

# AUTODESK® 3DSMAX® 2008

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## GRAPHICS HARDWARE QUALIFICATION

### Microsoft® Windows® Platform

Last updated: March 30, 2009.

#### Readme First

The information contained in the [Readme First](#) document applies to all hardware qualification executed on the Autodesk 3dsMax 2008 software product release and should be acknowledged by all users prior consulting the qualification charts.

#### What's New

Make sure you look at our latest additions to this document, which are:  
Updated results for ATI™ FirePro graphics cards.

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GRAPHICS CARDS & DRIVERS

(\* )MICROSOFT WINDOWS VISTA  
BUSINESS HAS BEEN USED FOR THIS  
PERMUTATION

CAVEATS & LIMITATIONS THE  
FOLLOWING TABLE PROVIDES A

## Important Notes

- Qualification of graphics cards has mainly been done using Direct3D mode
- OpenGL has been qualified but to a lesser degree, and therefore you may encounter issues that have not been listed in this document
- Qualification is being performed on single screen at resolution of 1920x1200 (60Hz).
- Where Graphics Controllers are configurable, you must have at least 32MB of texture memory (TRAM). Due to the differences in the manner in which hardware vendors approach display memory, we suggest that you consult your hardware vendor to ensure that your configuration will support your required resolution.
- Autodesk recommends the use of "Span Mode" for Dual Monitor configurations using **Nvidia** cards.
- Apple® computers based on Intel processors and running Microsoft operating systems are not currently supported by Autodesk Support
- If you are experiencing additional display issues not listed in this document, please search our Knowledge Base or contact customer support (<http://www.autodesk.com/3dsmax-support>)

## Graphics Cards & Drivers

The following table lists the graphics cards and driver versions for the 3dsMax 2008 software product release.

### Table Legend

- ✓ Qualified.
- 👉 Qualified with caveats. Refer to Caveats & Limitations.
- 🕒 Qualification planned. Results coming shortly.
- 👉 Supported (although not yet officially qualified in our lab. Qualification may or may not be planned)
- ✗ Qualification failed due to serious problems.
- Un-tested. No qualification planned – not applicable / not available.

Graphics Card & Driver Qualifications for Autodesk 3dsMax 2008 for Windows					
		Windows XP SP2		Windows Vista Enterprise SP1	
Graphics Card	Driver	32-bit OS	64-bit OS	32-bit OS	64-bit OS
NVIDIA					
Quadro® FX 5800	178.46	✓	👉	👉	✓
Quadro FX 4800	178.46	✓	👉	👉	✓
Quadro FX 3700	178.46	👉	👉	👉	👉

Graphics Card & Driver Qualifications for Autodesk 3dsMax 2008 for Windows

		Windows XP SP2		Windows Vista Enterprise SP1	
Graphics Card	Driver	32-bit OS	64-bit OS	32-bit OS	64-bit OS
Quadro FX 1700	162.50	✓	✓	✓	✓
Quadro FX 5600	162.50	✓	✓	✓	✓
Quadro FX 4600	162.50	✓	✓	✓	✓
Quadro FX 5500	162.50	✓	✓	•	•
	162.65	•	•	✓	✓
Quadro FX 4500	162.50	✓	✓	•	•
	162.65	•	•	✓	✓
Quadro FX 4500x2	162.50	✓	✓	•	•
	162.65	•	•	✓	✓
Quadro FX 3500	162.50	✓	✓	•	•
	162.65	•	•	✓	✓
Quadro FX 1500	162.50	✓	✓	•	•
	162.65	•	•	✓	✓
Quadro FX 4400	162.50	✓	✓	•	•
	162.65	•	•	✓	✓
Quadro FX 3450	162.50	✓	✓	•	•
	162.65	•	•	✓	✓
Quadro FX 3400	162.50	✓	✓	•	•
	162.65	•	•	✓	✓
Quadro FX 570	162.50	✓	✓	✓	✓
Quadro FX 370	162.50	✓	✓	✓	✓
GeForce® GPUs	—	• See Note in <a href="#">Readme First</a>			
ATI					
FirePro™ 3D v8700	8.543	✗	•	•	✓(*)
	8.543.1.4	✓	👍	👍	✓
FirePro 3D v5700	8.543	✗	•	•	✓(*)
	8.543.1.4	✓	👍	👍	✓
FirePro 3D v3700	8.543	✗	•	•	✓(*)
	8.543.1.4	👍	👍	👍	👍
FireGL™ v7700	8.453.1.3	✓	✓	✓(*)	✓(*)

Graphics Card & Driver Qualifications for Autodesk 3dsMax 2008 for Windows					
		Windows XP SP2		Windows Vista Enterprise SP1	
Graphics Card	Driver	32-bit OS	64-bit OS	32-bit OS	64-bit OS
FireGL v8650	8.44	✓	✓	✓	✓
FireGL v8600	8.44	✓	✓	✓	✓
FireGL v7600	8.44	✓	✓	✓	✓
FireGL v5600	8.353.1.1	✓	✓	•	•
	8.391.2.1.1	•	•	✓	✓
FireGL v3600	8.353.1.1	✓	✓	•	•
	8.391.2.1.1	•	•	✓	✓
FireGL v3400	8.353.1.1	✓	✓	•	•
	8.391.2.1.1	•	•	✓	✓
FireGL v7350	8.353.1.1	✓	✓	•	•
	8.391.2.1.1	•	•	✓	✓
FireGL v7300	8.353.1.1	✓	✓	•	•
	8.391.2.1.1	•	•	✓	✓
FireGL v7200	8.353.1.1	✓	✓	•	•
	8.391.2.1.1	•	•	✓	✓
FireGL v5200	8.353.1.1	✓	✓	•	•
	8.391.2.1.1	•	•	✓	✓
Radeon GPUs	—	• See Note in <a href="#">Readme First</a>			

(\*)Microsoft Windows Vista Business has been used for this permutation

## Caveats & Limitations

The following table provides a description of NVIDIA graphics cards caveats and limitations.

NVIDIA Graphics Cards Caveats and Limitations				
Graphics Card	Driver	OS	Limitation / Caveat	Status / Workaround
Quadro FX 5500, 4500, 4500X2, 3500, 3450,	162.62 162.50 100.65	Windows Vista Enterprise 32-64 bit	In Direct3D mode, when maximized, viewports will be completely black upon attempting to display objects with high polygons count.	1. If you press CTL / ALT / DEL and then hit Cancel, 3ds Max will unfreeze. However, you can only do this once per session before having to restart 3ds Max 2008.

NVIDIA Graphics Cards Caveats and Limitations				
Graphics Card	Driver	OS	Limitation / Caveat	Status / Workaround
3400, 1500			3dsMax will need to be restarted to get a new viewport	2. Using OpenGL or Software display modes will eliminate this problem. However, you may experience performance issues and DirectX Shaders won't be visible.  Note: The issue has now been fixed with driver 162.50.

The following table provides a description of ATI graphics cards caveats and limitations.

ATI Graphics Cards Caveats and Limitations				
Graphics Card	Driver	OS	Limitation / Caveat	Status / Workaround
FirePro 3D v8700, v3700, v5700	8.543	Windows XP Pro 32-bits	Bug #318601 - Crash and blue screen after unlocking the computer	Driver 8.543.1.4 resolves this issue.

## Operating System Dependent & Miscellaneous Issues

The following limitations/caveats are still being investigated. A fix for this bug is currently being investigated and may be addressed, in whole or in part, in a subsequent Update or Upgrade release

Limitation / Caveat		
OS	Description	Workaround
Windows Vista	Users running Windows Vista must turn UAC off before installing any Backburner-related services and/or applications. Also, UAC must remain off while these applications/services are running	Turn off UAC on Vista OS
Windows Vista	During object creation, Vista does not refresh properly using keyboard entry with the Create	There is no workaround for the moment

Limitation / Caveat		
OS	Description	Workaround
	button	
Windows Vista	Within the Edit Poly modifier in 3ds Max 64-bit, the Detach action will reduce the name of the new "Clone" or "Detach" object to two letters	There is no workaround for the moment
Windows Vista	File save overwrite warning after selecting existing filename in Save Image dialog	User can click in a blank area of the Save Image dialog before clicking the Save button

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