This readme contains recent information regarding the use of Autodesk® 3ds Max® 2012 and Autodesk® 3ds Max® Design 2012 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. Note that the term 3ds Max refers to both 3ds Max and 3ds Max Design unless otherwise indicated.

Contents

Additional Resources

For complete instructions about uninstalling and installing 3ds Max 2012, see: www.autodesk.com/3dsmax-faq-2012-enu.

For hardware qualifications, see: www.autodesk.com/3dsmax-systemreq-2012-enu.

For troubleshooting or to report issues with this release, see: www.autodesk.com/3dsmax-troubleshooting-2012-enu.

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

What's Fixed?

The following table lists problems with 3ds Max 2012 / 3ds Max Design 2012 that have been fixed in Hot Fix 1.

Feature	Description
Autodesk Materials	A program error was identified and has been fixed.
InfoCenter	InfoCenter was not showing infoballoon notifications until you opened User Settings. Now it displays properly.
Loft objects	Invalid or empty Loft objects would cause a program error. This has been fixed.
Materials	- Using a two-sided shader in conjunction with the Composite Map could cause a program error. This has been fixed. - The mental ray *mia_envblur* shader did not work with the Arch & Design material or Autodesk Materials. This has been corrected.

Feature	Description
MAXScript	The MAXScript file Close command was not functioning. This has been corrected.
Mesh objects	Animated meshes would stop updating when parts of a rig hierarchy were hidden. Now they display correctly.
Nitrous viewports	• Nitrous performance with large poly objects has been improved. • Some cases would cause objects from previously loaded scenes to appear in the viewport. To fix this, you had to restart the program. This has been fixed. • Mirrored or negatively scaled objects would display object edges incorrectly. Edges now display correctly. • The selection window was not always displaying in front of objects. This has been fixed. • In some cases, making multiple selections in the viewport would cause the selection window to stop displaying. This has been fixed.
Peel	When using Undo with Peel a program error could occur. This has been fixed.
Render To Texture	In some cases, mental ray was not generating Normal Maps correctly. This has been fixed.
Skin Modifier	Envelopes were disappearing from viewports. This has been fixed.
SteeringWheels	SteeringWheels would cause a program error. This has been fixed.
Unwrap UVW	• Scale was not working correctly. This has been fixed. • A program error would occur when using Quick Peel after resetting UVWs. This has been fixed. • Multiple degraded performance issues have been fixed.

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 Hot Fix 1:

- 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 www.autodesk.com/me-licensing-2012-enu for further details.

See also www.autodesk.com/3dsmax-systemrequirements for more system requirements information.

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).

Versions of this Hot Fix

Autodesk 3ds Max 2012 32-bit	3dsMax2012_HF1_32-bit_EN.msp
Autodesk 3ds Max 2012 64-bit	3dsMax2012_HF1_64-bit_EN.msp
Autodesk 3ds Max Design 2012 32-bit	3dsMaxDesign2012_HF1_32-bit_EN.msp
Autodesk 3ds Max Design 2012 64-bit	3dsMaxDesign2012_HF1_64-bit_EN.msp

Install Instructions

1. Download the appropriate file for your system. See Versions of this Hot Fix.
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 2012 Hot Fix 1 / Autodesk 3ds Max Design 2012 Hot Fix 1.
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 2012 Hot Fix 1 / Autodesk 3ds Max Design 2012 Hot Fix 1.
8. Click Uninstall.