This readme contains recent information regarding the installation and use of Autodesk® 3ds Max® 2012 Product Update 8 and Autodesk® 3ds Max® Design 2012 Product Update 8 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	Installation Help link in the install wizard.
instructions	
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	www.autodesk.com/3dsmax-docs-2012-enu
Information	
3ds Max Composite Release Notes	www.autodesk.com/3dsmax-releasenotes
3ds Max SDK Documentation	http://www.autodesk.com/3dsmax-sdk-docs

**Note:** Autodesk is not responsible for errors or failures of Autodesk software arising from the installation of updates, extensions or new releases issued by third-party hardware or software vendors for the qualified software or hardware identified in this document (or for any other third party software or hardware that you may use in connection with Autodesk products).

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## **Versions of the Product Update**

Product to Update	Update Filename
3ds Max 2012 32/64-bit	3dsMax2012_PU08_enu.exe
3ds Max Design 2012 32/64-bit	3dsMaxDesign2012_ PU08_enu.exe

### Installation

Prerequisites: 3ds Max/Design 2012 Service Pack 2 must be installed prior to installing Product Update 8 for 2012. Service Pack 2 is available here <a href="http://www.autodesk.com/3dsmax-updates">http://www.autodesk.com/3dsmax-updates</a> and here <a href="http://www.autodesk.com/3dsmaxdesign-updates">http://www.autodesk.com/3dsmaxdesign-updates</a>.

- 1. Download the appropriate file for your system. See Versions of this Product Update
- 2. Double-Click the Product Update 8 executable
- 3. Follow the installation prompts in the Product Update 8 installer

Note: Product Update 8 includes all previous Product Updates for 3ds Max/Design 2012

### **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 8 / Autodesk 3ds Max Design 2012 Product Update 8.
- 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 8 / Autodesk 3ds Max Design 2012 Product Update 8.
- 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 8:

- 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 8 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 <a href="https://www.autodesk.com/cip">www.autodesk.com/cip</a>.

#### 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 8:

Feature	Summary	
Animation	<ul> <li>CAT: When copying and pasting a layer on the rig, the newly pasted layer now contains the keys from the original layer.</li> <li>CAT: 32-bit and 64-bit CAT limb "Segments" twist bones were working differently than they did in 3ds Max 2010. This has been fixed.</li> <li>CAT: Clips loaded after updating the rig using RG3 now play correctly.</li> <li>CAT: Motion clips now save and reload properly.</li> </ul>	
Customer Error Reports (CER)	There are 19+ CER related fixes in this Product Update. We have fixed reports in the following areas:	
	<ul> <li>Multiple high-count CERs from legacy defects.</li> <li>Program error in menu manager.</li> <li>Legacy program error related to creating objects.</li> <li>Invalid parameter when comparing strings.</li> <li>Computing mesh face angles.</li> <li>Program error while the Material Editor is resetting a material.</li> <li>Program error in post load call-back for parameter block.</li> <li>Program Error in the SME that occurs when saving a file.</li> <li>Program Error in mental ray Geometric Object Translator.</li> <li>Instability in the function CallPostPBs().</li> <li>The Asset Browser notification callback.</li> <li>Program error in File Link Manager.</li> <li>Program error related to the cache manager.</li> <li>Program Error with delay loaded DLLs.</li> <li>Program Error trying to access the Brush Preset Manager when using a freeform brush on the Graphite Toolbar.</li> <li>Program errors on exit.</li> <li>Nitrous generation of object edges.</li> <li>Nitrous error related to viewport settings.</li> </ul>	
General	3ds Max 2011 and prior releases were unable to open some .max files. This has been fixed.	

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