

Autodesk®
Media & Entertainment Products

Autodesk

Installation Overview

Legal Notices

Autodesk® Media and Entertainment Products 2013

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Offline Installation Help

1

You can install Entertainment Creation Suites from a USB or downloaded installation files when you are not connected to the internet (offline).

Advantages to online installation include:

- Automatic inclusion of service packs.
- Access to complete and updated installation help. Offline Installation help is a subset of the online help.
- Access to online content packs.

If you are not connected to the internet, it is recommended that you download service packs and install them after the initial Install.

If you create a deployment in a connected (online) environment, the latest service packs are included.

To access the Entertainment Creation Suite installation help you can visit www.autodesk.com/me-install-2013-enu from a connected device.

Overview

2

Installation Overview

The following diagram shows the major parts of the installation process:

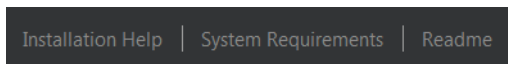


Further details are provided in the following sections.

Prepare for Installation

Before starting to install, check the following details:

- Confirm that your computer meets the minimum system requirements. If in doubt, click System Requirements at the bottom of the installer screen.
- Review product documentation to clarify details such as the type of installation to do (stand-alone or network) and which products to install. Documentation is accessible from links on the lower left corner of the installer:



- Ensure that your user name has Administrator permissions to install applications on the computer or network.

- Obtain serial numbers and product keys for all products you want to install. These are on the product package or provided at the time you download the software.
- Close all running applications.

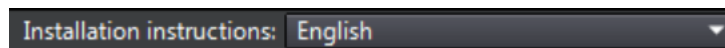
Select Install Type

Here is some basic information to help you choose the right path.

- **Install** is recommended for individual users or small groups. The key point is that you will repeat the installation process on each computer. This is the only valid installation type for a stand-alone license, but it can also be used with a multi-seat stand-alone or network license.
- **Create Deployment** is recommended for network administrators, using either a multi-seat stand-alone or network license. In the deployment process, the installation is configured once, stored on the network, and then distributed efficiently to users' computers.
For more information on deployments, see [Create Deployment](#) (page 7) or the *Network Administrator's Guide*.
- **Install Tools & Utilities** is used to install tools and utilities related to your suite or product. If you have a network license for your Autodesk product, you will need to use this option to install the Network License Manager before any users can run the product. Consult the documentation for your suite or product to identify the available tools and utilities of interest.

Select Installer Language

On the first screen of the installer, you can select the language for the installer screens, using this control on the upper right:



For some Autodesk products, later in the install process you can select the language for installed products. For more information, see [Change Product Language](#) (page 7).

Specify License

The following notes provide a general overview. For more detailed information, see the *Licensing Guide* for your product.

License Types

You can install most Autodesk products for a trial period of 30 days to evaluate the product. If you purchase a license, it is configured as either stand-alone or network, and for a specific number of users. These license types are briefly described as follows:

- A **stand-alone license** is intended for use by one person. The licensed products can be installed on two computers, as long as both instances are not running concurrently.
- A **multi-seat stand-alone license** is intended to support a specified maximum number of users, but it can be installed on a larger number of computers for convenient access.
- A **network license** supports a specified number of users who are connected to a network. The Network License Manager is installed on one or more servers on the network to manage the distribution of licenses to users.

Network License Server Models

If you are using a network license, choose the server configuration for the Network License Manager that was specified at the time of license purchase:

- **Single License Server**
One server manages all licenses on the network.
- **Distributed License Server**
Licenses are distributed across a pool of multiple servers in the network. You enter the name of each server in the pool.
- **Redundant License Server**
Three servers are available to authenticate each license. You enter the names of the three servers.

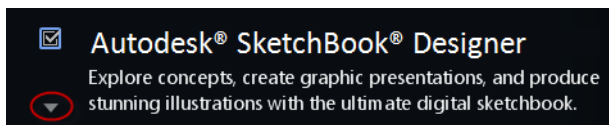
Configure and Install

Installation Path

This path specifies where the product folder will be installed. If you change the location, use only valid ASCII characters in the install path.

Configuration

Most products have a number of configuration settings. On the Install > Configure Installation page, for any product you have selected to install, you see a triangular control for access to a configuration panel:



Click anywhere in the product box to open the configuration panel. For many products, you can select an installation type, either **Typical** to accept the default configuration settings, or **Custom** to review the settings and decide whether to modify them. More information on the configuration settings for your product may exist in an appendix to this guide. After you have configured the settings as required, click the triangle to close the configuration panel.

Activate Products

When you run an Autodesk product for the first time, you will be asked to activate the product. If it is connected to the Internet, your computer can communicate directly with Autodesk to complete the activation process.

If your computer is disconnected from the Internet, you can activate later when you are connected. Some products also permit you to activate offline by sending the serial number, request code, and registration data to Autodesk over the Web or by email. For more information on activation, go to [Autodesk Licensing](#) and select the FAQ link.

Create Deployment

Administrative Image

This is a customized set of installation files created by the deployment process. It is used to install a consistent configuration of programs on each computer. Other settings:

- **Administrative image path.** Specify a shared network location where you have Full Control permissions. Users will go to this path to install the programs.
- **Target platform.** Select either 32-bit or 64-bit to match the operating system of the computers that will use the deployment.
- **Include only products required by this deployment configuration.** If selected, the deployment cannot be modified in the future to include additional products. If unselected, the administrative image will include all possible products, and the deployment can be modified in the future in any way.

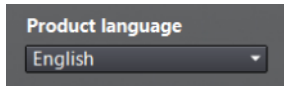
Installation Settings

- **Silent mode** runs the installation in background, without user input.
IMPORTANT In silent mode, the user's computer can restart automatically and without warning when the installation is complete.
- A **log file** records installation data for each computer.
- A **network log file** keeps a central record of installation data for all computers that run the deployment. It has the same name as your deployment, and must reside in a shared folder where users have Change permissions, so that their computers can write to the log file.

Change Product Language

IMPORTANT This topic does not apply to Autodesk products that provide each language version on separate media. For these products, you must specify the product language when purchasing, and cannot change it.

For some Autodesk products, you can select the product language at the time of installation, using this drop-down menu on the installer:



Language Selection Menu

If the language you want is not on this menu, your available options vary by Autodesk product. Many products, such as 3ds Max, Inventor, and all AutoCAD-based products, use language packs to support additional languages.

These conditions apply to language selection:

- Each suite installation uses a single language. If you need to install one or more products in a different language, that requires a separate installation.
- All deployments must be in a single language. One administrative image can support deployments for different languages, but each deployment is for one language.
- If you are installing multiple products and select a language that is not supported by some products, these products use a default language.
- After you leave the Product Information page of the installer, the menu for selecting a language or adding a language pack is disabled. If you later decide to change the language or add a language pack, you cannot go back to the Product Information page and use the menu. Instead, you must cancel the installation, start the installer again, and then make the correct language selection on the Product Information page.

About Language Packs

A language pack is a software module that can be added to an Autodesk product to change the language used throughout the user interface and the documentation. A single instance of the product software can support multiple languages by adding language packs. Each language pack is matched to a specific Autodesk product, and includes an installer. You must install the Autodesk product before installing a language pack. Each installed language pack creates a separate icon on the Windows Start menu, such as "Inventor - French (Francais)" that you can use to start the product in that language. Depending on your product, language packs may be available on the installation media or from a website.

A language pack installer provides an option to create a language pack deployment for a particular product. The language pack deployment can be installed on multiple computers, after the related product is installed, to add another language version.

Frequently Asked Questions

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Frequently Asked Questions

For advice and assistance with topics not covered here, go to [Autodesk Support](#), click your product name, and search in the Knowledgebase for your product.

What if I have lost my serial number or product key?

Check your product packaging or purchase records, if available, or contact [Autodesk Customer Service](#) for assistance.

Why do I need to activate a product after installation?

Activation verifies for Autodesk and for you as a license holder that your Autodesk product is installed on an eligible computer. The activation process improves license security and management. For example, it ensures that a multi-seat license is not in use by more than the authorized number of users.

Can I install Autodesk products from a website?

Several Autodesk websites are being set up to support product downloads, including Subscription, Education, eStore, My Account, and the Trial site. On each site where downloads have been implemented, you have a choice of several download methods to suit different requirements. If you want to install products directly on your computer, you can use a Web Installer. If you want to download the files to install products later, or to create a deployment, you can use Download Manager, or Browser Download. More details are provided on the download websites.

How does a trial license work in a product suite or bundle?

A single trial period, usually 30 days, applies to all Autodesk products in the suite or bundle. When the first product is started, the trial period begins for all products. If the user does not activate one of the products before the trial period ends, access to all of the products is denied. After the trial period ends, the user can restore access to the products by entering an activation code.

How do I switch my license from stand-alone to network or network to stand-alone?

If you simply entered the wrong license type by mistake, and are still running the installer, use the Back button to return to the Product Information dialog, and change the license type.

If you want to change the license type for an installed product, contact your Autodesk reseller or license supplier to obtain the new license and serial number. Then uninstall your product and run a new install to change the license type and enter the new serial number.

Where can I find product license information after installation?

Select Help menu ► About, or About *[Product Name]*. If your product uses InfoCenter, that is where you can find the Help menu.

After installation, how can I change product configuration, repair, or uninstall the product?

- 1 Go to the Windows control panel:
 - Windows XP: On the Start menu, click Settings ► Control Panel ► Add or Remove Programs.
 - Windows 7: On the Start menu, click Settings ► Control Panel ► Programs/Uninstall a Program.
- 2 In Windows control panel, click the product name, and then click Change/Remove (Windows XP) or Uninstall/Change (Windows 7). The Installer opens in maintenance mode, and directs you through the process.

Configure Autodesk Products in your Enter- tainment Creation Suite

4

Installation Information Specific to Autodesk 3ds Max

Certain items are unique to the Autodesk® 3ds Max® / Autodesk® 3ds Max® Design install process (in contrast with other Autodesk products). In this chapter, learn about the process for switching to the local version of the help and the sub-components and tools and utilities that ship with 3ds Max (also includes 3ds Max Design unless otherwise noted). Also, learn how to install the 32-bit version of 3ds Max on a 64-bit machine.

Limited Language Support in Windows XP

The XP operating system runs 3ds Max / 3ds Max Design in English only. To use 3ds Max / 3ds Max Design in another language, you must also use Windows 7.

Switch from Online (Default) to Local Help

By default, the Help in 3ds Max is internet-based. If you do not have a dedicated internet connection, you can download a local version of your help. To override the default behavior you then need to change the corresponding preference.

- 1 Download and run the Help installer from www.autodesk.com/3dsmax-helpdownload-enu.
- 2 Once installed, in 3ds Max / 3ds Max Design go to Customize ► Preferences ► Help tab and select Local Computer / Network.

NOTE If you are using the default path this is all you need to do. Change the path if you have not used the default location. To revert to the default location (which matches the Help installer's default), click Reset. You can switch back to the online version of the Help at any time, which is the most up-to-date version of the Help available.

Sub-Components Installed with 3ds Max

The sub-components installed with Autodesk 3ds Max 2013 include 3ds Max Composite 2013, the various Autodesk Material Libraries, and Autodesk Backburner 2013. The only optional sub-component is 3ds Max Composite.

3ds Max Composite 2013

When installing 3ds Max, 3ds Max Composite installs by default. 3ds Max Composite 2013 includes:

- Raster and Vector Paint
- Image Processing
- Color Correction
- Keying and Rotoscoping
- Stereoscopic Production Support
- Motion Blur
- Advanced 2D Tracking
- Camera Mapping

- Depth of Field
- Node and Layer-based Compositing Options
- Spline-Based Warping
- Enhanced Render Passes
- Data Managing and Collaborating

Autodesk Material Libraries

The Autodesk Material Libraries are shared libraries installed with Autodesk products such as Inventor, AutoCAD, Revit and 3ds Max. These three items are selected for install by default when you install 3ds Max. If one of the other applications is already installed, the material libraries might be installed already.

WARNING If you uninstall or remove a library, the library is no longer available for any products. Uninstalling also means you will be unable to view or display scenes that have Autodesk Materials currently in them.

The Autodesk Material Library consists of three sub-libraries:

- Autodesk Material Library 2013: Contains the material appearances used for Realistic Appearance in color styles. This component is installed by default, and it is required for 3ds Max to have full visual style and color style functionality. It is recommended you do not uninstall this component unless you are also uninstalling all Autodesk products that require this library.
- Autodesk Material Library 2013 Base Image Library: Contains low-resolution (approximately 512 x 512) images for use with Autodesk Materials. This is also installed by default.
- Autodesk Material Library 2013 Medium Image Library: Contains medium-resolution (approximately 1024 x 1024) images for rendering materials in medium detail. This library is used for close-ups and for rendering objects at a larger scale. This library is an installation option available on the Select Products to Install page in the installation wizard.

NOTE To reinstall the material libraries, run the corresponding MSI:

- Autodesk Material Library 2013:
`\Content\ADSKMaterials\2013\CM\MaterialLibrary2013.msi`
- Autodesk Material Library 2013 Base Image Library:
`\Content\ADSKMaterials\2013\ILB\BaseImageLibrary.msi`
- Autodesk Material Library 2013 Medium Image Library:
`\Content\ADSKMaterials\2013\ILM\MediumImageLibrary.msi`

Autodesk Backburner 2013

Autodesk® Backburner™ is the 3ds Max network-rendering management software, also used by products such as Autodesk® Flame® and Autodesk® Smoke®. Backburner is a required install and is installed by default when you install Autodesk 3ds Max 2013 / Autodesk 3ds Max Design 2013. You must uninstall older versions of Backburner before installing Backburner 2013. Backburner 2013 is backward compatible, but settings do not migrate from earlier versions. For information about using Backburner from inside 3ds Max, refer to the "Network Rendering" section in the "Rendering" chapter of the *3ds Max Help*. For further information about installing and using Backburner see the Help menu in the Backburner Manager.

Backburner for Managing and Monitoring Only

You can install Autodesk Backburner on a machine without 3ds Max or 3ds Max Design. However, such an installation of Autodesk Backburner cannot be used for rendering. You can use this machine only to manage or monitor jobs. Although the Autodesk Backburner server can be installed on a single machine, it will not do anything; it will work only if it detects a supported program such as Autodesk 3ds Max, Autodesk 3ds Max Design, Autodesk Flame, or Autodesk Smoke. This means that you must have Autodesk Backburner installed with at least one additional Autodesk product for a machine in your configuration to be capable of rendering.

Tools and Utilities

The following table summarizes the optional installs available from the 3ds Max / 3ds Max Design Tools and Utilities section in the installer.

Tool or Utility:	Description:	Website:
Autodesk 3ds Max 2013 SDK	<p>Use the SDK to create new Autodesk 3ds Max features and tools by writing your own plug-ins.</p> <hr/> <p>NOTE The SDK is not shipped with Autodesk 3ds Max Design.</p> <hr/>	www.autodesk.com/development/3dsmax
Network License Manager	You must install the Network License Manager if you are using network licensing.	www.autodesk.com/me/licensing-2013-enu
Allegorithmic Substance Bonus Pack (Designer and Player)	Install the Allegorithmic Substance Bonus Pack (Extra Content) for additional substances that work with the Substance Designer trial, that is also included.	www.allegorithmic.com/
ArchVision TM Dashboard	Manage the content acquired using RPC TM Plug-ins with the ArchVision Dashboard.	www.archvision.com/
ArchVision TM RPC TM Plug-In	Add photorealistic objects (such as cars, people, and so on) with the RPC Plug-Ins.	

Tool or Utility:	Description:	Website:
Autodesk Civil View	<p>Convert 3D civil-engineering data into 3D visualizations. Autodesk Civil View is integrated into Autodesk 3ds Max Design and is accessed from the Civil View menu.</p> <hr/> <p>NOTE Autodesk Civil View is included only with Autodesk 3ds Max Design.</p> <hr/>	<p>See the Civil View menu in 3ds Max Design for Help and Tutorial information.</p> <hr/> <p>NOTE The first time you access Civil View you will need to initialize it and set some basic settings. After that you have access to the complete Civil View menu where you can find the Help and Tutorials.</p> <hr/>
EASYNat [®] 2.5 for 3ds Max 2013 (Demo)	Drop virtual seeds from the included samples and “grow” them in your model to add life-like plants. This includes 2D, 3D, and hybrid models with branch and leaf detail.	www.bionatics.com/EASYNat/
Craft Director Studio [™] Plug-in Bundle	Use the Craft Director Studio Plug-in Bundle to perform advanced, in-the-box, rigging and physics simulations. These features help you animate cameras and vehicles more quickly and realistically.	www.craftanimations.com
Okino Plug-ins (Demo)	A demo version of PolyTrans and NuGraf, from Okino Computer Graphics, lets you evaluate dozens of CAD, DCC, and VisSim data converters directly within 3ds Max or 3ds Max Design.	www.okino.com/
Okino PolyTrans [™] and NuGraf [™] Demos		

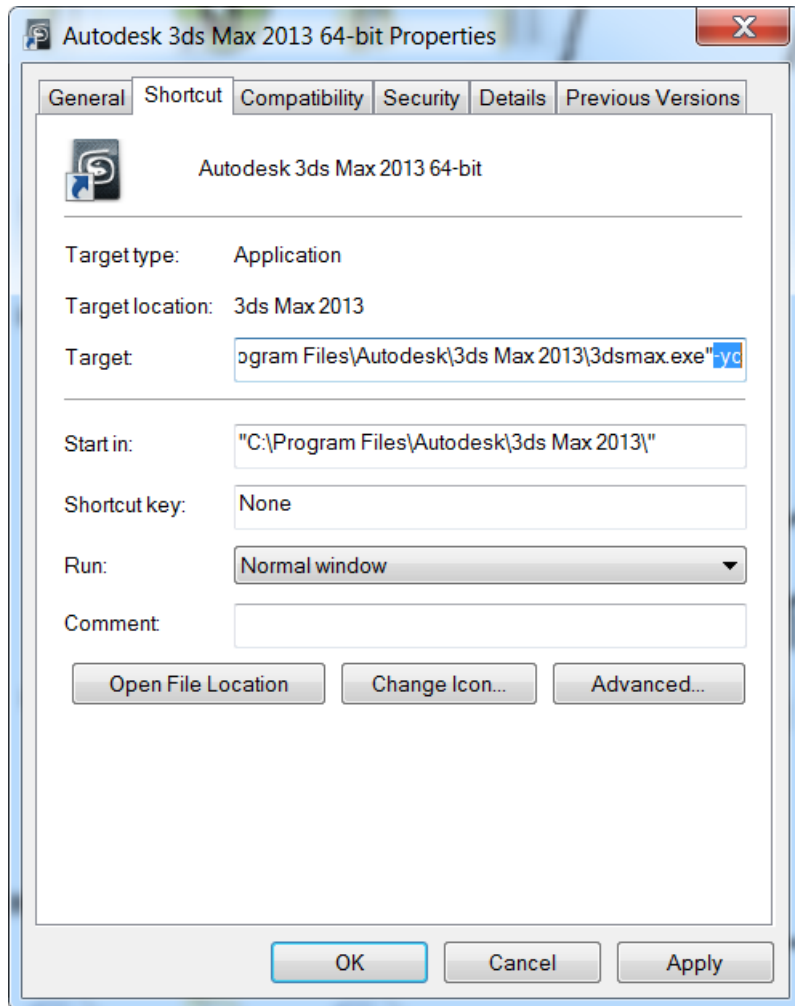
Installing a 32-bit Product on a 64-bit Operating System

Manually override the installer's default behavior, which automatically installs the 64-bit product on a 64-bit computer. For a standalone installation, navigate to the root directory of the install media and launch the 32-bit installer, which has a file name of *Setup_32.exe*, or something similar. For a deployment, you can select the 64-bit target platform, and specify the 32-bit version of a product.

Switching from Standalone to Network License Mode

After you install, switch the licensing mode from Standalone to Network.

- 1 Ensure that the Network License Manager is set up and configured with a valid network license file for 3ds Max or 3ds Max Design.
- 2 Close 3ds Max or 3ds Max Design on the client machine.
- 3 On the Windows desktop, right-click the 3ds Max or 3ds Max Design shortcut icon and choose Properties from the pop-up menu.



- 4 On the Shortcut tab of the Properties dialog, add -yc to the end of the path in the Target field so the path now reads: "**C:\Program Files\Autodesk\3ds Max 2013\3dsmax.exe**"-yc.
- 5 Click OK to save the changes and restart 3ds Max or 3ds Max Design by double-clicking on the application shortcut.
- 6 On restart, the FLEXnet License Finder dialog appears. In the dialog, either specify the location of the Network License Server System or the location of the Network License File.

- 7 After specifying the License Server System or the Network License file, the 3ds Max will start and continue to run in Network license mode.

NOTE If you wish to switch from a Network to a Standalone license, you need to perform a full uninstall/reinstall with the Standalone License mode selected during reinstallation.

Installation Information Specific to Autodesk Maya

Installation Information Specific to Autodesk Maya 2013

Certain items are unique to the Autodesk® Maya® install process (in contrast with other Autodesk products). In this chapter, learn how to install the 32-bit version of Maya on a 64-bit machine, and how to install a local copy of the Maya Help.

This chapter also includes information on installing and uninstalling Autodesk Maya for Mac OS X and Linux.

Installing a 32-bit Product on a 64-bit Operating System

You can manually override the installer's default behavior, which automatically installs the 64-bit product on a 64-bit computer. For a stand-alone installation, navigate to the root directory of the install media, and launch the 32-bit installer, which has a file name of Setup_32.exe or similar. For a deployment, you can select the 64-bit target platform, and specify the 32-bit version of a product.

Install Maya on Mac OS X

To install Maya on Mac OS X

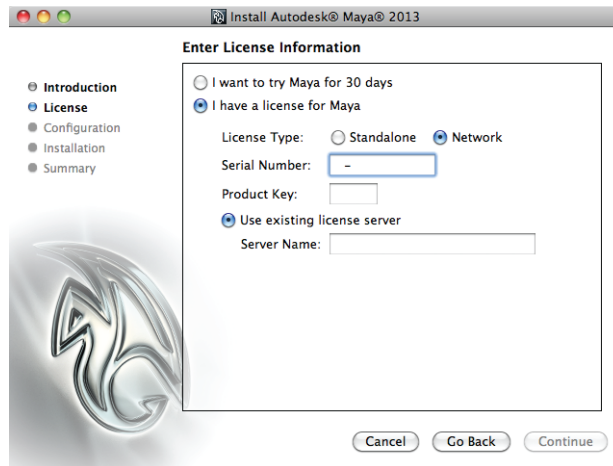
- 1 Do one of the following to launch the installer:
 - If you are installing from a DVD, insert the DVD into your drive, then double-click the Maya DVD icon that appears on your desktop. Navigate to the Maya/Mac OS X folder on the DVD drive.
 - If you are installing from a download package, double-click the Maya .dmg.
- 2 In the Finder window, double-click the Install Maya 2013 program. The Maya Installer starts.



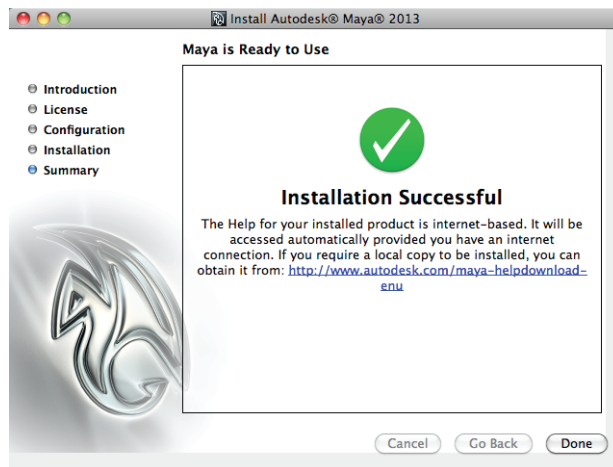
- 3 Follow the instructions in the Maya Installer to install the product. For example, in the **License** window, do the following:
 - Enter your 11-digit serial number.
 - Enter your **Product Key**.
 - Select your License type: **Standalone** or **Network**.
If you select the **Network** license type, click **Use existing license server** and enter your license server name in the **Server Name** field. Contact your network administrator to find your license server name. If you have access to the license server machine, you can also find its name by opening a Terminal window (**Applications > Utilities > Terminal**) and typing:

hostname <enter>

- Click **Continue**.



- 4 In the final window that confirms a successful installation, click **Done**.



By default, Maya is installed in the following directory:
/Applications/Autodesk/maya2013/.

NOTE As indicated in the final installer screen, the Maya Help is Internet-based. When you press F1 or select **Help > Maya Help**, the Help launches from an Autodesk web server. If you do not have reliable Internet access, you can download a copy of the Help from www.autodesk.com/maya-helpdownload-enu.

Install Maya on Linux

This section provides detailed information on installing Maya on Linux.

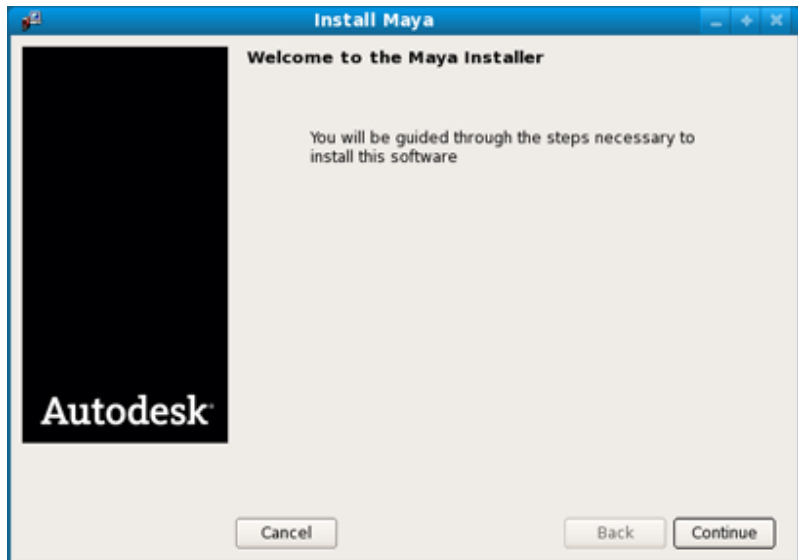
Install Maya on Linux using the installation wizard

To install Maya on Linux

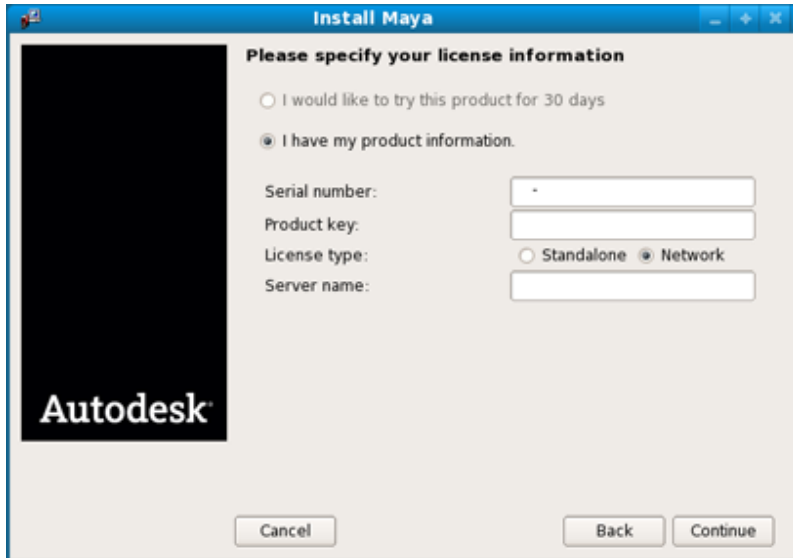
- 1 Do one of the following to start the Maya install:
 - If you are installing from a DVD or USB, insert the install media into your drive.
 - If you are installing from a download package, extract the Maya packages from the compressed file.
- 2 Open a shell as a super user (using `su -`) and navigate to the directory where you extracted the packages.

NOTE Recent Linux distributions may require a full super user environment to run the installer as root. You can use `su -` to obtain the proper level. (Note the trailing dash.)

- 3 Type `./setup` and press Enter.
This starts the Maya Installer.



- 4 Follow the instructions in the Maya Installer to install the product.
For example, in the **License information** window, do the following:
 - Enter your 11-digit serial number.
 - Enter your **Product key**.
 - Select your License type: **Standalone** or **Network**.
If you select the Network license type, enter your license server name in the Server name field that appears. Contact your network administrator to find your license server name.
 - Click **Continue**.



- 5 In the final window that confirms a successful installation, click **Done**.
By default, Maya is installed in the following directory:
`/usr/autodesk/maya2013-x64.`

NOTE The Maya Help is now Internet-based. When you press F1 or select **Help > Maya Help**, the Help launches from an Autodesk web server. If you do not have reliable Internet access, you can download a copy of the Help from www.autodesk.com/maya-helpdownload-enu.

Install Maya on Linux using the rpm utility

With the rpm command line utility, you can use either the `-i` flag or the `-ivh` flag to install the programs. The `-ivh` flag provides you with more information during the installation.

To install Maya on Linux using the rpm utility

- 1 Open a shell as a super user (using `su -`).
- 2 Do one of the following:
 - Insert the install media (DVD or USB) and mount the drive. For example, type: `mount -r /dev/dvd /mnt/dvd.`

- Extract the Maya packages from the compressed file you downloaded, then change to the directory where you extracted the Maya packages.

3 Use the `ls` command to list the packages.

The packages you see will be similar to the following, where # indicates the specific package numbers.

Package name	Description	Required
Maya2013_0_64-2013.0-#.x86_64.rpm	Maya for Linux	Yes
adlmapps5-5.#.x86_64.rpm	Autodesk licensing	Yes
adlmflexnetclient-5.#.x86_64.rpm	Autodesk stand-alone licensing	Only for stand-alone licensing (Not required if you use network licensing)
adlmflexnetserver-5.#.x86_64.rpm	License server tools (for network licensing)	No
Composite_2013-2013.0-#.x86_64.rpm	Composite	No
backburner.sw.base-2013-#.i386.rpm	Autodesk Backburner	No
backburner_webmonitor.sw.base-2013-#.i386.rpm	Autodesk Backburner web monitor	No
autodesk.backburner.monitor-2013.0.0-#.i386.rpm	Autodesk Backburner monitor	No
MatchMover2013_0_64-2013.0-#.x86_64.rpm	MatchMover	No

- 4 To install the required software, enter either of the following commands (where # indicates the specific package numbers), depending on whether you are installing Maya on a computer with Mudbox already installed:

■ To install Maya alone, enter:

```
rpm -ivh Maya2013_0_64-2013.0-#.x86_64.rpm
adlmapps5-5.#.x86_64.rpm
adlmflexnetclient-5.#.x86_64.rpm
```

■ To install Maya with Mudbox, enter:

```
rpm -ivh --force Maya2013_0_64-2013.0-#.x86_64.rpm
adlmapps5-5.#.x86_64.rpm
adlmflexnetclient-5.#.x86_64.rpm
```

Maya 2013 adds the required libXm.so.3 library to the Maya lib directory as part of its standard install, so installing the openMotif runtime rpm is not required.

- 5 Look for a file named libGL.so in the /usr/lib/ or /usr/X11R6/lib directory to verify that OpenGL is installed.

NOTE /usr/lib is normally 32-bit on Red Hat, Fedora, and SuSE distributions, but may be 64-bit for Ubuntu and Debian distributions. Some distributions include the system OpenGL driver mesa-GL, which is not ideal for running Maya. Maya is a 64-bit application and requires a 64-bit OpenGL 3D-accelerated driver for best performance.

TIP To easily check which OpenGL driver is installed, use the `glxinfo` program to list the top portion of the output, then look for the driver and renderer strings. For example:

```
glxinfo | less
```

- 6 (Optional) For information on installing the Maya documentation package, see [Install the Maya Help](#) (page 39).

By default, the Maya Help is Internet-based, so launching the Help within Maya calls an Autodesk web server to display the documentation.

- 7 Run the following command to set whether you are using a network or a stand-alone license:

```
/usr/autodesk/maya2013-x64/bin/licensechooser
/usr/autodesk/maya2013-x64/ <licenseType> unlimited
```

where you specify standalone or network for <licenseType>.

This updates the license.env file (used by the Autodesk licensing software) with your license type information.

- 8 Add /opt/Autodesk/Adlm/R5/lib64/ to LD_LIBRARY_PATH to set your shared libraries for this session.

For example, you can run the following command in a BASH shell:

```
export LD_LIBRARY_PATH=/opt/Autodesk/Adlm/R5/lib64/
```

- 9 Run the following commands to register Maya with the Autodesk licensing software, where *<productKey1>* and *<productKey2>* are your product keys, and *<serialNum>* is your serial number.

NOTE

If you purchased Maya as part of a suite, enter your Maya product key as *productKey1*, and your suite product key as *productKey2*.

If you purchased Maya alone and received only one product key, you can enter the Maya product key for both *<productKey1>* and *<productKey2>*.

■ (Stand-alone licensing)

```
/usr/autodesk/maya2013-x64/bin/adlmreg -i S  
<productKey1> <productKey2> 2013.0.0.F <serialNum>  
/var/opt/Autodesk/Adlm/Maya2013/MayaConfig.pit
```

■ (Network licensing)

```
/usr/autodesk/maya2013-x64/bin/adlmreg -i N  
<productKey1> <productKey2> 2013.0.0.F <serialNum>  
/var/opt/Autodesk/Adlm/Maya2013/MayaConfig.pit
```

For example:

```
/usr/autodesk/maya2013-x64/bin/adlmreg -i S 657E1 657E1  
  
2013.0.0.F 000-00000000  
/var/opt/Autodesk/Adlm/Maya2013/MayaConfig.pit
```

This step updates the product information .pit file, which you can copy to other machines that have the same configuration if you are installing many instances of Maya.

These commands return a `Registration succeeded` message, and you can now run Maya using your stand-alone or network license.

Additional Linux notes

This section provides information for configuring Maya to run on Linux, describes differences between Maya for Linux and other versions of Maya, and provides other information specific to using Maya on the Linux operating system. For complete information on limitations and possible workarounds, also refer to the Maya Release Notes, available at www.autodesk.com/maya-readme-2013-enu.

Compiling plug-ins and standalone programs

To compile plug-ins and standalone applications for Maya 2013 on Linux, use the released gcc 4.1.2 compiler. Maya has been compiled with this compiler under CentOS 6.0 WS.

In addition, Maya uses some component libraries that may already exist on your system (for example, Qt, Python, OpenAL, Intel TBB, MKL, Cg). These libraries are installed in the `/lib` directory under your Maya installation directory, and should not interfere with the normal operation of your Linux system. In some cases, your system may include newer versions of these libraries, which may or may not be compatible with Maya.

NOTE Maya requires its own versions of the Qt libraries to run properly.

For more information, see the API Guide at www.autodesk.com/maya-sdkdoc-2013-enu.

Installing additional required packages and fonts

On Linux, especially on Fedora systems, not all system libraries required to run Maya are included in the default installation of the operating system. You can use `yum` to find any additional system-dependent library packages and get the required runtime libraries.

For example, to install some of the following dependent libraries, you can execute the following commands:

- `yum install mesa-libGLw`
- `yum install libXp`
- `yum install gamin audiofile audiofile-devel e2fsprogs-libs`

Dependent OpenGL libraries (vendor Nvidia/AMD supplied)

- `libGL.so` from Nvidia/AMD 3rd party library

- libGLw.so.1 from mesa-libGLw

Dependent X Windows libraries

- libXp.so.6 from package libXp
- libXmu.so.6 from package libXmu
- libXpm.so.4 from package libXp
- libXt.so.6 from package libXt
- libXi.so.6 from package libXi
- libXext.so.6 from package libXext
- libX11.so.6 from package libX11
- libXinerama.so.1 from package libinerama
- libXau.so.6 from package libXau
- libxcb.so.1 from package libxcb

Dependent System libraries

- libfam.so.0 from package gamin
- libaudiofile.so.0 from package audiofile
- libaudiofile.so from package audiofile-devel
- libuuid.so.1 from package e2fsprogs-libs
- libpthread.so.0
- libc.so.6
- libdl.so.2
- libz.so.1
- librt.so.1
- libSM.so.6
- libICE.so.6
- libutil.so.1
- libssl.so.6
- libcrypto.so.6

IMPORTANT Note the following additional information on libssl.so.6 and libcrypto.so.6.

libssl.so.x and libcrypto.so.x are versions of the OpenSSL library that ship with RHEL. The version number for the required system libraries depends on your Linux distribution. For example, Fedora 14 uses libcrypto.so.10 and libssl.so.10.

RHEL 6 and CentOS 6 provide a compatibility package for libssl.so.6 and libcrypto.so.6. Install this package before installing Maya.

```
yum install openssl098e-0.9.8e
```

The Maya installer checks to see if there are existing system library versions, and if so, automatically creates the symbolic links in the Maya lib directory. In some cases, for example if you are running Maya from a network server, this process cannot be done automatically.

If the system versions of the library exist, use them.

```
su
cd /usr/autodesk/maya2013-x64/lib
ln -s /usr/lib64/libssl.so.10 libssl.so.6
ln -s /usr/lib64/libcrypto.so.10 libcrypto.so.6
```

If there are no versions of libssl.so and libcrypto.so on the system, as a last resort you can use the files located in /usr/autodesk/maya2013-x64/support/openssl/.

If you need to use the files found in the support directory, copy the files to the Maya lib directory with the following names:

```
su
cd /usr/autodesk/maya2013-x64/lib
cp ../support/openssl/libssl.so.6 libssl.so.6
cp ../support/openssl/libcrypto.so.6 libcrypto.so.6
cp ../support/openssl/libcrypto.so.6 libcrypto.so.0.9.8
```

Dependent applications

■ tcsh

This is a command language interpreter application. Run the command

```
yum install tcsh
```

 to install.

Dependent 32-bit Backburner monitor libraries

■ php

■ elfutils-libelf

■ glibc

■ libgcc

- libstdc++
- httpd

To ensure that you install the required 32-bit version of these libraries, run the following commands to install:

(RHEL 6.x/CentOS 6.0/Fedora 14)

```
yum install elfutils-libelf.i586 glibc.i686
libstdc++.i586 httpd php
```

Fonts

Maya also uses some fonts that may not be installed by default. Execute the following to install these fonts:

```
yum install xorg-x11-fonts-ISO8859-1-100dpi
yum install xorg-x11-fonts-ISO8859-1-75dpi
yum install liberation-mono-fonts liberation-fonts-common
liberation-sans-fonts liberation-serif-fonts
```

Differences in operation

When installed on a Linux system, Maya works in much the same way as when installed on Windows.

Unsupported Maya features

- Some of the features in the Windows version are not currently supported. These include output to AVI or SGI movie formats. Please refer to the Maya Release Notes, available at www.autodesk.com/maya-readme-2013-enu for more information.
- You can install most Autodesk products for a trial period of 30 days to evaluate the product. The 30 day trial for Maya is not available for the Linux platform.

Linux desktop configuration

To use Maya on Linux, certain default keyboard and mouse bindings must be changed from the factory settings. These default bindings prevent commands from being received by Maya, such as the ones that let you tumble or pan a view in a panel.

Different Linux window managers have different key bindings and different procedures for setting them. Linux systems are highly customizable, and many

combinations of Linux system components are possible for use with Maya—more than can be described (or tested) by Autodesk.

The following instructions give the procedures necessary for changing the most common configurations.

KDE and Gnome desktop configuration

For Maya to work properly with KDE and Gnome, some modifications should be made to the mouse control. The default bindings of the Alt key and mouse buttons do not work well with Maya. Maya 2013 adds support to use the Meta (Windows) key to act as the Alt key for tumbling. If you want to use the Alt+mouse buttons for scene tumbling, ensure the bindings do not conflict.

Different versions of KDE and Gnome may have different methods of selecting the key bindings. See the KDE and Gnome documentation for instructions if the following steps don't work for your particular window manager.

KDE under Red Hat

- 1 Open the KDE Control Center.
- 2 Select Desktop and then select Window Behavior.
- 3 Do one of the following:
 - (Red Hat Enterprise Linux WS 6.x) Open the Actions tab.
 - (Fedora 14) Open the Window Actions tab.
- 4 In the following section:
 - (Red Hat Enterprise Linux WS 6.x) Inner Window, Titlebar & Frame
 - (Fedora 14) Interactive Inner Window, Inner Window, Titlebar & Frame

For modifier key Meta, set all mouse action combinations to Nothing.

- 5 Click Apply and close the Control Center.

Gnome under Red Hat

- 1 Open the Gnome Panel.
- 2 Do one of the following:
 - (Red Hat Enterprise Linux WS 6.x) Select Applications, then Preferences and then select Windows.
 - (Fedora 14) Select System, then Preferences and then select Windows.

- 3 In the Window Preferences dialog box, set the “To move a window...” key to Super.
(Setting either Control or Alt here can cause problems when using Maya.)
- 4 Click Close.

Optimize the Maya Hotbox and marking menus on Linux

Modifications to operating system and window manager settings are recommended to optimize the performance of Maya’s hotbox and marking menus on Linux systems.

There are three display methods that the hotbox and marking menus can use: RGB Overlay, X Compositing, and Internal Software Compositing.

In general, you should try using RGB Overlay and X Compositing to see which method works best in practice. The Internal Software Compositing method is the slowest method and should be avoided if possible.

Certain limiting factors may determine which method you can use:

■ **RGB Overlay**

Use this method if you intend to use the Stereo feature in Maya. Do not use this method with AMD graphics cards.

■ **X Compositing**

Use this method with AMD graphics cards (the Linux drivers with AMD graphics do not support RGB Overlay).

■ **Internal Software Compositing**

Only use this method if both RGB Overlay and X Compositing Mode are unsuitable. This is the Maya default.

Using RGB Overlay

The RGB Overlay method uses the hardware RGB overlay to display the hotbox and marking menu. This method removes flickering that occurs with Internal Software Compositing.

To turn on RGB Overlay

- 1 Open the `/etc/X11/xorg.conf` file.
- 2 Replace the "CIOverlay" option (Color Index Overlay) as follows:

```
Section "Device"
    Option "Overlay" "on"
EndSection
```

```
OR
Section "Screen"
    Option "Overlay" "on"
EndSection
```

- 3 Turn off X Compositing as follows:

```
Section "Extensions"
    Option "Composite" "false"
EndSection
```

- 4 Save the `xorg.conf` file.

Using X Compositing

To use the X Compositing method, the X Composite Extension must be enabled, and your window manager must have compositing enabled. This method removes flickering that occurs with Internal Software Compositing.

To turn on X Compositing

NOTE X Compositing is turned on by default on Red Hat 6 and Fedora 14 systems, so you do not have to modify the `xorg.conf` file.

- 1 Open the `/etc/X11/xorg.conf` file.

- 2 Turn on X Compositing as follows:

```
Section "Extensions"
    Option "Composite" "true"
EndSection
```

- 3 Save the `xorg.conf` file.

To turn on window manager compositing

The following table outlines how to turn on window manager compositing.

Window Manager	To turn on compositing...
KDE	Select System Settings > Desktop Effects , and under Activation , turn on Enable desktop effects at startup .
Metacity	Open the Configuration Editor , then go to Metacity > General , and turn on compositing_manager .
Others	Consult the window manager's Help for information.

Using Internal Software Compositing

Internal Software Compositing takes a screen shot and draws the hotbox and marking menus on top of that image to simulate the transparency.

This is a fallback method and should only be used if RGB Overlay and X Compositing methods are not suitable. You may find this method is slow and is likely to cause flickering when the hotbox or marking menu disappears from the screen.

Other Recommended Settings

Focus Settings

To further improve interaction with the hotbox and marking menus in Maya, use the following focus policy settings for the window manager you are using.

Window Manager	Recommended setting
KDE	<ul style="list-style-type: none">■ Use the Focus follows the Mouse Pointer policy.■ Turn off Click raises active window.■ For Inactive Inner Window, set Activate & Pass Click for LMB, MMB and RMB.

Window Manager	Recommended setting
Metacity (with Gnome)	<ul style="list-style-type: none"> ■ Set <code>focus_mode</code> to <code>sloppy</code>. ■ Set <code>raise_on_click</code> to <code>false</code>.

Environment Variables

The following adjustments to Maya environment variables are also recommended to improve interaction with the hotbox.

In your `Maya.env` file, set the following:

- `MAYA_SET_PARENT_HINT=0`
Controls the automatic parenting of windows, where setting it to 0 disables the default parenting. (The behavior is similar to Maya 2010 on Linux systems.)
- `MAYA_HBFreeFocus=1`
When set to 1, does not force the focus back to the window that had focus prior to the hotbox appearing on screen. (This is an additional control when `MAYA_SET_PARENT_HINT=0` is set on Linux systems.)
- `MAYA_HBFreeRaise=1`
When set to 1, does not force the previously focused window to be raised when the hotbox disappears from screen. (This is an additional control when `MAYA_SET_PARENT_HINT=0` is set on Linux systems.)

Uninstall Maya on Mac OS X or Linux

To uninstall Maya on Mac OS X

- 1 Navigate to the Maya directory (by default, `/Applications/Autodesk/Maya2013/`).
- 2 Drag the Maya2013 application to the trash.
- 3 Open a Terminal window and execute both of the following commands, where `<productKey>` is your product key:

```
adlmreg -u S <productKey> 2013.0.0.F
adlmreg -u N <productKey> 2013.0.0.F
```

This ensures that product information is properly removed from the `ProductInformation.pit` file.

To uninstall Maya on Linux

To uninstall Maya on Linux you can use the rpm utility.

- 1 Open a shell as a super user.
- 2 Add `/opt/Autodesk/Adlm/R4/lib64/` to `LD_LIBRARY_PATH` to set your shared libraries for this session.
For example, by running the following command: `export LD_LIBRARY_PATH=/opt/Autodesk/Adlm/R4/lib64/`
- 3 Run both of the following commands, where `<productKey>` is your product key:

```
/usr/autodesk/Maya2013-x64/bin/adlmreg -u S  
<productKey> 2013.0.0.F
```

```
/usr/autodesk/Maya2013-x64/bin/adlmreg -u N  
<productKey> 2013.0.0.F
```

- 4 List the installed package names by entering:

```
rpm -qa |egrep 'adlm|Maya'
```
- 5 Identify each package name you want to uninstall. For example, the `Maya2013_#` package (where # is the package number).
- 6 Uninstall each package using the following command:

```
rpm -e PackageName
```

Install the Maya Help

By default, your installed version of Maya 2013 launches the Help from the Autodesk.com Web site. You can download and install a copy of the Maya 2013 Help using the following instructions.

Prepare to install the Maya Help

Before you install the Maya Help, ensure that you have done the following:

- Install Maya 2013.
- Download the Autodesk Maya 2013 English Documentation installer for your platform from www.autodesk.com/maya-helpdownload-enu.

This file installs Maya Help for 32-bit and 64-bit systems.

Install Maya Help on Windows

This section describes how to install a local version of the Maya Help on your system. You can also install the Maya Help on a shared location such as an internal network or web server. See [Install the Maya Help on a shared location](#) (page 42).

- 1 Double-click the Autodesk Maya 2013 English Documentation executable file.

The installation wizard appears.

- 2 Extract the Help files to a temporary directory, then click **Next**.
These files are automatically removed from your system after the installation completes.

- 3 Follow the instructions in the installation wizard.

By default, the Maya Help is installed in the following directory:

- *C:\Program Files\Autodesk\Maya2013\docs\Maya2013\en_US* on Windows 32-bit systems.
- *C:\Program Files(x86)\Autodesk\Maya2013\docs\Maya2013\en_US* on Windows 64-bit systems.

You can change the install location of the `docs` directory during the installation if necessary.

- 4 Start Maya.
- 5 In Maya, open the Help preferences window by selecting **Window > Settings/Preferences > Preferences**.
The **Preferences** window appears.
- 6 Under **Categories**, click **Help**.
- 7 In the **Help Location** section, select **Installed Local Help**.
- 8 Click **Save** and exit the **Preferences** window.

The Maya 2013 Help is now available from the **Help**, F1, and context sensitive help menus.

Install Maya Help on Mac OS X

- 1 Double-click the Autodesk Maya 2013 English Documentation .dmg.
The Maya English Documentation disk image mounts on the desktop.
- 2 Double-click the disk image.
A Finder window opens.

- 3 Double-click the Install Maya 2013 Documentation icon.
The installation wizard appears.
- 4 Follow the instructions in the installation wizard.
By default, the Maya Help is installed in the following directory:
/Applications/Autodesk/maya2013/docs/Maya2013/en_US.
You cannot change the install location of the `docs` directory.
- 5 Start Maya.
- 6 In Maya, open the Help preferences window by selecting **Window > Settings/Preferences > Preferences**.
The **Preferences** window appears.
- 7 Under **Categories**, click **Help**.
- 8 In the **Help Location** section, select **Installed Local Help**.
- 9 Click **Save** and exit the **Preferences** window.
The Maya 2013 Help is now available from the **Help**, F1, and context sensitive help menus.

Install Maya Help on Linux

This section describes how to install a local version of the Maya Help on your system. You can also install the Maya Help on a shared location such as an internal network or web server. See [Install the Maya Help on a shared location](#) (page 42).

- 1 Extract the Maya Help package from the compressed files you downloaded.
- 2 Open a shell as a super user (using `su -`) and navigate to the directory where you extracted the packages.
- 3 Type `./setup` and press Enter.
The installation wizard appears.
- 4 Follow the instructions in the installation wizard.
By default, the Maya Help is installed in the following directory:
/usr/autodesk/maya2013-x64/docs/Maya2013/en_US.
You can change the install location of the `docs` directory during the installation if necessary.
- 5 Start Maya.
- 6 In Maya, open the Help preferences window by selecting **Window > Settings/Preferences > Preferences**.

The **Preferences** window appears.

- 7 Under **Categories**, click **Help**.
- 8 In the **Help Location** section, select **Installed Local Help**.
- 9 Click **Save** and exit the **Preferences** window.

The Maya 2013 Help is now available from the **Help**, F1, and context sensitive help menus.

Install Maya Help on a shared location

On Windows and Linux platforms, you can install the Maya Help to a shared location, such as internal network or web server, so that it can be accessed by multiple users. You can then set the Maya Help preferences on individual systems to access Help from this location.

NOTE On the Mac OS X systems, you can only install the Maya Help to the default directory. To use the Maya Help from a shared location, you must copy the `docs` directory to a shared location. Individual systems can then set their Help preferences so they access Help from this location.


When choosing a shared location, ensure that the directory path to the Maya Help does the following:

- Points directly to the Help location. For example,
`\\CompanyServer\SharedLocation\MayaHelp\docs\Maya2013\en_US`.
Do not use an alias path.
- Points to the directory containing the `index.html` file. For example, the path pointing to the English Maya Help ends at the `\en_US` directory.
- Uses either `http` or `https` protocol for a web server location.

To install Maya Help to a shared location

- 1 Extract the Maya Help files for your platform and start the installation wizard as described in steps 1 and 2 of the Maya Help installation instructions.
See [Install the Maya Help on Windows](#) (page 40) and [Install the Maya Help on Linux](#) (page 41).
- 2 During the installation when asked to confirm the destination folder for the Help install, depending on your platform, click **Change** (Windows) or **Browse** (Linux), then specify a shared location for the Help.
Individual systems can then set their Help preferences so they access Help from this location.

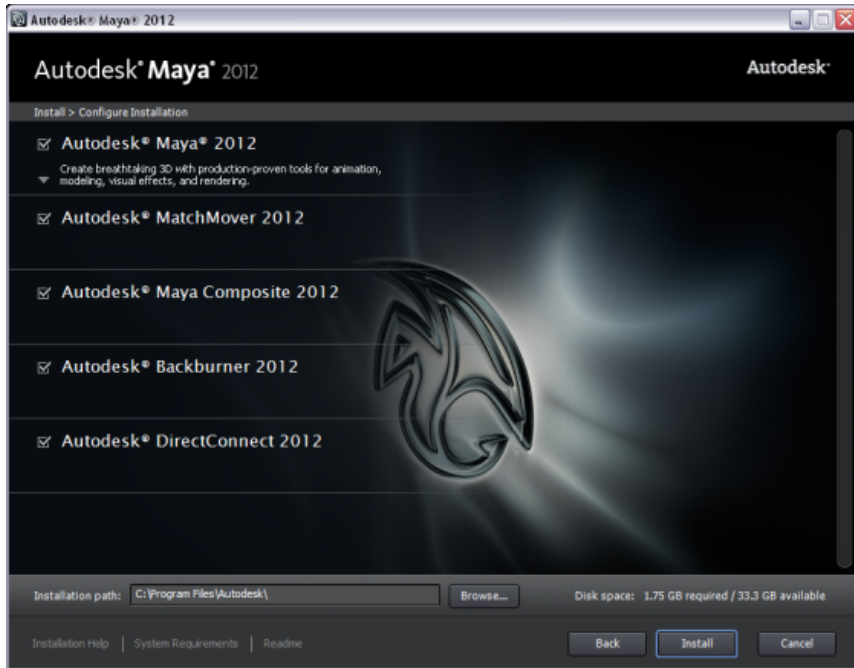
To set Help preferences for a shared location

- 1 Start Maya.
- 2 In Maya, open the Help preferences window by selecting **Window > Settings/Preferences > Preferences**.
The **Preferences** window appears.
- 3 Under **Categories**, click **Help**.
- 4 In the **Help Location** section, select **Custom**, and then click the  icon to browse to the shared location of the Maya Help, or type the directory of http path directly in the **Custom** field.
- 5 Click **Save** and exit the **Preferences** window.
The Maya 2013 Help is now available from the shared location.

Install MatchMover, Composite, Backburner, and DirectConnect

The Maya installer gives you the option of installing Maya Composite, Autodesk® MatchMover™ camera tracker, Autodesk® Backburner™ network render queue manager, and Autodesk® DirectConnect. You do not need a separate license to install and run these applications.

NOTE You must install Maya if you want to install and run MatchMover or Composite. You can install and run Backburner without Maya.



Install mental ray for Maya satellite

Overview of mental ray (satellite)

mental ray for Maya supports a different form of network rendering: mental ray satellite rendering. The new network rendering capability, based on mental ray satellite technology, allows you to install a version of mental ray (satellite) on any networked computer. This special version of mental ray resides on that machine and waits for rendering tasks from Maya. It supplements the mental ray rendering capabilities in Maya with the additional rendering power provided by the networked computers' CPUs.

A mental ray distributed rendering can speed up all of the following tasks:

- interactive rendering (through the Maya interface)
- IPR rendering with mental ray for Maya
- interactive batch rendering (a batch render started by Maya)

■ command-line rendering

The rendering process is typically initiated from the master machine (the machine running Maya or where the command-line render starts from). The slave machines (satellite rendering computers) process rendering tasks they receive over the network from the master and send back results. The master machine handles task distribution, load balancing, and the collection of received rendering tasks which make up the rendered image.

For more information about mental ray satellite, including how to set up the rayhosts file to get and receive data from Maya, see the **Maya Help**. In the **Maya Help**, navigate to **User Guide > Rendering and Render Setup > mental ray Rendering > mental ray for Maya Rendering > Network rendering using mental ray for Maya**.

Setting up the rayhosts file is required for mental ray for Maya satellite rendering to work.

Slave machine installation

The special version of mental ray standalone with satellite rendering technology must be installed on all slave machines. The satellite-enabled versions of mental ray for Windows, Mac OS X, and Linux are included with this release of Maya on the Maya DVD.

(Windows) To install mental ray standalone with satellite licensing

- 1 On each slave machine, begin the installation process by inserting the Maya DVD, opening the mental ray satellite folder and the platform-specific Windows folder, and double-clicking the mental ray standalone installer.

The installer appears.

- 2 Follow the installation steps.

During the installation, you can click **Custom** to change the installation directory. The default installation directory is:

```
C:\Program  
Files\Autodesk\mrsat3.10.1-maya2013
```

(Mac OS X) To install mental ray standalone with satellite licensing

- 1 On each slave machine, begin the installation process by inserting the Maya DVD, opening the mental ray satellite folder and double-clicking the mental ray standalone installer.
- 2 Follow the installation steps.
During the installation, you can change the installation directory. The default installation directory is:

```
/Applications/Autodesk/mrsat3.10.1-maya2013
```

(Linux) To install mental ray standalone with satellite licensing using rpm

- 1 Log in as root.
- 2 On each slave machine, begin the installation process by inserting the Maya DVD.
- 3 Mount the DVD drive, if necessary. For example, type:

```
mount  
-r /dev/dvd /mnt/dvd
```

- 4 Open the mental ray satellite directory, go to the Linux directory, and enter the following command (where # is the specific package number):

```
rpm -ivh mentalraySatellite3.10.1_maya2013-3.10-#.x86_64.rpm
```

NOTE 64-bit Windows releases of mental ray for Maya satellite use the same port and service name as the 32-bit version. You will run into problems if you install both the 32-bit and the 64-bit versions on a 64-bit system. There is only one service entry/xinetd config, so installing a 64-bit package after the 32-bit (or the other way around) leaves only the last installed version working.

Slave machine additional setup

Once this version of mental ray is installed and running, a service on the machine (the Ray Sat server) waits for rendering tasks from mental ray for Maya on the master machine. The satellite-enabled version of mental ray does not require its own licensing; it is activated through Maya's licensing.

On the slave machine, the Ray Sat server (service name: mental ray Satellite 3.10.1 for Maya 2013) must be running. To verify that it is running on Windows, follow this procedure.

To verify that Ray Sat server is running (Windows)

- 1 Open a Windows command prompt.
- 2 Navigate to the `bin` directory of the mental ray satellite standalone. By default this is `C:\Program Files\Autodesk\mrsat3.10.1-maya2013\bin\`.
- 3 Type the following:

```
raysat2013server  
/query
```

A message should be returned that the RaySat2013 Server service is running.

If you do not get this message, make sure that RaySat2013 Server has been installed as a service, and start it from the **Services Control Panel (Settings > Control Panel > Administrative Options > Services)** or type the following:

```
raysat2013server  
/start
```

Slave machine port setup

On the slave machine, port number 7413 is set by default. This works well in the majority of cases and you won't need to change the port number.

If you want to change the port number that mental ray satellite uses to a value other than 7413, you must edit the services file. The port value would be determined by your network administrator (a free TCP/IP port).

To change the port number (Windows, Linux)

- 1 Edit the services file with a text editor.

The services file is located at:

- (Windows XP) `C:\Windows\system32\drivers\etc\services`
- (Linux) `/etc/services`

- 2 Change the number in the following line (here, 7413) to the desired port number:

```
mi-raysat2013  
7413/tcp
```

To change the port number (Mac OS X 10.4, Tiger)

- 1 Log in as superuser (`sudo -s`).
- 2 Open the file `/etc/services` using your preferred text editor.
- 3 Edit the line: `mi-raysat2013 7413/tcp`.
- 4 Save the file.
- 5 From the **Finder** menu, select **Go > Applications** and then double-click the **Utilities** folder.
- 6 Double-click the NetInfo Manager icon.
- 7 Under the Services directory of the NetInfo database, find and select the appropriate service (mental ray Satellite 3.10.1 for Maya 2013).
- 8 Click the lock icon at the bottom of the panel and then enter your administrator user name and password. This allows you to unlock the NetInfo database and make changes.
- 9 Select the port field and change its value to the desired port number.
- 10 Click the lock icon again when you're done.
- 11 From the **Finder** menu, select **Domain > Save Changes** to commit your changes to the NetInfo database.
- 12 Reboot your machine.

To change the port number (Mac OS X 10.5, Leopard)

- 1 Log in as superuser (`sudo -s`).
- 2 Open the file `/etc/services` using your preferred text editor.
- 3 Edit the line: `mi-raysat2013 7413/tcp`.
- 4 Save the file.
- 5 Open a Terminal window and do the following:

```
sudo
/usr/bin/dscl . -change /Services/mi-raysat2013port
<currentportnumber>
<newportnumber>
```

For example:

```
sudo
/usr/bin/dscl . -change /Services/mi-raysat2013 port
7109 7413
```

NOTE To determine the port you're currently using, in a Terminal window, type: `/bin/dscl . -read /Services/mi-raysat2013`

- 6 Reboot your machine.

Licensing of satellite rendering

For standalone licenses, the use of mental ray for Maya with satellite can only be initiated from the specified host for which you received your Maya key. The workstation can distribute mental ray for Maya rendering to up to four slave CPUs.

For networked licenses, use of the functionality is slightly more flexible. For networked license setups, the license running Maya and the license running mental ray for Maya can be logged out separately, allowing certain rendering tasks to be initiated remotely.

There are two possible cases when using mental ray for Maya with networked licenses:

- (Interactive) With Maya running interactively on a workstation, initiate a mental ray for Maya render (either a single frame in the Render View, Batch render or command line render) on the workstation. The networked mental ray for Maya portion of your license is logged out. This allows the mental ray satellite slaves indicated in your rayhost file to participate in the render.
- (Offline) If you launch a command line mental ray for Maya render, the computer you launched the command from then becomes the master machine for mental ray for Maya satellite rendering.

NOTE If you have launched Maya but have not yet rendered with mental ray for Maya since the start of your interactive session, no mental ray for Maya line item from your networked license is checked out. You may therefore start a command line mental ray for Maya render from another host. This checks out the mental ray for Maya portion of the license, making it unavailable for any other workstation, including the workstation of the user who launched Maya.

For more details on mental ray rendering, see the **Rendering** sections of the **Maya Help** (for example, Rendering), as well as the mental ray reference included with the **Maya Help**.

Installation Information Specific to Autodesk MotionBuilder 2013

This chapter covers the default installation paths of the 32-bit and 64-bit MotionBuilder software products, the installation of the *ClipArt* sample files, and the procedures for switching from the default online Help to the local Help or the Japanese local Help.

Installation and Registration

Install and register the MotionBuilder software product by following the on-screen installation instructions.

MotionBuilder 32-bit Version Default Installation

The default installation path for the 32-bit version of the MotionBuilder software product is *C:\Program Files\Autodesk\MotionBuilder 2013* on the following Operating System (OS):

- Microsoft® Windows® XP Professional

The default installation path for the 32-bit version of the MotionBuilder software product is *C:\Program Files (x86)\Autodesk\Autodesk MotionBuilder 2013* on the following OS:

- Microsoft Windows XP Professional x64 Edition
- Microsoft Windows 7 Professional x64 Edition

MotionBuilder 64-bit Version Default Installation

The default installation path for the 64-bit version of the MotionBuilder software product is *C:\Program Files\Autodesk\MotionBuilder 2013* on the following OS:

- Microsoft Windows XP Professional x64 Edition
- Microsoft Windows 7 Professional x64 Edition

The MotionBuilder installer installs by default the 64-bit version of the software on a 64-bit OS. You can override this default stand-alone installation by navigating to the root directory of the install media and launching the 32-bit installer (*Setup32.exe*). For a deployment, you can select the 64-bit target platform, and specify the 32-bit version of the product.

***ClipArt* Sample Files Default Installation**

The default installation path for the *ClipArt* sample files folder is: *C:\Autodesk\MotionBuilder 2013 32bit\Content* for the 32-bit MotionBuilder version and *C:\Autodesk\MotionBuilder 2013 64bit\Content* for the 64-bit MotionBuilder version.

NOTE If you are installing the MotionBuilder software product from the (DVD or USB) media, the *ClipArt* sample files do not get installed by default. You need to copy the *ClipArt* sample files folder from the media (located under the *Content* folder) to your system.

Switching from Default Online Help to Local Help

The MotionBuilder Help is Internet-based by default. If you prefer to have the MotionBuilder Help available on your system, proceed with the following procedure.

To change the Help preferences from online Help to local Help:

- 1 Download the MotionBuilder Help executable from <http://www.autodesk.com/motionbuilder-helpdownload-enu>.
- 2 Run the installer by following the on-screen installation instructions.

NOTE Although the default Help installation path is *C:\Program Files (x86)\Autodesk\Help\motionbuilder2013*, you can specify another installation location.

- 3 Once installed, launch MotionBuilder.
- 4 In the MotionBuilder menu bar, select **Settings > Preferences**.
- 5 In the **Preferences** window, click **Help**.
- 6 Click **Local Computer/Network**.
- 7 Click **Browse**, locate, and select the MotionBuilder Help folder, then click OK.

The Help is now accessible via the MotionBuilder **Help** menu and the MotionBuilder F1 keyboard shortcut.

NOTE The Help launches in your system's default browser.

Accessing the Japanese Help via MotionBuilder

The Japanese MotionBuilder Help is internet-based by default. If you prefer to have the Japanese MotionBuilder Help available on your system, proceed with the following procedure.

To access the Japanese MotionBuilder Help via MotionBuilder:

- 1 Download the MotionBuilder .zip file from <http://www.autodesk.com/motionbuilder-helpdownload-enu> to your system.
- 2 Extract the contents of the Japanese Help .zip file to the desired location.
- 3 Launch MotionBuilder.
- 4 In the MotionBuilder menu bar, select **Settings > Preferences**.
- 5 In the **Preferences** window, click **Help**.
- 6 Click **Local Computer/Network**.
- 7 Click **Reset**.
- 8 Click **Browse**, locate, and select the Japanese MotionBuilder Help folder, then click OK.

The Help is now accessible via the MotionBuilder **Help** menu and the MotionBuilder F1 keyboard shortcut.

NOTE The Help launches in your system's default browser.

Installation Information Specific to Autodesk Mudbox

Certain items are unique to the Autodesk® Mudbox® install process (in contrast with other Autodesk products). In this chapter learn about the process for switching to the local version of the Help and how to install the 32-bit version of Mudbox on a 64-bit machine. Refer to the following sections:

- [Install the Mudbox Help locally](#) (page 53)
- [Install a 32-bit Product on a 64-bit Operating System](#) (page 21)

If you are installing Mudbox on Mac OS X or Linux, refer to the *Autodesk Mudbox 2013 Installation Help* at www.autodesk.com/mudbox-install-2013-enu.

For late-breaking information, you can also review the Mudbox release notes available at www.autodesk.com/mudbox-readme-2013-enu.

Additional Mudbox resources

You can find the following additional Mudbox resources online:

- The Autodesk Mudbox 2013 Help at www.autodesk.com/mudbox-help-2013-enu.
- A listing of the most current qualified hardware and operating systems at www.autodesk.com/mudbox-systemreq-2013-enu.
- The full Mudbox Installation Help at www.autodesk.com/mudbox-install-2013-enu.
- Mudbox licensing information at www.autodesk.com/me-licensing-2013-enu.

Install the Mudbox Help locally

By default, Mudbox calls an Autodesk web server to display the Mudbox Help. You must have Internet access to view the Help. This ensures you have the most up-to-date version of the Help and allows Autodesk to make updates to the Help between software releases.

If you do not have reliable Internet access, you can download the Mudbox Help from the Autodesk Web site and install it locally as follows.

Prepare to install the Mudbox Help

Before you install the Mudbox Help, ensure that you do the following:

- Install Mudbox
- Download the Autodesk Mudbox English Documentation executable file for your version and platform from www.autodesk.com/mudbox-helpdownload-enu. This file installs Mudbox Help for 32-bit and 64-bit systems.

Install the Mudbox Help

(Windows)

- 1 Download and run the Help installer from www.autodesk.com/mudbox-helpdownload-enu, following the instructions in the installer.

By default, the Mudbox Help is installed in the following directory:
Program Files\Autodesk\Help\mudbox<version>\.

- 2 Start Mudbox.
 - 3 Select **Windows > Preferences** to open the **Preferences** window.
 - 4 Expand the **Help** section and set **Help Location** to **Installed Local Help**.
 - 5 Click **Ok** to exit the **Preferences** window.
- Once installed, the local Mudbox Help is available when you select **Help > Mudbox Help**, press F1, or click the **Help** button in various Mudbox windows.

(Mac OS X)

- 1 Double-click the Autodesk Mudbox English Documentation executable file you download from www.autodesk.com/mudbox-helpdownload-enu.
The Mudbox Help package appears in a Finder window.
 - 2 Double-click the package (.pkg) file.
 - 3 Follow the instructions in the Help installer that appears.
By default, the Mudbox Help is installed in the following directory:
/Applications/Autodesk/Mudbox<version>/docs/mudbox<version>/en_US.
 - 4 Start Mudbox.
 - 5 Select **Mudbox > Preferences** to open the **Preferences** window.
 - 6 Expand the **Help** section and set **Help Location** to **Installed Local Help**.
 - 7 Click **Ok** to exit the **Preferences** window.
- Once installed, the local Mudbox Help is available when you select **Help > Mudbox Help**, press F1, or click the **Help** button in various Mudbox windows.

(Linux)

- 1 Extract the Mudbox Help package from the compressed files you download from www.autodesk.com/mudbox-helpdownload-enu.
- 2 Open a shell as a super user (using `su -`) and navigate to the directory where you extracted the packages.
- 3 Type `./setup` and press Enter.
- 4 Follow the instructions in the Help installer that appears.

By default, the Mudbox Help is installed in the following directory:
/usr/Autodesk/Mudbox<version>-x64/docs/mudbox<version>/en_US.

- 5 Start Mudbox.
 - 6 Select **Windows > Preferences** to open the **Preferences** window.
 - 7 Expand the **Help** section and set **Help Location** to **Installed Local Help**.
 - 8 Click **Ok** to exit the **Preferences** window.
- Once installed, the local Mudbox Help is available when you select **Help > Mudbox Help**, press F1, or click the **Help** button in various Mudbox windows.

NOTE You can also set the **Help Location** preference to **Custom** if you have manually copied the Mudbox Help files to your computer, or if you want to access the Help from a location not on your own machine (for example, to point to a common location on your network). Refer to the instructions in the following section, *Install the Mudbox Help in a shared location*.

Install the Mudbox Help in a shared location

You can install the Mudbox Help on a shared location, such as internal network or web server, so that it can be accessed by multiple users. You can then set the Mudbox Help preferences on individual systems to access the Help from the shared location.

When designating a directory path to the shared location of the Mudbox Help, ensure that:

- The path points directly to the Help location. For example, \\CompanyServer\SharedLocation\MudboxHelp\docs\Mudbox<version>\en_US. Do not use an alias path.
- The path points to the directory containing the index.html file. For example, the path pointing to the English Mudbox Help ends at the \en_US directory.
- Either http or https protocol is used for a web server location.

To install Mudbox Help to a shared location

- 1 Download and run the Help installer from www.autodesk.com/mudbox-helpdownload-enu, following the instructions in the installer.

- 2 When asked where to install the Mudbox Help files, click **Change** (Windows) or **Browse** (Linux) and specify a shared location for the Help.

NOTE

On Mac OS X, you can only install the Help to the default location. To install the Mudbox Help in a shared location, you must first install to the default location (*/Applications/Autodesk/Mudbox<version>/docs/mudbox<version>/en_US*), then manually copy the docs directory to your desired location.

Individual users can then set their Help preferences to access the Mudbox Help from this shared location.

To access Mudbox Help from a shared location

- 1 Start Mudbox.
- 2 (**Windows** and **Linux**) Select **Windows > Preferences** to open the **Preferences** window.
(**Mac OS X**) Select **Mudbox > Preferences** to open the **Preferences** window.
- 3 Expand the **Help** section and set **Help Location** to **Custom**, then enter the shared location of the Mudbox Help in the **Help Path** field.
- 4 Click **Ok** to exit the **Preferences** window.

The Mudbox Help is now accessed from the shared location.

Installing a 32-bit Product on a 64-bit Operating System

You can manually override the installer's default behavior, which automatically installs the 64-bit product on a 64-bit computer. For a stand-alone installation, navigate to the root directory of the install media, and launch the 32-bit installer, which has a file name of Setup_32.exe or similar. For a deployment, you can select the 64-bit target platform, and specify the 32-bit version of a product.

Installation Information Specific to Autodesk Softimage

The answers to many of your Softimage-specific installation and licensing questions can be found on the [Softimage Support](#) site where you can quickly access the top support issues or search the Support knowledge base.

Late-breaking information and troubleshooting tips are always available from the [Softimage Support Blog](#) and in the [Softimage Release Notes](#) on the wiki.

Important Information Links

- Softimage Product Center: www.autodesk.com/softimage
- Softimage Support: www.autodesk.com/softimage-support
- Softimage Support Blog: xisupport.wordpress.com
- Softimage Wiki: www.autodesk.com/softimage-wiki
- Softimage Release Notes: www.autodesk.com/softimage-whatisNew

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