

Autodesk 3ds Max / 3ds Max Design 2013 Product Update 3 Readme

This readme contains recent information regarding the installation and use of Autodesk® 3ds Max® 2013 Product Update 3 and Autodesk® 3ds Max® Design 2013 Product Update 3 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	<i>Installation Help</i> 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

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 2013 64-bit	3dsMax2013_PU03_Win_64-bit.msp
3ds Max Design 2013 64-bit	3dsMaxDesign2013_PU03_Win_64-bit.msp
3ds Max 2013 32-bit	3dsMax2013_PU03_Win_32-bit.msp
3ds Max Design 2013 32-bit	3dsMaxDesign2013_PU03_Win_32-bit.msp

Installation

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

Note: Product Update 3 includes all previous Product Updates for 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 3 / Autodesk 3ds Max Design 2013 Product Update 3.
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 3 / Autodesk 3ds Max Design 2013 Product Update 3.
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 3, 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 3, the original Product Update source files are needed. They can be extracted from the Product Update 1 or Product Update 2 available at <http://www.autodesk.com/3dsmax->

[updates](#). It is recommended to uninstall any versions of Product Update 1 prior to installing Product Update 3.

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 3:

- Microsoft® Windows® XP Professional (SP2 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 3 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).

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

Feature	Summary
Animation	<ul style="list-style-type: none"> • CAT: When copying and pasting a layer on the rig, the newly pasted layer now contains the keys from the original layer. • CAT: Clips loaded after updating the rig using RG3 now play correctly. • In some scenes, the time slider would stop responding. This has been fixed.
Customer Error Reports (CER)	<p>There are 22+ CER related fixes in this Product Update. We have fixed reports in the following areas:</p> <ul style="list-style-type: none"> • Running two simultaneous copies of the software would cause a program error. This has been fixed. • Program error in menu manager. • Legacy program error related to creating objects. • Invalid parameter with comparing strings. • Computing mesh face angles. • Program error while the Material Editor is resetting a material. • Program error in Post Load call-back for parameter block. • Program Error in the Slate Material Editor that occurred when saving a file. • Program Error in the mental ray Geometric Object Translator. • Multiple fixes in Post Load call-back. • The Asset Browser notification call-back. • Program error in the File Link Manager. • Program error related to the cache manager. • Program error when navigating the viewport after switching the Viewports Layout tab. • Applying modifiers to objects. • Program error with delay-loaded DLLs. • Multiple program errors on load. • Program errors on exit. • Nitrous generation of object edges. • Nitrous error related to viewport settings. • Ribbon panel not displaying.
Localization	<ul style="list-style-type: none"> • When using Unicode characters in a Backburner rendering task, the task would complete properly but the output file name would be garbled. This has been fixed.

Feature	Summary
	<ul style="list-style-type: none"> • A program error no longer occurs when running the Chinese software in a Chinese Operating System. • When saved with Save To Previous, Text spline objects with some High-ASCII characters would not immediately appear in viewports after the file was reopened. This has been fixed. • The error message of the Job Assignment dialog was garbled if Backburner did not start. This has been fixed.
MassFX	<ul style="list-style-type: none"> • When using the MassFX Rigid Body modifier Bake button a Heap corruption error could occur. This has been fixed.
Rendering	<ul style="list-style-type: none"> • When submitting rendering jobs, the Network Rendering menu would hang when Split Scanline rendering was active. This has been fixed. Important: This fix requires you to update Backburner to Backburner 2013. • mental ray Shadows Segment mode was not calculating transparency correctly. This has been fixed.
UI	<ul style="list-style-type: none"> • The Modify command panel would not always scroll. This has been fixed. • Using the Reset Ribbon command no longer turns off the menu. • The Command panel now displays properly when docked to the left.

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