

Autodesk® 3ds Max® 2010 Boot Camp Frequently Asked Questions (FAQ)

Frequently Asked Questions and Answers

This document provides questions and answers about using Autodesk® 3ds Max® 2010 software with the Boot Camp® application program included with the Apple® Mac OS® X operating system software and Parallels Desktop® 4.0 for Mac available from Parallels, Inc.

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1. Can I install Autodesk 3ds Max on a Mac?

Yes, you can install Autodesk® 3ds Max® 2010 software on a Macintosh® computer on a Windows® operating system partition. The system must use Boot Camp or Parallels Desktop 4.0 for Mac to manage a dual OS configuration and meet the minimum system requirements.

**Supported versions: Autodesk® 3ds Max® 2010 and Autodesk® 3ds Max® Design 2010 software.*

2. What is Boot Camp?

Boot Camp is a utility provided with the Apple Mac OS X v10.5 (aka Leopard® operating system software). You can install Microsoft® Windows XP or Windows Vista® operating system on an Intel® processor based Mac computer by partitioning the hard drive. The Boot Camp Assistant helps guide you through the process. After installation, use Boot Camp to help operate your Mac using a dual boot system. You specify the required operating system (Windows OS or Apple Mac OS) when you start the computer. Once you start the computer, the selected OS runs in native mode. If you start the computer in Windows you can install and run Windows applications at native speeds.

Note: You must purchase the Windows operating system software separately.

3. What is Parallels Desktop for Mac?

Parallels Desktop for Mac is a system utility available for purchase from Parallels, Inc. that maps the hardware resources of the host computer to a virtual machine using a guest operating system. The utility allows you to run applications in the required operating system without restarting.

Note: You must purchase the Windows operating system software separately.

Note: Your Mac must have enough memory to run the Mac OS X and your Mac applications, plus the memory required for the virtual machine's operating system and the applications installed in it.

4. How does Boot Camp differ from Virtualization?

Boot Camp allows the selected operating system to run in native mode. You can also purchase software for the Macintosh that allows Windows to run as a “guest” within the “host” Apple Mac OS. This is called virtualization. Using a virtual machine environment you can switch between the two operating systems without restarting.

5. Which configuration provides the best performance

For maximum performance, use Boot Camp to run 3ds Max in a native Windows OS. For 3ds Max scene files with a small number of objects and polygons Parallels provides greater convenience and good performance.

6. What about licensing?

You can use 3ds Max as a client node on a network license. Using the system as the 3ds Max network license server is not supported.

7. Who do I contact for support?

- For questions and issues related to Mac operating system or Boot Camp, contact Apple, Inc.
- For questions and issues related to Parallels Desktop, contact Parallels.
- For issues related to Windows operating systems, contact Microsoft Corporation.
- For questions related to 3ds Max, contact your Autodesk re-seller or local Autodesk representative.

8. What are the Mac hardware requirements?

Operating System	Apple Mac OS X 10.5.x or higher.
Processor	Intel based Mac (64-bit Windows Vista requires an Intel® Core 2® duo or Intel® Xeon® processor).
RAM	2-GB minimum Recommend 4-GB for 32-bit guest OS, 8-GB or more for 64-bit guest OS.
Disk space	Minimum 20-GB for the Apple OS partition, minimum 20-GB for the guest OS partition.
Boot Camp	V 2.0 or higher.

9. What are the Windows System requirements?

Operating System	One of the following: <ul style="list-style-type: none">• Windows XP Pro 32, SP2 or higher. (Do not install an earlier version of Windows and attempt to update it to SP2 later.)• Windows Vista 32, SP1 or higher.• Windows Vista 64, SP1 or higher (Requires Intel Core 2 Duo or Xeon processor.)
Software Applications	Internet Explorer® 6 web browser or higher.
Graphics Support	DirectX® 9.0c* application programming interface (required), OpenGL® (optional) application programming interface
Screen Resolution	1280 x 1024 or higher.

**Some features of 3ds Max 2010 are only enabled when used with graphics hardware and virtual machine that supports Shader Model 3.0 (Pixel Shader and Vertex Shader 3.0). Check with your graphics card manufacturer to determine if your hardware supports Shader Model 3.0. Parallels Desktop 4.0 for Mac supports DirectX 9.0 and Shader Model 2.0*

10. How do I install Boot Camp?

For answers to common questions, visit:

<http://www.apple.com/support/bootcamp/>

The basic steps to install Boot Camp are:

- In the Apple Mac OS, locate the Boot Camp Assistant in the Applications > Utilities area.
- Print the Installation and Setup Guide.
- Follow the instruction contained in the Boot Camp Setup Guide to create and pre-format the Windows partition.
- Install Windows.

Warning! Do not format or install Windows on the Macintosh OS partition.

Note: To complete the install process, you will need access to the Leopard Operating System DVD to install the necessary Windows drivers.

11. How do I use Parallels Desktop for Mac?

To purchase the software or obtain answers to common questions, visit:
<http://www.parallels.com/>

The recommended steps to install and configure Parallels are:

- Follow the steps to configure Boot Camp. This creates a Windows partition on the hard drive.
- Start the computer in the Apple OS.
- Install Parallels Desktop for Mac. If a Boot Camp partition exists, Parallels detects and uses the Boot Camp partition.

Once you have installed and configured Parallels, start Parallels and then start 3ds Max in a window. Use Full Screen mode to maximize the Windows application screen area. Use Coherence mode to fully integrate Windows applications in the Apple OS.

Note: *The 3ds Max licensing engine is sensitive to hardware configuration changes in standalone licensing mode. Hardware configuration changes can cause licensing issues when you use 3ds Max in both Boot Camp and Parallels on the same machine. The first time the licensing engine encounters a hardware configuration change, it attempts to recover from the error. Dismiss the licensing error dialog box the first time it is encountered and restart 3ds Max in either Boot Camp or Parallels. You can usually recover from the first license error using this method. Do not perform further hardware configuration changes. The licensing engine may not recover from subsequent changes. If you use 3ds Max in Boot Camp and Parallels on the same computer and expect to make hardware configuration changes, network licensing for 3ds Max is recommended. Please see the 3ds Max documentation for more information about network licensing.*

12. Should I use a Fat32 or an NTFS partition?

When you install Windows, you can choose to format the Windows partition as Fat32 or NTFS. There are advantages and disadvantages to each. We recommend that you use NTFS.

Fat32

- Ability to read/write Windows files from the Apple Mac OS
- Less secure NTFS (no permissions scheme)
- Maximum 32 GB partition size

NTFS

- More secure Fat32
- More space efficient Fat32
- Supports partition sizes greater than 32 GB
- Read-only in Mac OS X

13. After I install Boot Camp, how do I specify which operating system to use?

You can specify the default Operating System in the Boot Camp assistant. Or hold the Option key down when you start, and choose the required operating system.

Notes for laptop users:

- If you are using the laptop keyboard, you may need to press the **fn** (function) key with the **control**, **alt (option)**, **delete** keys to start Windows.
- Because a laptop is configured to preserve battery life, the Power Options may need to be adjusted to take full advantage of processor speed. For example, a 2.8 GHz processor may be operating at 1.59 GHz to conserve power using the default Portable/Laptop setting.

USE OF THE BOOT CAMP APPLICATION PROGRAM INCLUDED WITH APPLE® MAC OS® X OPERATING SYSTEM SOFTWARE AND/OR PARALLELS DESKTOP® 4.0 FOR MAC AVAILABLE FROM PARALLELS, INC. ("THIRD PARTY SOFTWARE") IS SOLELY AT YOUR DISCRETION AND RISK, AND WITHOUT RECOMMENDATION FROM AUTODESK, INC. ("AUTODESK"), AUTODESK DOES NOT MAKE AND YOU DO NOT RECEIVE ANY WARRANTIES, EXPRESS OR IMPLIED WITH RESPECT TO THE THIRD PARTY SOFTWARE. ANY STATEMENTS OR REPRESENTATIONS ABOUT THE THIRD PARTY SOFTWARE AND ITS FUNCTIONALITY HEREIN OR ELSEWHERE CONSTITUTE TECHNICAL INFORMATION AND NOT AN EXPRESS WARRANTY OR GUARANTEE. IN ADDITION, AUTODESK SPECIFICALLY DISCLAIMS ANY WARRANTY INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NONINFRINGEMENT. WITHOUT LIMITING THE FOREGOING, AUTODESK DOES NOT WARRANT THAT THE OPERATION OF THE THIRD PARTY SOFTWARE WILL BE UNINTERRUPTED OR ERROR FREE. THE AUTODESK SOFTWARE SHALL BE USED IN ACCORDANCE WITH THE TERMS CONTAINED IN ITS SOFTWARE LICENSE AGREEMENT ("AGREEMENT").

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