

Installing the IPv4 or IPv6 Versions of Network License Manager

You can install the IPv4 version of the Network License Manager from the Tools and Utilities tab in the 3ds Max 2012 / 3ds Max Design 2012 installer. If you need to install the IPv6 version of the Network License Manager, you can do so from Autodesk.com at the following location:

www.autodesk.com/nlm-ipv6-windows

The IPv4 version that is on the Tools and Utilities tab is also available on Autodesk.com at:

www.autodesk.com/nlm-ipv4-windows

Installing Local Help

Starting this release, the 3ds Max Help is being published in HTML format to the Autodesk.com website. By default, 3ds Max calls the help from a Web location to provide you with the latest documentation available. This shift to publishing directly to the Web means we can provide regular updates and additions to content in an ongoing manner. This change also significantly reduces the footprint of locally installed data to your machine and makes the install and uninstall of 3ds Max quicker.

To download a local version of the Help:

1. In 3ds Max, go to Customize menu > Preferences > Help panel.
2. Click Download and download the Help installer from Autodesk.com. (The URL for the page is http://www.autodesk.com/3dsmax-helpdownload-enu.)
3. Once installed, enable Local Computer / Network.

Note: If you changed the install location from the default you will need to specify your path.

Now when you go to Help > Autodesk 3ds Max Help you will view the local version.

Customer Involvement Program (CIP)

The first time 3ds Max / 3ds Max Design is started, the Customer Involvement Program dialog opens. If you choose to participate in the Customer Involvement Program, 3ds Max or 3ds Max Design will automatically send Autodesk information about system configuration, which features are used most frequently, problems encountered, and other information helpful to the future direction of the product. For further information, see www.autodesk.com/cip.

To enable CIP:

1. Install and start 3ds Max / 3ds Max Design.
2. If the Customer Involvement Program dialog box is not displayed automatically, then in the Help menu, click Customer Involvement Program.
3. In the Customer Involvement Program dialog box, select "Participate - with contact information."
4. Enter a valid email address and company name, if any. Click OK.

Customer Error Reports (CERs)

We can improve the stability of Autodesk 3ds Max / Autodesk 3ds Max Design largely because of the Customer Error Reports (CERs) that end-users submit. We thank you for taking the time to fill out these reports and ask you to include as much information as possible about what actions you were performing at the time the error occurred. These details raise the value of the report immensely and are very much appreciated by the Autodesk 3ds Max Quality Engineering team.

For further information about CERs refer to www.autodesk.com/cer.

Feature Limitations and Notes

The following are the major known feature limitations and notes for Autodesk 3ds Max 2012 / Autodesk 3ds Max Design 2012:

Feature	Limitations and Notes
Autodesk® Alias® Products Interoperability	• When adding modifiers to some production models, a memory error can occur and cause a program error. • Off-Set Pivot points are not supported from .WIRE files. • Planer surfaces created from text do not fully import in .WIRE files • Textures Maps assigned to Alias shaders do not import from .WIRE files. • Stitched surfaces import from .WIRE with the original surface. • Not all Alias material/shader parameters persist in .WIRE files and might require some adjustment once imported. • Only surfaces are supported, not curves and meshes. • **Scene hierarchy**: When surfaces are stitched together, naming might not persist.
Autodesk® Civil View	• Autodesk Civil View trees display and render entirely white. **Workaround:** Turn off the material settings for Self-Illumination. • The Civil View exporter in AutoCAD® Civil 3D® cannot locate the VSPCFG file which contains the material settings, so the exported files import into 3ds Max without the corresponding materials assigned. **Workaround:** Navigate to the Civil 3D Data folder (*C:\ProgramData\Autodesk\C3D 2012\enu\Data*) and manually select the VSPCFG file found there.
Autodesk Consistent Materials	• **Converting Metal:** Copper can cause incorrect values in the diffuse channel.
Autodesk® FBX®	• There might be more recent versions of the FBX plug-ins than the ones included with both 3ds Max and 3ds Max Design. Click Web updates in the Information rollout of the FBX Exporter and Importer windows regularly so you can be sure that you are running the latest FBX plug-in version. You can find the latest FBX plug-ins here: www.autodesk.com/fbx-downloads
Freeform Brushes	• Using the Constrain to Spline brush can cause performance issues when used with Edit Poly modifier. **Workaround:** Converting the base object to an Editable Poly avoids these performance issues.
MassFX	• Composite Physical Meshes on very small objects sometimes cause a program error when you click the Generate button. • Having the Dynamics Explorer or Scene Explorer open while

Feature	Limitations and Notes
	running a simulation or while baking can cause the simulation performance to degrade.
Nitrous	• To prevent issues with Nitrous, ensure you have the most up-to-date system drivers. For specific details, see the sections about 3ds Max 2012 / 3ds Max Design 2012 found at www.autodesk.com/max-hardware. • Applying Unwrap UVW after painting in 2D with Viewport Canvas and painting on top of the Unwrap UVW can sometimes cause 2D paint to fail. **Workaround:** If this occurs, apply an Edit Poly modifier on top of the Unwrap UVW modifier. • Civil View parameters can cause a program error when modifying surface parameters. • Object Color display will show the object's material color when set to object color. **Workaround:** Enable Use Environment Background and Display Background in the Viewport Background settings (**Alt**+**B**). • Locking the computer can cause the viewports to stop responding in some cases. **Workaround:** If this occurs, restart the program. • Mirrored or negatively scaled objects might display face edges incorrectly. • The Soft selection Shade Face Toggle does not always properly display the shaded faces. • MassFX constraints can cause Dummy objects not to display in Realistic mode. • Body Objects display tessellated/triangulated edges instead of the proper Body curves. • Back faces display as transparent. • Hidden Line style does not display texture maps in the viewport. • Tone Mapper used with a Skylight set to use the mr Physical Sky environment will display a black background when enabled. • Enable Gamma/LUT Correction does not work on stylized viewports. • Very large textures (10K x 10K) can cause a program error. **Workaround:** You can control texture sizes with MAXScript: NitrousGraphicsManager.SetTextureSizeLimit 512 true NitrousGraphicsManager.SetBackgroundTextureSizeLimit 1024 true Or by modifying the following keys in *3dsmax.ini*: [Nitrous] ViewportTextureSizeLimitEnabled=1 ViewportTextureSizeLimit=512 ViewportBackgroundTextureSizeLimitEnabled=1 **Note:** You need to restart 3ds Max after making these changes.

Feature	Limitations and Notes
Skin	• Opening the Weight Tool dialog causes features in the Weight Properties rollout to fail. In addition vertex weight assignment might not work.
Substance	• If you double-click the output pane of the Substance browser, it fails with a MAXScript error.
Unwrap UVW	• Peel mode does not update in the UVW editor when new seams are created with the Point-to-Point tool. **Workaround:** To update the cluster, after creating the seam, click anywhere in the Edit UVWs dialog window with Peel Mode active. • Peel Mode does not update in the UVs Editor using seams with Convert Edge Selection to Seams tool. **Workaround:** To update the cluster in the UVW Editor, toggle Peel Mode twice. • Using the Reset Peel function outputs all positions of the clusters in the MAXScript listener window. • Scale options do not work as intended when choosing the three different options. **Workaround:** Pressing **Ctrl**+**Alt** when using uniform scale will give more predictable results. • After applying Reset UVWs and functions that use GroupIDs, a program error might result. These functions include Peel, Pack, Rescale Elements, and Group Tools. • **(Nitrous only)** Applying Unwrap UVW to the object corrupts 2D View in Viewport Canvas. **Workaround:** Apply the Edit Poly modifier on top of the Unwrap UVW or convert the object to Editable Poly format. • Sub-Object cannot be deselected in Command panel or UVs Editor. **Workaround:** Click an empty viewport. This will deselect Sub-Object from geometry and texture. • Peel Mode causes faces to become unhidden when using Display Only Selected Faces. All hidden faces/clusters will be unhidden.

XBR Diet	• Callbacks might not be registered with 3ds Max if a plug-in is defer loaded.
	Besides action tables and core interfaces, a plug-in might need to register with 3ds Max other callbacks and objects that affect the user interface such as, but not limited to:
	    ○ **Action item override names:** See IActionItemOverrideManager::ActivateActionItemOverride()
	    ○ **Geometry Checkers:** See IGeometryCheckerManager::RegisterGeometryChecker()

Feature	Limitations and Notes

	○ **Drag and drop handlers:** See class DragAndDropHandler.
	  ○ **Menus other than those based on action items:** See IMenuManager::RegisterMenu()
	  ○ **Viewport buttons:** See IViewportButtonManager::RegisterButton().
	  ○ **Trackbar filters:** See ITrackBarFilterManager::RegisterFilter()
	  ○ **Object converters and Collapse types:** See RegisterObjectConverter(), RegisterStaticEditTri() , RegisterEditTriObjDesc() and RegisterEditPolyObjDesc()
	
	At this time the plug-in loading mechanism in 3ds Max does not detect these cases and as a result, it will defer load such a plug-in DLL unless it explicitly disallows deferring.
	
	• Deferred plug-ins might miss pre-notifications such as NOTIFY_FILE_PRE_OPEN since they may only get loaded as a result of a scene, material library, or other file being loaded. If the plug-in relies on a pre-notification to initialize some of its data structures, or it registers for both pre- and post-notifications (ex: NOTIFY_FILE_POST_OPEN) and expects them to always occur as an ordered pair (NOTIFY_FILE_PRE_OPEN first, NOTIFY_FILE_POST_OPEN second), the plug-in might not work correctly if defer loaded.
	
	Workaround: Force the plug-in to opt out from the defer loading mechanism in 3ds Max by implementing CanAutoDefer() as follows:
	`__declspec( dllexport ) ULONG CanAutoDefer()`
	`{`
	 `return FALSE;`
	`}`