Autodesk 3ds Max / 3ds Max Design 2012 Product Update 9 Readme

This readme contains recent information regarding the installation and use of Autodesk® 3ds Max® 2012 Product Update 9 and Autodesk® 3ds Max® Design 2012 Product Update 9 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	*Installation Help* 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

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).

Contents

Versions of the Product Update

Product to Update	Update Filename
3ds Max 2012 32/64-bit	3dsMax2012_PU09_Win_Enu.exe
3ds Max Design 2012 32/64-bit	3dsMaxDesign2012_ PU09_Win_Enu.exe

Installation

Prerequisites: 3ds Max/Design 2012 Service Pack 2 must be installed prior to installing Product Update 9 for 2012. Service Pack 2 is available here http://www.autodesk.com/3dsmax-updates and here http://www.autodesk.com/3dsmaxdesign-updates.

1. Download the appropriate file for your system. See Versions of this Product Update
2. Confirm 3ds Max 2012 / 3ds Max Design 2012 Service Pack 2 is installed (if not you will need to install it)
3. Double-Click the Product Update 9 executable
4. Follow the installation prompts in the Product Update 9 installer

Note: Product Update 9 includes all previous Product Updates for 3ds Max/Design 2012 but does not include any Hot Fixes or Service Packs.

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 9 / Autodesk 3ds Max Design 2012 Product Update 9.
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 9 / Autodesk 3ds Max Design 2012 Product Update 9.
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 9 :

- Microsoft® Windows® XP Professional (SP3 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 9 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 9:

Feature	Summary
Customer Error Reports (CER)	• A MAXScript program error during shutdown of Max has been fixed. • A Schematic Material Editor program error has been fixed. A program error that occurred when clearing normals has been fixed. • A program error concerning dotNet has been fixed. • A program error with the renderer component in FilterTable has now been fixed. • A program error that occurred when merging specific scene file content has been fixed. • A program error with Mesh when filling in vertex, edges, and faces has been fixed. • A program error concerning Undo with constraints has been fixed.
UI	• There were problems when docking the command panel to the left of the viewport. These have been fixed.
XRef	• A program error that occurred when loading an XRef scene with an atmospheric effect has been fixed.