This readme contains recent information regarding the installation and use of Autodesk® 3ds Max® 2012 Product Update 10 and Autodesk® 3ds Max® Design 2012 Product Update 10 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

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Versions of the Product Update

Product to Update	Update Filename
3ds Max 2012 32/64-bit	3dsMax2012_PU10_Win.exe
3ds Max Design 2012 32/64-bit	3dsMaxDesign2012_ PU10_Win.exe

Installation

1. Download the appropriate file for your system. See [Versions of this Product Update](#).
2. Double-Click the Product Update 10 executable.
3. Follow the installation prompts in the Product Update 10 installer.

Note: This product update requires 3ds Max / Design 2012 Service Pack 2.
This product update includes all previous 3ds Max / Design 2012 product updates but no 3ds Max 2012 / Design 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 10 / Autodesk 3ds Max Design 2012 Product Update 10.
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 10 / Autodesk 3ds Max Design 2012 Product Update 10.
4. Click Uninstall.

 If there are previously installed versions of any beta software (including Release Candidate (RC) versions and Product Updates) of Autodesk 3ds Max 2012 / Autodesk 3ds Max Design 2012, uninstall and delete these beta versions before installing the PR 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 10:

- 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 10 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).

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 2012 / Autodesk 3ds Max Design 2012 Product Update 10:

Feature	Description
Animation	• A CAT Add Gizmo to Pelvis program error has been fixed. • CAT copy and paste layers now function correctly. • "Setup" Animation Controllers did not always evaluate on CAT bones. This has been fixed. • CAT RG3 update no longer causes non-CAT child nodes to be unlinked and their position moved.
Customer Error Reports (CERs)	CERs have been fixed related to the following issues: • Program Error with x64 debug shutdown access violation • Bitmap picker • 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 • Program error dereferencing bad View3D pointer • Creating camera with keyboard while manipulating it • Window processes • Spacing tool and Layer manager • Hit testing the scene graph • List controller time ranges • UVW Unwrap while appending edges • NURBS delay with loaded dependencies • Program errors on shutdown issues
General	• Scrolling in the Command Panel now works correctly.
Hair	• Using Cut Length while displaying as Geometry no longer causes a program error.
MAXScript	• 3ds Max **–u** parameter would fail to load. This has been fixed. • Fixed a problem where dotNetMethod values didn't protect the object they were defined on from garbage collection. So if you had: 'theSubObjFn = parentObj.subObj.fnName', the dotNetMethod held a pointer back to the wrapper for 'parentObj.subObj'. However, this wrapper object wasn't protected from garbage collection, and could be deleted before the dotNetMethod was deleted. Attempting to use the function after this occurred would result in a MAXScript system exception or a program error. • 3ds Max is now throwing a compile error when using nested structure definitions. This will occur where an inner structure definition references a variable defined by an outer structure definition. When this occurs, a compile error will identify where a struct member in

Feature	Description
	an outer struct def is used in a inner struct def. Those are the places you will need to implement a fix. For full code example please visit the MaxStation blog post: http://area.autodesk.com/blogs/maxstation/k0002-compile-error-when-using-nested-structure-definitions
Slate Material Editor	• Program error in Slate loading non-English legacy files has been fixed.