

Autodesk 3ds Max 2011 Release Notes (Service Pack 2)

This document describes the fixes in Autodesk® 3ds Max® 2011 and Autodesk® 3ds Max® Design 2011 Service Pack 2 (SP2). 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. Note that the term 3ds Max refers to both 3ds Max and 3ds Max Design unless otherwise indicated.

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Additional Resources

For complete instructions about uninstalling and installing 3ds Max 2011, see the Autodesk 3ds Max 2011 and Autodesk 3ds Max Design 2011 Installation Guide. The complete installation documentation set is found on your install DVD in the \en-US\Docs folder at the root of the DVD.

For troubleshooting or to report issues with this release, see: www.autodesk.com/3dsmax-support or www.autodesk.com/3dsmaxdesign-support.

For more resources, see: <http://www.autodesk.com/3dsmax-learningpath>.

What's Fixed?

The following table outlines fixes for Service Pack 2.

Feature	Description
Biped	<ul style="list-style-type: none">• Xtra Bones could have unexpected results when switching from Quaternion to Euler rotation. This has been fixed.• Toe links could not be animated when using Planted Keys on the foot. Now they behave as expected.• Biped Prop keys can now be adjusted and moved on the Trackbar.
Caddies	Stability in Caddies has been greatly improved.
Editable Polys	Loading Editable Poly objects from previous versions could cause

Feature	Description
	mesh corruption. This has been fixed.
FBX	FBX no longer extracts embedded textures to a <i>\temp</i> folder.
Graphite Modeling Tools	The problem “—Error parsing Xaml file: Root element is missing—” has been fixed and no longer occurs.
User Interface	The Quad Menu was not displaying on secondary monitors when using dual monitors. This has been fixed.
Viewports	When working in multiple viewports with Gamma enabled, orbiting the scene could lag. This has been fixed.
Viewport Canvas	Viewport Canvas now works correctly with the Composite Material.

Supported Operating Systems

Use the following supported operating systems for the 32-bit or 64-bit version of the Autodesk 3ds Max 2011 / Autodesk 3ds Max Design 2011 Service Pack 2:

- 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 Hot Fix 1 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 2011 and Autodesk 3ds Max Design 2011 Installation Guide* for further details (found on the product media).

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Versions of this Service Pack

Autodesk 3ds Max 2011 32-bit	3dsMax2011_SP2_32-bit_EN.msp
Autodesk 3ds Max 2011 64-bit	3dsMax2011_SP2_64-bit_EN.msp
Autodesk 3ds Max Design 2011 32-bit	3dsMaxDesign2011_SP2_32-bit_EN.msp
Autodesk 3ds Max Design 2011 64-bit	3dsMaxDesign2011_SP2_64-bit_EN.msp

Install Instructions

1. Download the appropriate file for your system. See [Versions of this Service Pack](#).
2. Double-click the corresponding MSP file to launch the installer.
3. Click Next when prompted.
4. Click Finish once completed.

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 2011 Service Pack 2 / Autodesk 3ds Max Design 2011 Service Pack 2.
4. Click Remove.

Windows Vista / Windows 7

5. Open Start > Control Panel > Programs and Features.
6. Click View Installed Updates.
7. Select Autodesk 3ds Max 2011 Service Pack 2 / Autodesk 3ds Max Design 2011 Service Pack 2.
8. Click Uninstall.

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