

AUTODESK® MAYA® 2009

GRAPHICS HARDWARE QUALIFICATION

APPLE® MACINTOSH® PLATFORM

Last updated: May 15, 2009.

Readme First

The information contained in the [Readme First](#) document applies to all hardware qualification executed on the Autodesk Maya 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 GeForce 9600M GT and 9400M GT results.

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ABOUT GRAPHICS CARDS ON

Tested Macintosh Version

- Workstations and graphics cards have been tested on MAC OS X 10.5.4 with Leopard unless mentioned otherwise with a small annotation.
- To verify which version of the Mac OS X is installed, select "About this Mac" in the Apple menu. The general OS version number will be just below the logo; e.g., Version 10.5.4.
- To find the build number, click the version text. It will change to the build number; e.g., Build 9E17. (Occasionally Apple will release slightly different versions with the same version number but which may behave differently. It may only be possible to identify the OS version by the build number.)

Workstations and Laptops

- Autodesk Maya 2009 is qualified on any of the systems identified below using the version of Mac OS X specified above. Do not assume that newer versions of Mac OS X will be suitable for use with Maya.
- You may need to refer to the [Apple Support site](#) to identify your system.
- If you intend to run dual monitors, see the Note on the following page.
- Any Mac with built in Intel GMA 950 or GMA x3100 Graphics is not tested and will not be supported.

Hardware

The following table lists the tested hardware for the Maya 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.
- Un-tested. No qualification planned – not applicable / not available..

Hardware Qualifications for Autodesk Maya 2009 for Intel-based Macintosh		
Hardware Model	Hardware Specification	Qualification
MacPro		
	Dual Core Intel XEON @ 2.66Ghz	✓
	Dual Quad-Core Intel XEON @ 3.0Ghz	✓
	Quad Core Intel XEON @ 3.2Ghz	✓
	Dual Quad-Core Intel Xeon @ 2.8Ghz (8	✓

Hardware Qualifications for Autodesk Maya 2009 for Intel-based Macintosh		
Hardware Model	Hardware Specification	Qualification
	cores)	
Imac		
	Intel Core Duo @ 2Ghz	☞
	Intel Core 2 Duo @ 2.16Ghz	✓
	Intel Core 2 Extreme @ 2.8Ghz	✓
MacBook Pro		
	Intel Core 2 Duo @ 2.33Ghz	✓
	Intel Core 2 Duo @ 2.5Ghz	✓
	Intel Core 2 Duo @ 2.66Ghz	✓

Note: All Macs with built in Flat Panels (iMacs and PowerBooks) are limited to built-in screen resolutions. These resolutions may limit the use of Maya; for example, menu bars may not be fully drawn and windows may need screen resolution that is not available. Using an external monitor and setting the resolution to 1280 x 1024 allows full use of Maya menus and windows.

Graphics Cards & Drivers

- All qualifications are performed using only the official Apple default drivers that are included with a particular version of an OS (e.g. 10.5) or OS update (e.g. 10.5.4). Drivers acquired by any other means; e.g., directly from a graphics vendor, are considered unsupported and therefore not qualified. We cannot guarantee the stability of Maya using unsupported drivers. We have received numerous reports of problems with drivers other than those released by Apple as part of the OS.
- To verify which version of a video driver is installed on your Mac OS X system, In a Finder window, navigate to /System/Library/Extensions/(vendor extension file). With this file selected, choose File -> Info to view the version information. For example, to determine the version of the video driver installed for the NVIDIA GeForce FX 6800 Ultra, select the /System/Library/Extensions/NVDANV40Hals.kext file and then choose File -> Info.
- The following table lists the graphics cards and driver versions for the Maya 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.
- Un-tested. No qualification planned – not applicable / not available.

Graphics Card & Driver Qualifications for Autodesk Maya 2009 for Macintosh		
Graphics Card	Qualification	
	Status	Note
NVIDIA		
Quadro FX 4500	👉	See Caveats & Limitations(2)
Quadro FX 5600	👉	See Caveats & Limitations(1)
GeForce 7300 GT	👉	See Caveats & Limitations(2)
GeForce 7600 GT	-	—
GeForce 8800 GT	👉	See Caveats & Limitations (1)
GeForce 8600M GT	✓	—
GeForce 9600M GT *	✓	—
GeForce 9400M GT *	✓	—
ATI		
Radeon X2600 HD	👉	See Caveats & Limitations (3) and (4)
Radeon X1600	✓	—
Radeon X2400 HD	○	—

* Tested on MAC OS X 10.5.6 32-bit with Leopard

Legacy Graphics Card

Cards not listed in the chart above are no longer tested. However, these cards may still be acceptable for use with Maya. Please refer to earlier Maya for OS X qualification charts to evaluate a particular card's previous use in Maya. While you may continue to use one of these cards, please note that we may not be able to provide support for any issues you encounter.

Dual Monitor Support

Apple systems can be run in Dual Monitor configuration by using a single graphics card which supports dual output (e.g. Nvidia Quadro FX 5600 or ATI Radeon x2600).

Stereoscopy Qualified Hardware

For information on the graphics hardware qualification for stereo support, please consult the [Autodesk Maya 2009 Graphics Hardware Qualification for Stereo Support for the Mac OSX Platform](#) document.

Caveats & Limitations

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

NVIDIA Graphics Cards Caveats and Limitations		
Graphics Card	Limitation / Caveat	Status / Workaround
Quadro FX 5600 GeForce 8800GT	(1) Bug #310669 G80 based cards do not draw the IPR refresh line.	—
Quadro FX 4500 GeForce 7300GT GeForce 7600GT	(2) Bug #302888 Wireframe may appear to draw thicker on G70 based cards.	—

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

ATI Graphics Cards Caveats and Limitations		
Graphics Card	Limitation / Caveat	Status / Workaround
ATI x2600HD	(3) Bug #285168 Shadows are not displayed properly in the Hardware Renderer or the High Quality Viewport.	Issue reported to vendor. Radar Tracking #5707401
ATI x2600HD	(4) Bug #295472 Tumbling the viewport when the High Quality viewport is Enabled may update with a slower than expected frame rate.	Issue reported to vendor. Radar Tracking #5751761

About Graphics Cards on Macintosh

- Hardware overlays are not supported on MAC platforms.
- Shadows do not work in the viewport.
- The texture placement manipulator may not display. The manipulator can be forced to display by clicking the middle mouse button anywhere in the same window.
- The Alpha Gain Slider in the attribute editor for an image plane does not alter the transparency of the image plane, or the alpha gain is displayed incorrectly.
- The outline of the Paint Effects brushes or artisan brushes (e.g. sculpt) may remain on screen on the completion of a stroke, or may not be drawn at all, or may draw incorrectly.

- Refresh of scenes containing Paint Effects can be very slow, or may 'flash' during redraw.
- Hardware shadows cannot be displayed (Lighting->Shadows in pane menus).
- On ATI cards, scenes with non- power of two textures will hang Maya when enabling the High Quality viewport. This can be turned off in the Hardware Renderer settings.
- In 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.

Compiler Requirements

If you are building plug-ins for Maya, note that the Maya API requires a specific compiler and linker, on each of the platforms Autodesk supports in order to build compatible plug-ins. Autodesk Maya 2009 is built on: Mac OS X 10.4.11 using Xcode 2.4.1 and the 10.4u.sdk. Using this compiler will guarantee binary compatibility when building plug-ins.

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