Autodesk® Maya® 2008 Extension 2

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 Maya 2008 Extension 2 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: new NVIDIA® FX 1800 and updated ATI™ FirePro 3D graphics cards results.

Graphics Cards & Drivers

The following table lists the graphics cards and driver versions for the Maya 2008 Extension 2 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 Maya 2008 Extension 2 for Windows					
		Windows XP SP2		Windows Vista Business 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 3800	182.08	⧖	⧖	⧖	⧖
Quadro FX 1800	182.08	✓	👍	👍	✓
Quadro FX 1700	169.61	☝	☝	☝	☝
Quadro FX 3700	169.61	☝	☝	☝	☝
Quadro FX 4700x2	175.51	✓	✓	✓	✓
Quadro FX 4600	169.61	☝	•	•	•
	162.65	•	✓	✓	✓
Quadro FX 5600	162.65	✓	✓	✓	✓
Quadro FX 1500	169.61	☝	•	✓	✓
	162.65	•	✓	•	•
Quadro FX 3500	169.61	☝	•	•	•
	162.65	•	☝	☝	☝
Quadro FX 4500	169.61	☝	•	•	•
	162.65	•	✓	☝	✓
Quadro FX 4500x2	169.61	☝	•	•	•

Graphics Card & Driver Qualifications for Autodesk Maya 2008 Extension 2 for Windows					
		Windows XP SP2		Windows Vista Business SP1	
Graphics Card	Driver	32-bit OS	64-bit OS	32-bit OS	64-bit OS
	162.65	•	✓	☞	✓
Quadro FX 5500	169.61	☞	•	•	•
	162.65	•	✓	☞	✓
Quadro FX 3400	169.61	☞	•	•	•
	162.65	•	✓	☞	✓
Quadro FX 3450	169.61	☞	•	☞	•
	162.65	•	✓	•	✓
Quadro FX 4400	169.61	☞	•	•	☞
	162.65	•	✓	☞	•
GeForce® GPUs	—	• See Note 1 in Readme First			
ATI					
FirePro™ 3D v8700	8.543.1.4	✓	•	•	•
FirePro 3D v8700	8.543	☞	☞	☞	✓
FirePro 3D v5700	8.543.1.4	•	•	•	✓
FirePro 3D v5700	8.543	☞	☞	☞	☞
FirePro 3D v3700	8.543.1.4	•	•	•	✓
FirePro 3D v3700	8.543	☞	☞	☞	☞
FireGL™ v7700	8.502	☞	☞	☞	☞
FireGL v8650	8.502	☞	☞	•	•
	8.44	•	•	☞	☞
FireGL v8600	8.502	☞	☞	•	•
	8.44	•	•	☞	☞
FireGL v7600	8.502	☞	☞	•	•
	8.44	•	•	☞	☞
FireGL v5600	8.502	☞	☞	•	•
	8.44	•	•	☞	☞
FireGL v3600	8.502	☞	☞	•	•
	8.44	•	•	☞	☞
FireGL v3400	8.502	☞	☞	•	•
	8.44	•	•	☞	•

Graphics Card & Driver Qualifications for Autodesk Maya 2008 Extension 2 for Windows					
		Windows XP SP2		Windows Vista Business SP1	
Graphics Card	Driver	32-bit OS	64-bit OS	32-bit OS	64-bit OS
	8.391.2.1.1	◆	◆	◆	☝
FireGL v7300	8.391.2.1.1	☝	☝	☝	☝
FireGL v7350	8.391.2.1.1	☝	☝	☝	☝
FireGL v7200	8.391.2.1.1	☝	☝	☝	☝
FireGL v5200	8.391.2.1.1	☝	☝	☝	☝
Radeon GPUs	—	◆ See Note 1 in [Readme First]			

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
All	169.61 & 169.39	Microsoft Windows XP Professional SP2 & Microsoft Windows Vista Business	Bug #285199 – Under testing conditions, these drivers exhibited stability issues (hangs or crashes), however these issues were not encountered as frequently in typical usage scenarios.	Driver 162.65 does not exhibit this issue, however newer cards (eg. Quadro FX 3700) are not compatible. Please review known issues on 162.65. Issue reported to vendor – tracking #388552
Quadro FX 3400, 3450, 4400, 3500, 4500, 4500X2	162.50 & 162.65	Microsoft Windows Vista Business 32-bit	Bug #277836 – Duplicate transform manipulators may appear in the viewport when an object is selected	This issue is less apparent upon turning OFF the 'Aero' feature in Microsoft Vista

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 v3700, v5700	8.543	Windows XP Pro 32-bits	Bug #307979 "Using the paint brush cursor in overlay mode may leave artifacts"	
FireGL v7700	8.502	Microsoft Windows Vista Business 64-bit	Bug #305728 - Objects textures turn to black upon painting on them. As a result, paint strokes are not displayed in the perspective viewport	
FirePro 3D v3700, v5700 FireGL v7700, v8650, v8600, v7600, v5600, v3600	8.502, 8.543	Microsoft Windows XP Professional SP2 32-bit & 64-bit	Bug #304985 - Some artifacts may appear upon using the mushroom paint tool	Issue reported to vendor
All	8.44	Microsoft Windows XP Professional SP2	Bug #285384 - When selecting vertices, it may take several seconds for the view to refresh and Maya may appear to be unresponsive.	Issue is now fixed with driver 8.502. Minor caveats have however been discovered with this new driver (see above).
All	8.391.2.1.1 & older	Microsoft Windows XP Professional SP2 & Microsoft Windows Vista Business	Bug #295927 - Tumbling the viewport when the High Quality viewport is Enabled may update slower than expected frame rate.	
All	8.391.2.1.1 & 8.44 & 8.502, & 8.543	Microsoft Windows XP Professional SP2 & Microsoft Windows Vista Business	Bug #284643 - When High Quality Rendering is enabled in the viewport, shadows may be displayed incorrectly.	Issue reported to vendor. Tracking #232085.

ATI Graphics Cards Caveats and Limitations				
Graphics Card	Driver	OS	Limitation / Caveat	Status / Workaround
All	Issue present under 32-bit operating systems only	Microsoft Windows XP Professional SP2 & Microsoft Windows Vista Business	Bug #284521 - Dragging windows over the viewport may cause the viewport to display the current scene incorrectly.	
FireGL v7350	8.391.2.1.1	Microsoft Windows XP Professional SP2 & Microsoft Windows Vista Business	Bug #271362 - Some objects in the viewport may not display proper shading and will appear to be lit when they should be in shadow. A good workaround is to use high quality rendering.	

Operating System Dependent & Miscellaneous Issues

The following limitations/caveats are still being investigated. Autodesk has not identified the precise combination of factors involved. Please refer to the "Release Notes" for further details on known issues with Maya.

Limitation / Caveat		
Bug Number	OS	Description / Workaround
284763	Windows Vista	When working in the Paint Effects Panel, you may notice that the display does not refresh properly. This may include multiple copies of brushes being seen, or paint effects strokes not updating/disappearing after a new stroke is drawn.
296136	Windows Vista	Many graphics card/driver combinations result in a small black square drawn in the top right corner of the Fcheck window during playback.
277831	Windows Vista	The NURBS texture placement window may draw incorrectly and/or result in other redraw artifacts.

Licensing Caveat

Microsoft Windows Japanese		
Limitation/Caveat	Solution	Resolution
The FLEXnet version that	Customers with floating	A fix for this bug is currently

Microsoft Windows Japanese		
Limitation/Caveat	Solution	Resolution
ships with Maya 2008 Extension 2 does not work as a floating license server on Japanese Windows Vista.	licenses on 32-bit & 64-bit Windows Vista JP are advised to download and use the 32bit version of LMTools 10.8.5. **	being investigated and may be addressed, in whole or in part, in a subsequent service pack or extension release.

** This update is not required for node-locked licenses. For Japanese Vista operating systems, please download and install the 10.8.5 version of FLEXLM from the following link: click here.

Notes on Operating Systems

- Maya 2008 Extension 2 has not been qualified on Microsoft Windows XP Service Pack 3.
- Windows XP Professional Service Pack 2 (SP2). After installation of Service Pack 2, Maya or its component programs may not launch successfully. If this occurs, you may either unblock the program via the Windows Firewall Security Alert dialogue, or add it as an Exception in the Exceptions Tab in the Windows Firewall dialogue box. For more information, please see the Microsoft Update at: http://support.microsoft.com/default.aspx?kbid=842242&product=windowsxpsp2
- We do not recommend saving data directly from Maya to NFS or Novell Netware or other remote mounted file systems. We have received several reports of data corruption when saving in this method although we have been unable to reproduce this. We strongly recommend that you save the files locally and then copy the data to the mounted storage system.
- If the Maya tear-off pull-down menus don't display properly on Windows XP with UI schemes, set UI preference to Windows Classic Style. Start › Settings › Control Panel › Display › Windows Classic.
- It is strongly suggested to select the global presets: "Autodesk Maya" in the global settings under Manage 3D settings in the NVIDIA Control Panel.
- When installing the ATI FireGL drivers, an Audio driver for HDMI audio output is installed by default, this may cause your current sound configuration to no longer function properly. To avoid this problem, you can either avoid installing the HDMI driver or disable the sound driver in the Device Manager.

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