



Autodesk® Maya® 2011 & Subscription advantage pack

Graphics Hardware Certification

Apple® Macintosh® Platform

Last updated: September 29th 2010.

Readme First

The information contained in the [Readme First](#) document applies to all hardware Certification executed on the Autodesk Maya 2011 software product release and should be acknowledged by all users prior consulting the Certification charts.

What's New

This certification was done on Autodesk Maya 2011 Subscription advantage pack while still supporting the original 2011 versions.

Be advised that Maya 2011 Extension 1 was certified on Mac OSX 10.6.4 Graphic update and not the regular OSX 10.6.4

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Tested Mac OS® Versions

1. Workstations and graphics cards have been tested on MAC OS X v.10.6.4 Graphic update 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 2011, Subscription advantage pack is certified on any of the systems identified in the following Hardware System Certification section using the version of MAC OS X v.10.6.4. Do not assume that newer versions of Mac OS X will be suitable for use with the Maya 2011, Subscription advantage pack 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 Certification

The following table lists the tested hardware system for the Autodesk Maya 2011, Subscription advantage pack software product release.

Table Legend

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

Intel®-based Apple® Macintosh® Hardware System Certification for Autodesk Maya 2011, Subscription advantage pack		
Apple Macintosh Hardware System		
Model	Specification	Certification
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®-based Apple® Macintosh® Hardware System Certification for Autodesk Maya 2011, Subscription advantage pack		
Apple Macintosh Hardware System		
Model	Specification	Certification
	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	👍
	Intel Core i7 @ 2.66GHz	✓

Graphics Cards and Drivers

1. All Certifications are performed using only the official Apple default drivers that are included with a particular version of an OS (e.g. 10.6.2). Drivers acquired by any other means; e.g., directly from a graphics vendor, are considered unsupported and therefore not certified.
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 Certifications for the Autodesk Maya 2011, Subscription advantage pack 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 Certification 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

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

Professional Graphics Card Certifications for Autodesk Maya 2011, Subscription advantage pack for Macintosh			
Graphics Card	Mac OS® X		
Product	v.10.6.2	v.10.6.3	v.10.6.4 gfx update
NVIDIA®			
Quadro® 4000	○	○	⌚
Quadro FX® 4800	👉	👍	✓

Professional Graphics Card Certifications for Autodesk Maya 2011, Subscription advantage pack for Macintosh			
Graphics Card	Mac OS® X		
Product	v.10.6.2	v.10.6.3	v.10.6.4 gfx update
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

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

Professional NVIDIA Graphics Cards Caveats & Limitations				
Autodesk Maya 2011, Subscription advantage pack for Macintosh				
Graphics Card	OS	Caveat / Limitation	Status	Workaround
Quadro® FX 4800 Quadro FX 5600	10.6.2	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)	—	—
Quadro FX 5600 Quadro FX 4800	10.6.2	CV'S or vertices are shown as selected when using paint select tool in 32 bit mode. (Bug #343975)	Issue reported to vendors (Apple Bug # 7417566)	Exit the tool, select one component and then re-enter the tool.

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 2011, Subscription advantage pack 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 Certification 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

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

Consumer Graphics Card Tested for Autodesk Maya 2011, Subscription advantage pack for Macintosh			
Graphics Card	Mac OS® X		
Product	Version 10.6.2	Version 10.6.3	v.10.6.4 gfx update
NVIDIA®			
GeForce GT 300m	👉	⌚	✓
GeForce GT 120	👉	⌚	✓

Consumer Graphics Card Tested for Autodesk Maya 2011, Subscription advantage pack for Macintosh			
Graphics Card	Mac OS® X		
Product	Version 10.6.2	Version 10.6.3	v.10.6.4 gfx update
GeForce GTX 285			✓
GeForce 8800M GT			
GeForce 8800 GT			✓
GeForce 8600M			
GeForce 7300 GT			
GeForce 9600 GT			
GeForce 7600 GT			
ATI™			
Radeon HD 5770			✓
Radeon HD 4870			✓
Radeon HD 4850			✓
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

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

Consumer AMD Graphic Cards Caveats & Limitations				
Autodesk Maya 2011, Subscription advantage pack for Macintosh				
Graphics Card	OS	Caveat / Limitation	Status	Workaround
Radeon 4870	10.6.2	CV'S or vertices are shown as selected when using paint select.(Bug #343975)	Issue reported to vendors (Apple Bug # 7417566)	Exit the tool, select one component and then re-enter the tool.

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

Consumer NVIDIA Graphic Cards Caveats & Limitations				
Autodesk Maya 2011, Subscription advantage pack for Macintosh				
Graphics Card	OS	Caveat / Limitation	Status	Workaround
GeForce 8800M GT GeForce 285 GTX	10.6.2	G80 based cards do not draw the IPR refresh line. (Bug # 310669)	—	—
GeForce 7600 GT	10.6.2	Wireframe may appear to draw thicker on G70 based cards. (Bug # 302888)	—	—
GeForce 7600 GT	10.6.2	Hardware particles not rendering in hardware rendering. (Bug #343615)	Reported to Apple	—
GeForce 285 GTX	10.6.2	CV'S or vertices are shown as selected when using paint	Issue reported	Exit the tool, select one

Consumer NVIDIA Graphic Cards Caveats & Limitations				
Autodesk Maya 2011, Subscription advantage pack for Macintosh				
Graphics Card	OS	Caveat / Limitation	Status	Workaround
		select.(Bug #343975)	to vendors (Apple Bug # 7417566)	component and then re-enter the tool.

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 2011, Subscription advantage pack for Macintosh		
OS	Caveat / Limitation	Workaround
X v. 10.6.x	1. Mac Pro and iMac with built-in flat panel, & Mac Book 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. 10.6.x	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. 10.6.x	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. 10.6.x	Refresh of scenes containing Paint Effects can be very slow, or may 'flash' during redraw.	—
X v. 10.6.x	Hardware shadows cannot be displayed (Lighting->Shadows in pane menus).	—
X v. 10.6.x	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 2011 is built on: Mac OS X 10.5.8 using Xcode 3.1.3 and the 10.5.sdk. Using this compiler will guarantee binary compatibility when building plug-ins.

Stereoscopy Certified Hardware

For information on the graphics hardware Certification for stereo support, please consult the [Autodesk Maya 2011 for Macintosh - Graphics Hardware Certification for Stereo Support](#) document.

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