

AUTODESK® MAYA® 2009

GRAPHICS HARDWARE QUALIFICATION

Microsoft® Windows® Platform

Last updated: March 30, 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: new NVIDIA® FX 3800 & FX 1800 and ATI™ FirePro v7750 graphics cards results and caveats.

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Graphics Cards & Drivers

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 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 Maya 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
NVIDIA					
Quadro® FX 5800	178.46	👉	👉	👉	✓
Quadro FX 4800	178.46	👉	👉	👉	✓
Quadro FX 3800	182.08	👉	✓	🕒	🕒
Quadro FX 1800	182.08	✓	👉	👉	✓
Quadro FX 4700x2	175.51	✓	✓	✓	✓
Quadro FX 1700	169.96	✓	✓	✓	✓
Quadro FX 3700	169.96	✓	✓	✓	✓
Quadro FX 4600	169.96	✓	✓	✓	✓
Quadro FX 5600	169.96	✓	✓	✓	✓
Quadro FX 1500	169.96	✓	✓	✓	✓
Quadro FX 3500	169.96	✓	✓	✓	✓
Quadro FX 4500	169.96	✓	✓	✓	✓
Quadro FX 4500x2	175.51	✓	✓	✓	✓
Quadro FX 5500	169.96	✓	✓	✓	✓
GeForce® GPUs	—	○ See Note 1 in Readme First			
ATI					
FirePro™ 3D v8700	8.543.1.4	✓	👉	👉	👉

Graphics Card & Driver Qualifications for Autodesk Maya 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
FirePro 3D v8700	8.543				
FirePro 3D v7750	8.543.1.4	✓			✓
FirePro 3D v5700	8.543.1.4				✓
FirePro 3D v5700	8.543				
FirePro 3D v3700	8.543.1.4				✓
FirePro 3D v3700	8.543				
FireGL™ v7700	8.502				
FireGL v8650	8.502				
FireGL v8600	8.502				
FireGL v7600	8.502				
FireGL v5600	8.502				
FireGL v3600	8.502				
FireGL v7350	8.502				
Radeon GPUs	—	● See Note 2 in Readme First			

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
QuadroFX 1700, 3700, 5800, 4800 (Family 700 and above)	178.46, 169.96, 169.61, 169.31	Windows XP Professional SP2	Bug #301329 - CGFX Shaders may not display properly during scene playback or upon using the Viewcube to rotate the viewport.	—

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

ATI Graphics Cards Caveats and Limitations				
Graphics Card	Driver	OS	Limitation / Caveat	Status / Workaround
FirePro v3700, v5700	8.543	Windows XP Pro 32-bits	Bug #307979 "Using the paint brush cursor in overlay mode may leave artifacts"	
FireGL V7700	8.502	Windows Vista Business 64-bit	Bug #305728 Objects textures turn to black upon painting on them. As a result, paint strokes are not displayed in the perspective viewport.	—
FireGL v7700, FireGL v8650, FireGL v8600, FireGL v7600, FireGL v5600, FireGL v3600	8.502	Microsoft Windows XP Professional SP2 32-bit & 64-bit	Bug #304985 Paint Effects brushes that use geometry may cause artifacts to appear in the viewport.	Issue reported to vendor.
FireGL v8650	8.502	Windows XP Professional SP2 & Windows Vista Business	Bug #308189 When using graphically intensive scenes (large number of particles, cgfx shaders, high quality viewport) Maya may occasionally hang.	—

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 Maya.

Limitation / Caveat		
Bug Number	OS	Description / Workaround
284763	Windows Vista	When 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.
277831	Windows Vista	The NURBS texture placement window may draw incorrectly and/or result in other redraw artifacts.

Notes on Operating Systems

- Maya 2009 has not been qualified on Microsoft Windows XP Service Pack 3.

- Windows XP Professional Service Pack 2 (SP2). After installation of Service Pack 2, Maya or its component programs may not launch successfully. If this occurs, you may either unblock the program via the Windows Firewall Security Alert dialogue, or add it as an Exception in the Exceptions Tab in the Windows Firewall dialogue box. For more information, please see the Microsoft Update at: <http://support.microsoft.com/default.aspx?kbid=842242&product=windowsxpsp2>
- Autodesk is aware of a problem whereby the system can pause or temporary hang when some of Maya's toolbar menus are being triggered. Should you encounter this problem, please send a message to me.3d.qualification@autodesk.com.
- We do not recommend saving data directly from Maya to NFS or Novell Netware or other remote mounted file systems. We have received several reports of data corruption when saving in this method although we have been unable to reproduce this. We strongly recommend that you save the files locally and then copy the data to the mounted storage system.
- If the Maya tear-off pull-down menus don't display properly on Windows XP with UI schemes, set UI preference to Windows Classic Style. Start > Settings > Control Panel > Display > Windows Classic.
- It is strongly suggested to select the global presets: "Autodesk Maya" in the global settings under Manage 3D settings in the NVIDIA Control Panel.
- When installing the ATI FireGL drivers, an Audio driver for HDMI audio output is installed by default, this may cause your current sound configuration to no longer function properly. To avoid this problem, you can either avoid installing the HDMI driver or disable the sound driver in the Device Manager.

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 Microsoft Windows Platform](#) document.

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