This readme contains recent information regarding the installation and use of Autodesk® 3ds Max® 2013 Product Update 5 and Autodesk® 3ds Max® Design 2013 Product Update 5 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 2013 / 3ds Max Design 2013:

Resource	Location
Installation, licensing and networking instructions	*Installation Help* link in the install wizard.
System Requirements	www.autodesk.com/3dsmax-systemreq-2013-enu
What's New	www.autodesk.com/3dsmax-help-2013-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-2013-enu
3ds Max Composite Release Notes	www.autodesk.com/3dsmax-releasenotes
3ds Max SDK Documentation	http://www.autodesk.com/3dsmax-sdk-docs

Contents

Versions of the Product Update

Product to Update	Update Filename
3ds Max 2013 64-bit	3dsMax2013_PU05_Win_64-bit.msp
3ds Max Design 2013 64-bit	3dsMaxDesign2013_PU05_Win_64-bit.msp
3ds Max 2013 32-bit	3dsMax2013_PU05_Win_32-bit.msp
3ds Max Design 2013 32-bit	3dsMaxDesign2013_PU05_Win_32-bit.msp

Installation

1. Download the appropriate file for your system. See <u>Versions of this Product Update.</u>
2. Double-Click the Product Update 5 executable.
3. Follow the installation prompts in the Product Update 5 installer.

Note: Product Update 5 includes all previous Product Updates for 3ds Max 2013 / 3ds Max Design 2013.

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 2013 Product Update 5 / Autodesk 3ds Max Design 2013 Product Update 5.
4. Click Remove.

Windows 7

1. Open Start > Control Panel > Programs and Features.
2. Click View Installed Updates.
3. Select Autodesk 3ds Max 2013 Product Update 5 / Autodesk 3ds Max Design 2013 Product Update 5.
4. Click Uninstall.

 If there are previously installed versions of any beta software (including Release Candidate (RC) versions) of Autodesk 3ds Max 2013 / Autodesk 3ds Max Design 2013, 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.

Note: When uninstalling Product Update 5, if the Product Update 1 was previously installed a disk source error might display. If this happens, the uninstall will fail. To correct this problem and successfully uninstall Product Update 5, the original Product Update source files are needed. They can be extracted from the Product Update 1 or Product Update 2, 3, and 4 available at

http://www.autodesk.com/3dsmax-updates. It is recommended to uninstall any versions of Product Update 1 prior to installing Product Update 5.

Supported Operating Systems

Use the following supported operating systems for the 32-bit or 64-bit version of the Autodesk 3ds Max 2013 / Autodesk 3ds Max Design 2013 Product Update 5:

- Microsoft® Windows® XP Professional (SP3 or higher) operating system
- Microsoft® Windows® XP Professional 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 2013 / 3ds Max Design 2013 Product Update 5 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 2013 and Autodesk 3ds Max Design 2013 Installation Guide* for further details (found on the product media).

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).

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 2013 / Autodesk 3ds Max Design 2013 Product Update 5:

Feature	Description
Animation	- CAT Marama Blue Jeans now loads correctly. - CAT objects can now be animated after you delete and undo. - CAT copy and paste layers now function correctly. - CAT RG3 update no longer causes non-CAT child nodes to be unlinked and their position moved. - Autodesk Animation Store Mia character facial setup has been updated.
Backburner	- Submitting jobs via MAXScript now work correctly. - The error "no valid server to process job '1'" when submitting a job using **3dsmaxcmd** has been fixed.
Box 2/3	*EventCounter.max* now loads properly.
Customer Error Reports (CER)	CERs have been fixed related to the following issues: - FBX reload 64-bit shutdown issue - Face Point Map Values - Bitmap picker - Inserting Vertex In Faces - Program error loading deferred plug-ins via plug-in manager depending on order loaded. - Heap corruption using strings as data in scripted controller variables - Program error combining Meshes in composite API - Updates to missing files program errors - Nitrous viewport driver - Creating camera with keyboard while manipulating it - Finding track view nodes - Window processes. - Setting Nitrous render limits - Setting file scaling units - Spacing tool and Layer manager - Autoload folder working with DBRendering - Hit testing the scene graph - NotifyManager remove methods - Nitrous program error when load files (Editable Poly + Multi/Sub-Object

Feature	Description
	material) • List control time ranges • UVW Unwrap while appending edges • NURBS delay loaded dependencies • Program error opening *.max* files
General	• In some cases 3ds Max would not exit after prompting to save the current scene when closing the program. This has been fixed. • A program error using the Symmetry modifier has been fixed. • The "MassFX" feature is now labeled consistently.
Hair	• Using Cut Length while displaying as Geometry no longer causes a program error.
Nitrous viewports	• Bump maps now display correctly (Noise map + Realistic Material/Hardware Map).
Rendering	• Zippering artifacts while rendering with iray have been fixed. • The toolbar render flyout was out of sync with the render dialog flyout. It now works correctly.
UI	• The extended viewport header has been simplified.
Slate Material Editor	• A program error loading non-English legacy files has been fixed.