Autodesk® 3dsMax® 2009 / Autodesk® 3dsMax® Design 2009

Graphics Hardware Qualification

Microsoft® Windows® Platform

Last updated: April 13, 2009.

Readme First

The information contained in the Readme First document applies to all hardware qualification executed on the Autodesk 3dsMax 2009 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: NVIDIA® QuadroFX 3800 & 1800, as well as ATI™ FirePro v7750 graphics cards results and caveats.

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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
- DirectX 9.0c has been used, in both Windows XP and Windows Vista. DirectX 10.0 has not been tested
- Qualification is being performed on single screen at resolution of 1920x1200 (60Hz).
- Some features of 3ds Max 2009 and 3ds Max Design 2009 are only enabled when used with graphics hardware that supports Shader Model 3.0. Please refer to this link for further details:
  http://usa.autodesk.com/adsk/servlet/item?siteID=123112&id=10032262
- You may experience visual artifacts in 3ds Max 2009 and 3ds Max Design 2009 when used in conjunction with Microsoft Vista AERO (desktop composition option) feature. Should you want to disable it, please refer to the 'operating system' section in this document for instructions. Further details can be found in the 3ds Max *Readme* file.
- 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 3ds Max 2009 software product release.

Table Legend

✓	Qualified.
☝	Qualified with caveats. Refer to Caveats & Limitations.
⧗	Qualification planned. Results coming shortly.
☝	Supported (although not officially qualified in our lab).
✖	Qualification failed due to serious problems.
O	Un-tested. No qualification planned – not applicable / not available.

Graphics Card & Driver Qualifications for Autodesk 3ds Max 2009 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 580	182.08	✓	👍	👍	✓
Quadro FX 380	182.08	✓	👍	👍	✓
Quadro FX 4700x2	169.39	✓	✓	👍	👍
Quadro FX 3700	169.39	👍	✓	👍	✓
Quadro FX 1700	169.39	👍	✓	👍	✓
Quadro FX 570	169.96	👍	✓	👍	✓
Quadro FX 370	169.96	👍	✓	👍	✓
Quadro FX 5600	169.39	👍	✓	👍	✓
Quadro FX 4600	169.39	👍	✓	👍	✓
Quadro FX 560	169.96	👍	✓	👍	✓
Quadro FX 4500x2	169.39	👍	✓	👍	✓
Quadro FX 4500	169.39	👍	✓	👍	✓
Quadro FX 5500	169.96	👍	✓	👍	✓
Quadro FX 3500	169.39	👍	✓	👍	✓
Quadro FX 1500	169.39	👍	✓	👍	✓
Quadro FX 4400	169.96	👍	✓	👍	✓
Quadro FX 3450	169.96	👍	✓	👍	✓
Quadro FX 3400	169.96	👍	✓	👍	✓
GeForce® GPUs	—	⭕ See Note in [Readme First]			
ATI					
FirePro™ 3D v7750	8.563	✓	👍	👍	✓
FirePro 3D v8700	8.543	👍	👍	👍	👍
FirePro 3D v5700	8.543	👍	👍	👍	👍
FirePro 3D v3700	8.543	👍	👍	👍	👍
FireGL™ v7700	8.453.1.3	✓	✓	✓	✓

Graphics Card & Driver Qualifications for Autodesk 3ds Max 2009 for Windows					
		Windows XP SP2		Windows Vista Business 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	8.44	✓	✓	✓	✓
FireGL v3600	8.44	✓	✓	✓	✓
FireGL v3400	8.44	✓	✓	✓	✓
FireGL v7300	8.44	✓	✓	✓	✓
FireGL v7350	8.44	✓	✓	✓	✓
FireGL v7200	8.44	✓	✓	✓	✓
FireGL v5200	8.44	✓	✓	✓	✓
Radeon GPUs	—	⭘ See Note 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	169.39	Windows XP Professional SP2 32-bit	Some DX shaders (eg. Glow) will not work in Windows 32-bit	—
All	169.39	N/A	In Direct3D mode, when Anti-aliasing is turned ON there is a missing viewport refresh upon changing objects properties (see Note(1) below)	Issue not present in OpenGL mode, however viewport display in OGL may not be as polished.

Note(1): This is a limitation in 3ds Max 2009/3ds Max Design 2009. A fix for this is currently being investigated by Autodesk and may be addressed, in whole or in part, in a subsequent service pack or main release.

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
FireGL V3400, v7350, v7300, v5200	8.44	N/A	Bug #297887 - The user can only create 1 light after applying the material on the object	Architectural material only supports the creation of 1 light for the cards listed. This is a known limitation. [Read more](#).
All	8.543, 8.44	N/A	Bug #298538 - Anti-aliasing: In Direct3D mode, the option "Enable anti-aliased lines in wireframe view" is broken. Turning this option ON will have no effect. (see Note(1))	There is no workaround

Note(1): This is a limitation in 3ds Max 2009/3ds Max Design 2009. A fix for this is currently being investigated by Autodesk and may be addressed, in whole or in part, in a subsequent service pack or main release.

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 3ds Max.

Limitation / Caveat		
OS	Limitation/Caveat	Workaround
Windows Vista	Users cannot activate Microsoft's AERO feature if 3ds Max is running.	3ds Max must be closed for AERO settings to take effect.
Windows Vista with AERO feature turned ON	Bug #144360 - Animated objects leave trails in the viewport	Disable Microsoft Vista AERO feature
Windows Vista with AERO feature turned ON	Bug #1038862 - Viewport may temporarily display black artifacts or refresh problems* upon: • Resizing viewports	Disable Microsoft Vista AERO feature

OS	Limitation/Caveat	Workaround
	Limitation / Caveat	
	• Resizing application toolbars • Minimizing / maximizing the application (in OpenGL mode only) • Moving dialogs • Dragging modal dialogs outside the screen boundaries (32-bit OGL only) *some of the refresh problems encountered were: gridlines or portion of the viewport erased.	
Windows Vista with AERO feature turned ON	Bug #1050485 - XOR lines* do not get drawn properly in the viewport. They may also leave artifacts behind or simply not be visible. * XOR lines refer to the white dashed line displayed upon using various tools such as 'select and link', 'cut', 'slice/quickslice', 'HI solver', etc...)	Disable Microsoft Vista AERO feature
Windows Vista with AERO feature turned ON	Circular and Paint Selection Regions doe not display properly (thick lines) in Direct3D mode	Disable Microsoft Vista AERO feature

Miscellaneous Issues

The following is a list of issues you may be encountering within 3ds Max 2009/3ds Max Design 2009. Fixes for those are currently being investigated by Autodesk and may be addressed, in whole or in part, in a subsequent service pack or main release.

Miscellaneous Issues			
Environment	Feature Affected	Limitation/Caveat	Workaround
3ds max 64-bit version OGL graphics mode only	SteeringWheel	Bug #297912 - Application Crash when using the Steerwheel's Zoom or Pan mode	32-bit version doesn't display this problem. Switching to Direct3D mode also resolves the issue.
Not specific	Material Maps / Nurbs	Bug #297831 - Material map is not displayed properly in the viewport on NURBS objects	Other object types do not display this problem
Not specific	Viewport Shading	Bug #297801 - Switching between GOOD and BEST viewport shading modes will have no effect on graphics cards supporting shader model 3.0.	Both modes display the BEST quality.
OGL graphics mode only	Viewports	Bug #1038860 - Viewport may temporarily display black artifacts or refresh problems	Direct3D mode doesn't display this problem
	Transparency	Transparency/Opacity settings do not appear in OpenGL mode"	Direct3D mode doesn't display this problem
Not specific	Reflection Map Display	Reflection maps are not currently supported in the Hardware Display mode for Standard Materials	None
Not specific	Viewports clipping	Viewport clipping can generate display artifacts on objects in the perspective viewport with low near clip values	Increase the near-clip range or use an orthographic view
Not specific	Selection - Fence	Bug 1037545/#1058456 - Fence Selection Region mode may not display properly in viewport	Do not set the Viewcube to Show in Active Viewport

Microsoft Vista AERO feature configuration

Vista 32-bit

If you are running Vista 32-bit you can disable the desktop composition option at the application level, hence leaving your operating system settings intact. To do so:

1. On the windows 'desktop, right click on the 3ds Max Icon
2. Select Properties › Compatibility tab
3. Turn ON the option '*disable desktop composition'*

Vista 64-bit

If you are running Vista 64-bit the application setting is currently broken, hence forcing users to disable the feature at the operating system level. To do so:

1. Right click in an empty area on the Vista desktop
2. Select Personalize menu
3. Click on 'Window color and appearance'
4. Turn OFF the option "Enable transparency'

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