



MAYA[®] COMPOSITE 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 Maya Composite 2010 software product release and should be acknowledged by all users prior consulting the qualification charts.

What's New

At this time Maya Composite 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.

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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. Maya Composite 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 Composite 2010.
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 Composite 2010 product.

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 Maya Composite 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 Composite 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 Maya Composite 2010 release for the Macintosh® platform.

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 Composite. 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 Maya Composite 2010 for Macintosh | | |
|--|-----------|--------|
| Graphics Card | Mac OS® X | |
| Product | v.10.5.8 | v.10.6 |
| NVIDIA® | | |
| Quadro FX 5600 | ⌚ | — |
| Quadro FX 4500 | ⌚ | — |

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

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

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

Consumer Graphics Cards

The following table provides a list of tested NVIDIA GeForce® and ATI Radeon™ consumer graphics cards and driver versions for the Maya Composite 2010 for Macintosh. The table also provides the results of the tested hardware components.

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 Composite. 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 Maya Composite 2010 for Macintosh | | |
|---|----------------|--------------|
| Graphics Card | Mac OS® X | |
| | Version 10.5.8 | Version 10.6 |
| Product | | |
| NVIDIA® | | |
| GeForce GTX 120 | — | — |
| GeForce 8800M GT | ⌚ | — |
| GeForce 8800 GT | ☑ | — |
| GeForce 8600M GT | ☑ | — |
| GeForce 7300 GT | ⌚ | — |
| GeForce 9600 GT | ⌚ | — |
| GeForce 7600 GT | ⌚ | — |
| ATI™ | | |
| Radeon X1900 XT | ⌚ | — |
| Radeon X1600 | ⌚ | — |

| Consumer Graphics Card Tested for Maya Composite 2010 for Macintosh | | |
|--|----------------|--------------|
| Graphics Card | Mac OS® X | |
| Product | Version 10.5.8 | Version 10.6 |
| Radeon HD 4870 | △ | — |
| Radeon HD 3870 | △ | — |
| Radeon HD 2600 Pro | ☑ | — |

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 NVIDIA graphics card caveats / limitations to report for the current release of this Autodesk product.

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

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 Maya Composite.

Stereoscopy Qualified Hardware

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

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[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

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