

AUTODESK® MOTIONBUILDER® 2009

GRAPHICS HARDWARE QUALIFICATION

MICROSOFT® WINDOWS® PLATFORM

Last updated: May 19, 2009.

Readme First

The information contained in the [Readme First](#) document applies to all hardware qualification executed on the Autodesk MotionBuilder 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® Quadro FX 4800 graphics cards results.

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Important Notes

1. Qualification was performed on single screen at a resolution of 1920x1200 (60Hz), and by selecting "Autodesk Maya" from the Global Settings presets in the NVIDIA Control Panel (under Manage 3D settings). On ATI cards, the 3D settings are automatically detected and set for the user. Therefore, no changes to the 3D settings are required.
2. NVIDIA Quadro® FX 4500x2 and 4700x2 were qualified using the SLI™ option.
3. Although we recommend the use of Microsoft Windows XP Service Pack 3 (SP3) operating system, MotionBuilder 2009 has not yet been qualified on SP3.
4. You may experience visual artifacts in MotionBuilder 2009 when used in conjunction with Microsoft Vista Aero™ (desktop composition option) feature. Users are therefore recommended to disable this option to avoid user interface glitches. Please refer to the instructions in the Microsoft Vista Aero Feature Configuration section.
5. Occasional artifacts or refresh problems may be seen when using the bump map shader.
6. Apple® Macintosh® computers based on Intel processors and running Microsoft operating systems are not currently supported by Autodesk Support.
7. If you are experiencing issues not listed in this document, please search our Knowledge Base or contact customer support (<http://www.autodesk.com/motionbuilder-support>).

Graphics Cards & Drivers

The following table lists the graphics cards and driver versions for the MotionBuilder 2009 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 MotionBuilder 2009 for Windows					
Graphics Card	Driver	Windows XP SP2		Windows Vista Business SP1	
		32-bit OS	64-bit OS	32-bit OS	64-bit OS
NVIDIA					
Quadro® FX 5800	178.46	👉	👉	•	👉
Quadro FX 4800	182.08	✓*	✓	•	✓
Quadro FX 1800	182.08	👉	👉	•	✓
Quadro FX 4700x2	v.175.51	👉	👉	•	👉
Quadro FX 3700	v.169.96	👉	👉	•	👉
Quadro FX 1700	v.169.96	👉	👉	•	👉
Quadro FX 5600	v.169.96	👉	👉	•	👉
Quadro FX 4600	v.169.96	👉	👉	•	👉
Quadro FX 5500	v.169.96	👉	👉	•	👉
Quadro FX 4500	v.169.96	👉	👉	•	👉
Quadro FX 4500x2	v.175.51	👉	👉	•	👉
Quadro FX 3500	v.169.96	👉	👉	•	👉
Quadro FX 1500	v.169.96	👉	👉	•	👉
GeForce® GPUs	—	• See Note 1 in Readme First			
ATI					
FirePro™ 3D v8700	8.543.1.4	🕒	🕒	•	🕒
FirePro 3D v7750	8.543.1.4	👉	👉	•	✓
FirePro 3D v5700	8.543.1.4	🕒	🕒	•	🕒

Graphics Card & Driver Qualifications for Autodesk MotionBuilder 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™ v7700	8.543.1.4	⌚	⌚	•	⌚
FireGL v8650	8.543.1.4	⌚	⌚	•	⌚
FireGL v8600	8.543.1.4	⌚	⌚	•	⌚
FireGL v7600	8.543.1.4	⌚	⌚	•	⌚
FireGL v5600	8.543.1.4	⌚	⌚	•	⌚
FireGL v3600	8.543.1.4	⌚	⌚	•	⌚
FireGL v7350	8.543.1.4	⌚	⌚	•	⌚
Radeon™ GPUs	—	• See Note 2 in Readme First			

* This permutation was done on Windows XP SP3

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 cards with the exception of: Quadro FX 4500x2, Quadro FX 4700x2	169.96	Windows Vista Business 64-bit SP1	Bug # 311887 The timeline may occasionally not refresh properly (windows and viewports).	Click in the window/viewport to refresh.
Quadro FX 4500x2, Quadro FX 4700x2	175.51	Windows Vista Business 64-bit SP1	Bug # 31111 The playback tends to stutter as opposed to play back smoothly.	—

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
All	8.523.1.1 8.502	Windows Vista Business 64-bit SP1	Bug # 311011 Can't exit full screen mode (Alt-Enter) once the mode has been activated.	Lock the Windows session through Ctrl+Alt+Del and then unlock. This workaround should bring

ATI Graphics Cards Caveats and Limitations				
Graphics Card	Driver	OS	Limitation / Caveat	Status/ Workaround
				everything back to normal.
FireGL v5600	All	Windows Vista Business 64-bit SP1	Bug # 311111 The playback tends to stutter as opposed to play back smoothly.	—

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 MotionBuilder.

Limitation / Caveat		
Bug Number	OS	Description/Workaround
311121	Windows XP Pro SP2	Trails or artifacts may be drawn in the viewport upon moving a dialog that contains a bitmap.
311201	Windows Vista Business SP1	Upon using the (Aero) transparency feature in Vista, some elements of the MotionBuilder user interface may be partially hidden. To work around this issue, disable the Aero feature by following the instructions provided in this document. See Microsoft Vista Aero Feature Configuration.

Microsoft Vista Aero Feature Configuration

It is recommended to disable the Windows Vista Aero feature to avoid user interface glitches. If you are running on a Windows Vista 32-bit OS, you can disable the desktop composition option at the application level, hence leaving your operating system settings intact.

To disable the Windows Vista Aero feature:

1. Right-click on an empty area on the Desktop and choose Personalize.
2. Click on the Theme link (to determine whether you are using Windows Vista theme).
3. If you are using the Windows Vista theme, go to the next step (4) and if you are using the Windows Classic theme, go to step 6.
4. Go to the previous window and click the Window Color and Appearance link.
5. In the Window Color and Appearance, disable “Enable transparency”.
6. If you are using the Windows Classic theme, go to the previous window and click the Theme link.
7. In the Appearance Settings window, select Windows Standard color scheme and click Apply.

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