Autodesk 3ds Max 2010 and Autodesk 3ds Max Design 2010 Service Pack 1 (SP1)

This document contains the latest information regarding the installation and use of the Autodesk® 3ds Max® 2010 SP1/Autodesk 3ds Max Design 2010 SP1. It is strongly recommended that you read this entire document before installing this extension. For reference, save this document to your hard drive. For complete installation and networking instructions refer to the *Installation Guide* and *Network Administrator's Guide* with your 3ds Max 2010/3ds Max Design 2010.

Report defects for this service pack to Customer Support at:
www.autodesk.com/3dsmax-support and www.autodesk.com/3dsmaxdesign-support

Find learning resources at:
www.autodesk.com/3dsmax-learningpath and www.autodesk.com/3dsmaxdesign-learningpath

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Primary Issues Resolved by This Service Pack

The following issues are resolved with this service pack:

Biped

- At times, if you canceled out of the Load Figure File dialog and clicked Undo, 3ds Max/3ds Max Design could become unstable. This is resolved.

Bitmap Pager—User Interface Updates

- Some scenes rendered slowly because of the Bitmap Pager. The option to disable the Bitmap Pager functionality is now available in the Bitmap Proxies global settings dialog.

  NOTE: The scene must be reloaded for the changes to take effect.

Bitmap Proxies

- In some circumstances the Bitmap Proxies code could be accessed before it had been properly initialized when launching the program. This would produce a program error. This has been fixed.

Containers

- When setting an In-Place Edit rule via MAXScript, an Access Content property was not being set. This has now been corrected.

Edit Poly

- When applying the Shell Modifier to an object with deleted faces, 3ds Max/3ds Max Design presented the following error: "Object ‹object name› has a mesh with invalid texture vertex indices - can't render." This issue has been corrected.

General

- The startup error encountered when running 3ds Max/3ds Max Design via Remote Desktop (RDP) has been corrected with D3D initialization.

- When launching 3ds Max/3ds Max Design, an error could occur if the required .NET components were not installed. All .NET required components are now verified during startup.

- When launching the 32-bit version of 3ds Max/3ds Max Design, an error could occur when the application attempted to interact with the Application Frame before it was properly initialized. This has been corrected by initializing the Application Frame before this interaction occurs.

- Previously, starting 3ds Max/3ds Max Design after changing the Windows Regional Settings caused the software to crash. This has been resolved.

InfoCenter

- The internal Microsoft® Windows® messaging system in InfoCenter could make 3ds Max/3ds Max Design unresponsive during CPU-intensive tasks. 3ds Max/3ds Max Design is now more responsive during CPU-intensive tasks.

Interoperability

- Autodesk® Revit® nodes identified by metadata strings that did not begin with "Revit" were not being recognized. This was resolved so that all metadata strings that include "Revit" are recognized.

Licensing

- When a license on a network server was in use the license server would not release the license if the machine using the license went idle. The license server now releases an idle license back to the license server. This TIMEOUT value is user definable in the LMtools license manager. See the LMtools documentation for details on setting this value.

Materials

- In custom Material Libraries that contain bitmaps, the bitmaps would not load properly between sessions. Custom Material Libraries from MAT and MAX files now load properly.

- When using 16-bit gray-scale Adobe® Photoshop® (PSD) files, 3ds Max/3ds Max Design would not work when using drag and drop to assign the PSD file. This error has been corrected.

- Materials would not display correctly when assigning a material in a Multi/Sub-Object material on any model that contained three or more material IDs. Only the first and second material ID would display in the viewport. All the IDs now display properly in the viewport.

- The Anisotropic Specular highlight in the Arch & Design material displayed in a different position in the viewport than it did when rendered. The highlight now displays correctly in both.

mental ray®

- When using shared nodes in mental mill® and loading the resulting XMLS file into the DirectX Shader, the resulting render would not render all aspects of the material, for example Specular Highlights. Shared nodes are now properly supported.

- When using root nodes connecting to Phenomena in mental mill, the output did not support multiple outputs for mental ray. Multiple outputs are now supported, such as when using *Math_color_abs.*

- When using the Iterative rendering optimization, render elements were saved. Render elements should not have been output when using the Iterative feature.

- When using Final Gather (FG) Interpolation mode with the Arch & Design and Double-Sided materials, some faces would render black on the flipped side. They will now render correctly. This did not occur when using FG in Brute Force mode.

- Using double-sided materials with Multi/Sub-Object Materials could result in the process hanging. This no longer occurs.

Particle Flow

- If the Particle View window was open when closing 3ds Max/3ds Max Design, the executable was not always ended properly and would be listed in the Task Manager. This is fixed.

Performance

- When creating keys with Set Key and moving keys in Track View on animation rigs, performance would be degraded. This has been fixed.

- Rendering complex scenes could cause the operating system to become unresponsive. This was due to the time interval that the software used to manage Windows messages. This interval has been increased so the operating system is more responsive in this situation.

Photometric Lights

- When using Photometric lights with IES files, a modified color intensity value would not be kept when you reloaded a Bitmap in the Material Editor > Bitmap Parameters rollout dialog. The Photometric light now retains the correct value when reloading Bitmaps.

ProOptimizer

- When running the 64-bit version of ProOptimizer, the optimization results were not computed as well as with the 32-bit version. The 64-bit version now optimizes correctly.

Render To Texture (RTT)

- When using a material with the Camera Map Per Pixel feature on, a Diffuse or Color map material RTT would produce an error when outputting. This is now supported.

Rendering

- The Render Region Outline tool was not definable on a white image and it was not possible to view its location. This is now possible.

- When using Bitmaps in scenes, render times could increase; this degradation was more noticeable as the number of machine cores increased. This degradation in performance has been corrected.

UVW Unwrap

- When opening the UVW Editor window, the window occasionally open minimized. This is now fixed.

Viewports

- When viewports used Hardware Shading mode, if an object was mirrored along an axis it would turn solid black. This situation no longer occurs.

Who Should Install This Update?

You can apply this service pack to the following Autodesk products running on all supported operating systems and languages. Be sure to install the correct update for your software.

32-bit Product	Update
Autodesk 3ds Max 2010	3dsMax2010_SP1_32-bit.msp
Autodesk 3ds Max Design 2010	3dsMaxDesign2010_SP1_32-bit.msp

64-bit Product	Update
Autodesk 3ds Max 2010	3dsMax2010_SP1_64-bit.msp
Autodesk 3ds Max Design 2010	3dsMaxDesign2010_SP1_64-bit.msp

Note: This service pack for Autodesk 3ds Max 2010/Autodesk 3ds Max Design 2010 includes all previous hot fixes for Autodesk 3ds Max 2010/Autodesk 3ds Max Design 2010. It does not include Autodesk 3ds Max 2010/Autodesk 3ds Max Design 2010 Connection Extension. You can install this SP1 with the Connection Extension, though it is not required.

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Supported Operating Systems

Use the following supported operating systems for the 32- or 64-bit version of this service pack:

- Microsoft® Windows® Vista® Business (32- and 64-bit versions)

- Microsoft Windows Vista Ultimate (32- and 64-bit)

- Microsoft Windows Vista Home Premium (32- and 64-bit)

- Microsoft Windows XP Professional Edition (Service Pack 2 or Higher) (32-bit)

- Microsoft Windows XP Professional Edition (x64) (64-bit)

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Install Instructions

You must be logged in to the system as an administrator in order to install this service pack.

1. Download the appropriate file for your system. See the list of file names.

2. Double-click the corresponding MSP file to launch the installer.

3. Click Next when prompted.

4. Click Finish once completed.

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Uninstall Instructions (Windows XP)

Warning: When uninstalling 3ds Max/3ds Max Design 2010 SP1, make sure the original install media (DVD or electronic download) is present.

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 2010 SP1/Autodesk 3ds Max Design 2010 SP1.

4. Click Remove.

Uninstall Instructions (Windows Vista)

Warning: When uninstalling 3ds Max/3ds Max Design 2010 SP1, make sure the original install media (DVD or electronic download) is present.

1. Open Start > Control Panel > Programs And Features.

2. Click View Installed Updates.

3. Select Autodesk 3ds Max 2010 SP1/Autodesk 3ds Max Design 2010 SP1.

4. Click Uninstall.