



AUTODESK[®] MAYA[®] 2010

GRAPHICS HARDWARE QUALIFICATION

APPLE[®] MACINTOSH[®] PLATFORM

Last updated: August 27, 2009.

Readme First

The information contained in the [Readme First](#) document applies to all hardware qualification executed on the Autodesk Maya 2010 software product release and should be acknowledged by all users prior consulting the qualification charts.

What's New

At this time Maya is not officially qualified on Snow Leopard (10.6). Please proceed with caution when upgrading mission critical machines to this new version. We will update this page once our qualification process is complete.

- CONTENTS
- README FIRST
- WHAT'S NEW
- TESTED MAC OS[®] VERSIONS
- WORKSTATION AND MOBILE WORKSTATIONS
- HARDWARE SYSTEM QUALIFICATION
- GRAPHICS CARDS AND DRIVERS
- PROFESSIONAL GRAPHICS CARDS
 - DUAL MONITOR SUPPORT
- PROFESSIONAL GRAPHICS CARDS CAVEATS & LIMITATIONS
- CONSUMER GRAPHICS CARDS
 - DUAL MONITOR SUPPORT
- CONSUMER GRAPHICS CARDS CAVEATS & LIMITATIONS
- SYSTEM DEPENDENT & MISCELLANEOUS ISSUES
- COMPILER REQUIREMENTS
- STEREOSCOPY QUALIFIED HARDWARE
- SEND FEEDBACK ON THIS DOCUMENT



Tested Mac OS® Versions

1. Workstations and graphics cards have been tested on MAC OS X v.10.5.8 unless mentioned otherwise with a small annotation.
2. To verify which version of the Mac OS X version is installed, select "About This Mac" in the Apple menu. The general OS Version number is just below the logo; e.g., Version 10.5.8. To find the build number for that Version, click the version text. The Version number changes to display the Build number; e.g., Build 9L30.
3. Note: Occasionally, Apple releases slightly different versions that carry the same Version number (but different build number). These slightly different versions may behave differently. It may only be possible to identify the OS version by the build number.

Workstation and Mobile Workstations

1. Autodesk Maya 2010 is qualified on any of the systems identified in the following Hardware System Qualification section using the version of MAC OS X v.10.5.8. Do not assume that newer versions of Mac OS X will be suitable for use with the Maya 2010 software version.
2. You may need to refer to the [Apple Support site](#) to identify your system.
3. If you intend to run dual monitors, see the System Dependent & Miscellaneous Issues section Caveat / Limitation 1.
4. Any Mac with built in Intel® GMA 950 or GMA x3100 Graphics is not tested and will not be supported.

Hardware System Qualification

The following table lists the tested hardware system for the Maya 2010 software product release.

Table Legend

✓	Qualified.
👉	Qualified with caveats. Refer to the Hardware System Caveats & Limitations.
⌚	Qualification planned or in progress. Results coming shortly.
👉	Supported although not officially qualified in our lab.
👉	Hardware component falls below minimum system requirements to run the Autodesk product.
✗	Qualification failed due to serious problems.
○	No qualification planned or not applicable.
—	Not yet tested.

Intel®-based Apple® Macintosh® Hardware System Qualification for Autodesk Maya 2010		
Apple Macintosh Hardware System		
Model	Specification	Qualification
Mac® Pro		
	Intel® Xeon® Core™ 2 Quad @ 2.26Ghz	✓
	Intel Xeon Core 2 Quad @ 3.2Ghz	✓
	Intel Core 2 Duo @ 2.66Ghz	✓
	Intel Core 2 Quad @ 3.0Ghz	✓
	Intel Xeon Core 2 Quad @ 2.8Ghz	✓
iMac®		
	Intel Core Duo @ 2Ghz	✓
	Intel Core 2 Duo @ 2.16Ghz	✓
	Intel Core 2 Duo @ 2.4Ghz	✓
	Intel Core 2 Duo @ 2.8Ghz	✓
MacBook® Pro		
	Intel Core 2 Duo @ 2.33Ghz	✓
	Intel Core 2 Duo @ 2.5Ghz	✓
	Intel Core 2 Duo @ 2.6Ghz	✓

Graphics Cards and Drivers

1. All qualifications are performed using only the official Apple default drivers that are included with a particular version of an OS (e.g. 10.5.8). Drivers acquired by any other means; e.g., directly from a graphics vendor, are considered unsupported and therefore not qualified. Note that for NVIDIA Quadro FX 4800 and GeForce 285GTX, we had to use the manufacturer driver until Apple releases the official driver with 10.6:
2. Autodesk received numerous reports of problems with drivers other than those released by Apple as part of the OS. As a result, Autodesk cannot guarantee the stability of Maya using unsupported drivers.
3. 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, Ctrl-click and choose Get Info to view the version information. For example, to determine the version of the video driver installed for the NVIDIA GeForce FX 8800 Ultra, select the /System/Library/Extensions/NVDANV50Hals.kext file and then Ctrl-click and choose Get Info.

Professional Graphics Cards

The following table provides the professional graphics card hardware qualifications for the Autodesk Maya 2010 for Macintosh® software product release.

Note: Professional graphics cards not listed in the following table are no longer tested. However, these cards may still be acceptable for use with the Maya software. Please refer to earlier Maya software 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 may encounter.

Table Legend

✓	Qualified
👤	Qualified with caveats. Refer to the Professional Graphics Cards Caveats & Limitations.
🕒	Qualification planned OR in progress. Results coming shortly
👉	Supported although not officially qualified in our lab
👎	Hardware component falls below minimum system requirements to run this Autodesk
✗	Qualification failed due to serious problems
○	No qualification planned OR not applicable
—	Not yet tested.

Professional Graphics Card Qualifications for Autodesk Maya 2010 for Macintosh		
Graphics Card	Mac OS® X	
	v.10.5.8	v.10.6
NVIDIA®		
Quadro® FX 4800	✓*	
Quadro FX 5600	🕒	—
Quadro FX 4500	👤	—

*this card was tested with the manufacturer driver, as there is no built-in driver for it in 10.5.8

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).

Professional Graphics Cards Caveats & Limitations

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

Professional NVIDIA Graphics Cards Caveats & Limitations				
Autodesk Maya 2010 for Macintosh				
Graphics Card	OS	Caveat / Limitation	Status	Workaround
Quadro FX 5600	10.5.8	G80 based cards do not draw the IPR refresh line. (Bug # 310669)	—	—
Quadro FX 4500	10.5.8	Wireframe may appear to draw thicker on G70 based cards. (Bug # 302888)	—	—

Consumer Graphics Cards

The following table provides a list of tested NVIDIA GeForce® and ATI Radeon™ consumer graphics cards and driver versions for the Autodesk Maya 2010 for Macintosh software product release.

Note: Consumer graphics cards not listed in the following table are no longer tested. However, these cards may still be acceptable for use with the Maya software. Please refer to earlier Maya software 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 may encounter.

Table Legend

☑	Testing is completed.
👁	Testing is completed. Some issues found. See Consumer Graphics Cards Caveats & Limitations.
△	Testing is ongoing OR planned.
⊙	No testing is planned.
⊠	Hardware component falls below minimum system requirements to run this product.
—	Not yet tested.

Consumer Graphics Card Tested for Autodesk Maya 2010 for Macintosh	
Graphics Card	Mac OS® X

Product	Version 10.5.8	Version 10.6
NVIDIA®		
GeForce® GTX 120	—	—
GeForce® GTX 285	<input checked="" type="checkbox"/> *	
GeForce 8800M GT	<input checked="" type="checkbox"/>	—
GeForce 8800 GT	<input checked="" type="checkbox"/>	—
GeForce 7300 GT	<input checked="" type="checkbox"/>	—
GeForce 9600 GT	<input checked="" type="checkbox"/>	—
GeForce 7600 GT	<input checked="" type="checkbox"/>	—
ATI™		
Radeon X1900 XT	<input checked="" type="checkbox"/>	—
Radeon X1600	<input checked="" type="checkbox"/>	—
Radeon HD 4870	<input checked="" type="checkbox"/>	—
Radeon HD 3870	<input checked="" type="checkbox"/>	—
Radeon HD 2600 Pro	<input checked="" type="checkbox"/>	—

*this card was tested with the manufacturer driver, as there is no built-in driver for it in 10.5.8

Dual Monitor Support

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

Consumer Graphics Cards Caveats & Limitations

There are currently no ATI graphics card caveats / limitations to report for the current release of this Autodesk product.

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

Consumer NVIDIA Graphics Cards Caveats & Limitations				
Autodesk Maya 2010 for Macintosh				
Graphics Card	OS	Caveat / Limitation	Status	Workaround
GeForce 8800M GT	10.5.8	G80 based cards do not draw the IPR refresh line. (Bug # 310669)	—	—

Consumer NVIDIA Graphics Cards Caveats & Limitations				
Autodesk Maya 2010 for Macintosh				
Graphics Card	OS	Caveat / Limitation	Status	Workaround
GeForce 8800 GT	10.5.8	G80 based cards do not draw the IPR refresh line. (Bug # 310669)	—	—
GeForce 7300 GT	10.5.8	Wireframe may appear to draw thicker on G70 based cards. (Bug # 302888)	—	—
GeForce 7600 GT	10.5.8	Wireframe may appear to draw thicker on G70 based cards. (Bug # 302888)	—	—

System Dependent & Miscellaneous Issues

The following table provides a description of caveats / limitations that 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 the Maya software product.

System Dependent & Miscellaneous Issues		
Autodesk Maya 2010 for Macintosh		
OS	Caveat / Limitation	Workaround
X v.10.5.8	1. Mac Pro and iMac with built-in flat panel, & MacBook Pro are limited to built-in screen resolutions. These resolutions may limit the use of the Maya software. 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 the Maya menus and windows.
X v.10.5.8	Hardware overlays are not supported.	—
X v.10.5.8	Shadows do not work in the viewport.	—
X v.10.5.8	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.	—
X v.10.5.8	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.	—
X v.10.5.8	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.	—
X v.10.5.8	Refresh of scenes containing Paint Effects can be very slow, or may 'flash' during redraw.	—

System Dependent & Miscellaneous Issues		
Autodesk Maya 2010 for Macintosh		
OS	Caveat / Limitation	Workaround
X v.10.5.8	Hardware shadows cannot be displayed (Lighting->Shadows in pane menus).	—
X v.10.5.8	On ATI cards, scenes with non- power of two textures will hang Maya when enabling the High Quality viewport.	Turn off High Quality viewport in the Hardware Renderer settings.
X v.10.5.8	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 2010 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.

Stereoscopy Qualified Hardware

For information on the graphics hardware qualification for stereo support, please consult the [Autodesk Maya 2010 for Macintosh - Graphics Hardware Qualification for Stereo Support](#) document.

Send Feedback on this Document

Did you find what you were looking for? Was this document useful to you?

We would like to hear your thoughts on the content and presentation of this document. If you are interested in providing such feedback, please go to the following link:

[Survey Link](#)

Please note that we monitor this feedback on a monthly basis. Should you need a faster turnaround time on your question/feedback, please email us at me.3d.qualification@autodesk.com

© 2009 Autodesk, Inc. All Rights Reserved.

Except as otherwise permitted by Autodesk, Inc., this publication, or parts thereof, may not be reproduced in any form, by any method, for any purpose.

Certain materials included in this publication are reprinted with the permission of the copyright holder.

Trademarks

The following are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and other countries: 3DEC (design/logo), 3December, 3December.com, 3ds Max, Algor, Alias, Alias (swirl design/logo), AliasStudio, Alias|Wavefront (design/logo), ATC, AUGI, AutoCAD, AutoCAD Learning Assistance, AutoCAD LT, AutoCAD Simulator, AutoCAD SQL Extension, AutoCAD SQL Interface, Autodesk, Autodesk Envision, Autodesk Intent, Autodesk Inventor, Autodesk Map, Autodesk MapGuide, Autodesk Streamline, AutoLISP, AutoSnap, AutoSketch, AutoTrack, Backburner, Backdraft, Built with ObjectARX (logo), Burn, Buzzsaw, CAiCE, Civil 3D, Cleaner, Cleaner Central, ClearScale, Colour Warper, Combustion, Communication Specification, Constructware, Content Explorer, Dancing Baby (image), DesignCenter, Design Doctor, Designer's Toolkit, DesignKids, DesignProf, DesignServer, DesignStudio, Design Web Format, Discreet, DWF, DWG, DWG (logo), DWG Extreme, DWG TrueConvert, DWG TrueView, DXF, Ecotect, Exposure, Extending the Design Team, Face Robot, FBX, Fempro, Fire, Flame, Flint, FMDesktop, Freewheel, GDX Driver, Green Building Studio, Heads-up Design, Heidi, HumanIK, IDEA Server, i-drop, ImageModeler, iMOUT, Incinerator, Inferno, Inventor, Inventor LT, Kaydara, Kaydara (design/logo), Kynapse, Kynogon, LandXplorer, Lustre, MatchMover, Maya, Mechanical Desktop, Moldflow, Moonbox, MotionBuilder, Movimento, MPA, MPA (design/logo), Moldflow Plastics Advisers, MPI, Moldflow Plastics Insight, MPX, MPX (design/logo), Moldflow Plastics Xpert, Mudbox, Multi-Master Editing, Navisworks, ObjectARX, ObjectDBX, Open Reality, Opticore, Opticore Opus, Pipeplus, PolarSnap, PortfolioWall, Powered with Autodesk Technology, Productstream, ProjectPoint, ProMaterials, RasterDWG, RealDWG, Real-time Roto, Recognize, Render Queue, Retimer, Reveal, Revit, Showcase, ShowMotion, SketchBook, Smoke, Softimage, Softimage|XSI (design/logo), Sparks, SteeringWheels, Stitcher, Stone, StudioTools, Topobase, Toxik, TrustedDWG, ViewCube, Visual, Visual LISP, Volo, Vtour, Wire, Wiretap, WiretapCentral, XSI, and XSI (design/logo).

Disclaimer

THIS PUBLICATION AND THE INFORMATION CONTAINED HEREIN IS MADE AVAILABLE BY AUTODESK, INC. "AS IS." AUTODESK, INC. DISCLAIMS ALL WARRANTIES, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE REGARDING THESE MATERIALS.