

Autodesk 3ds Max / 3ds Max Design 2012 Product Update 7 Readme

This readme contains recent information regarding the installation and use of Autodesk® 3ds Max® 2012 Product Update 7 and Autodesk® 3ds Max® Design 2012 Product Update 7 software. It is strongly recommended that you read this entire document before installing the software. For future reference, you should save this readme to your hard drive.

Use the following table to locate various resources related to 3ds Max 2012/ 3ds Max Design 2012:

Resource	Location
Installation, licensing and networking instructions	<i>Installation Help</i> link in the install wizard.
System Requirements	www.autodesk.com/3dsmax-systemreq-2012-enu
What's New	www.autodesk.com/3dsmax-help-2012-whatsnew
Learning Resources	www.autodesk.com/3dsmax-learningpath or www.autodesk.com/3dsmaxdesign-learningpath
Support Resources	www.autodesk.com/3dsmax-support or www.autodesk.com/3dsmaxdesign-support
3ds Max® Composite tool set Information	www.autodesk.com/3dsmax-docs-2012-enu
3ds Max Composite Release Notes	www.autodesk.com/3dsmax-releasenotes
3ds Max SDK Documentation	http://www.autodesk.com/3dsmax-sdk-docs

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Versions of the Product Update

Product to Update	Update Filename
3ds Max 2012 32/64-bit	3dsMax2012_ProductUpdate07_enu.exe
3ds Max Design 2012 32/64-bit	3dsMaxDesign2012_ProductUpdate07_enu.exe

Installation

1. Download the appropriate file for your system. See [Versions of this Product Update](#)
2. Double-Click the Product Update 7 executable
3. Follow the installation prompts in the Product Update 7 installer

Uninstall Instructions

Windows XP

1. Open Start > Settings > Control Panel > Add Or Remove Programs dialog.
2. Turn on Show Updates at the top of the Add Or Remove Programs dialog.
3. Select Autodesk 3ds Max 2012 Product Update 7 / Autodesk 3ds Max Design 2012 Product Update 7.
4. Click Remove.

Windows Vista / Windows 7

1. Open Start > Control Panel > Programs and Features.
2. Click View Installed Updates.
3. Select Autodesk 3ds Max 2012 Product Update 7 / Autodesk 3ds Max Design 2012 Product Update 7.
4. Click Uninstall.

If there are previously installed versions of any beta software (including Release Candidate (RC) versions) of Autodesk 3ds Max 2012 / Autodesk 3ds Max Design 2012, uninstall and delete these beta versions before installing the commercial version. Instructions on how to uninstall the beta versions are posted on the beta portal in the Beta and RC Readme files.

Supported Operating Systems

Use the following supported operating systems for the 32-bit or 64-bit version of the Autodesk 3ds Max 2012 / Autodesk 3ds Max Design 2012 Product Update 7:

- Microsoft® Windows® XP Professional (SP2 or higher) operating system

- Microsoft® Windows® XP Professional x64 (SP2 or higher) operating system
- Microsoft® Windows Vista® Business (SP2 or higher) operating system
- Microsoft® Windows Vista® Business x64 (SP2 or higher) operating system
- Microsoft® Windows® 7 Professional operating system
- Microsoft® Windows® 7 Professional x64 operating system
- Mac® operating system: You can run 3ds Max 2012 / 3ds Max Design 2012 Product Update 7 on a Mac® with either Boot Camp® or via Parallels Desktop for Mac, provided certain system requirements are met. Refer to the *Autodesk 3ds Max 2012 and Autodesk 3ds Max Design 2012 Installation Guide* for further details (found on the product media).

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Customer Involvement Program (CIP)

If you choose to participate in the Customer Involvement Program, 3ds Max or 3ds Max Design will automatically send Autodesk information about system configuration, which features are used most frequently problems encountered, and other information helpful to the future direction of the product. For further information, see www.autodesk.com/cip.

To enable CIP:

1. Install and start 3ds Max / 3ds Max Design.
2. If the Customer Involvement Program dialog is not displayed automatically, then in the Help menu, click Customer Involvement Program.
3. In the Customer Involvement Program dialog, select "Participate - with contact information."
4. Click OK.

Customer Error Reports (CERs)

We can improve the stability of Autodesk 3ds Max / Autodesk 3ds Max Design largely because of the Customer Error Reports (CERs) that end-users submit. We thank you for taking the time to fill out these reports and ask you to include as much information as possible about what actions you were performing at the time the error occurred. These details raise the value of the report immensely and are very much appreciated by the Autodesk 3ds Max Quality Engineering team.

For further information about CERs refer to www.autodesk.com/cer.

Fixes in this Product Update

Fixes for Autodesk 3ds Max 2012 / Autodesk 3ds Max Design 2012 Product Update 7:

Feature	Summary
Animation	<ul style="list-style-type: none"> Constrained points were adversely affected by CATmode. They now behave correctly. IK chain creation now works properly from the Animation drop-down menu. The buttons on the Tangents toolbar in Track View now work correctly. A performance issue in Track View related to some MAXScript commands was identified and fixed. A program error would occur in some animation rigs when closing or resetting the program or resetting the scene. This has been fixed. Biped twist bone locations now work properly when saving and loading the scene.
Backburner	<ul style="list-style-type: none"> Rendering a scene with file-linked FBX data would cause the error message: "missing DLL:fbxfilelink.dlf – fbxmaxwrapper." This has been fixed.
Customer Error Reports (CER)	<p>There are 25+ CER related fixes in this Product Update. We have fixed reports in the following areas:</p> <ul style="list-style-type: none"> Multiple program errors on startup in 64-bit and also some 32-bit cases. Program error in UI rollouts. Multiple reports related to opening files. A Point Cache modifier that had two or more instanced point caches would cause a report on exit. Parameter Maps in Materials. Multiple reports related to closing the software. Two program errors on start-up related to Nitrous. Multiple Internal notification system reports. Adding tools in the UI. SDK paths. Layer Manager. Collectors. Texture Maps. AutoCam. Material Shading Modes. Triangle meshes. Computing Normals. Mini dump.
General	<ul style="list-style-type: none"> Fixed a program error when loading the sample file <i>radiosity.max</i>. The Bitmap/Photometric Path Editor utility would cause a program error if "Include Materials Editor" was turned on. This has been fixed.

Feature	Summary
	<ul style="list-style-type: none"> When using a large-scale unit a dialog has been suppressed for Send To workflows.
Help	<ul style="list-style-type: none"> An update was done for the online help to work better with Proxy servers.
Materials	<ul style="list-style-type: none"> When using custom DirectX FX shaders, writing to and reading from an off-screen buffer did not work. This has been fixed.
MAXScript	<ul style="list-style-type: none"> A program error with a Pick Node callback has been fixed.
Modeling	<ul style="list-style-type: none"> ProCutter now retains the correct texture placement when you use the “Explode By Elements” setting.
Performance	<ul style="list-style-type: none"> A performance degradation over time was identified and has been fixed. Hidden objects were being evaluated and slowing performance hit. Hidden objects are no longer evaluated. Using “Save File Properties” was very slow when the scene had a large number of textures. This has been fixed.
Nitrous	<ul style="list-style-type: none"> Align now works correctly for scaled groups. A program error was fixed when using ActiveShade in an extended viewport. Scripted geometry was not visible in Nitrous viewports. This has been fixed. Custom meshes converted from MassFX primitive physical meshes were not visible in Nitrous viewports. This has been fixed. Nitrous and Quicksilver were not correctly displaying scripted materials and XMSL/MSL shaders. They now display them correctly.
Rendering	<ul style="list-style-type: none"> Multi/Sub-object materials were causing a significant slowdown in translation time. This has been fixed. Indirect Illumination shadows were far less obvious than they should be in Quicksilver renderings. This has been fixed. When rendering via Deadline a file load issue has been resolved. Deadline now renders correctly.
UVW Unwrap	<ul style="list-style-type: none"> A program error would occur when trying to stitch a selection. This has been fixed. A program error related to Pelt and Relax was identified and fixed.
XRef	<ul style="list-style-type: none"> The Undo operation now works correctly after using Bind. A program error related to Paramblock2 was identified and fixed. When using a .max file with XRefs as a material library, a program error could occur when dragging and dropping the materials. This has been fixed.

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