

Autodesk 3ds Max 2012 and Autodesk 3ds Max Design 2012 Release Notes Service Pack 2

This document describes the fixes in Autodesk® 3ds Max® 2012 and Autodesk® 3ds Max® Design 2012 Service Pack 2 (SP2) software. It is strongly recommended that you read this entire document before installing the software. For 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.

Important information:

3ds Max 2012 Service Pack 2 is a cumulative update, it includes the following Hot Fixes and Service Packs:

- Hot Fix 1 – Autodesk 3ds Max 2012
- Autodesk 3ds Max 2012 Service Pack 1
- Hot Fix 2 – Autodesk 3ds Max 2012

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Prerequisites

The 3ds Max 2012 / 3ds Max Design 2012 Service Pack 2 requires an installed and functioning 3ds Max 2012 or 3ds Max Design 2012 software.

Previous 3ds Max 2012 & 3ds Max Design 2012 Hot Fixes and Service Pack 1 are not required.

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

Install Versions

Based on your product version, download one of the following self-extracting executable files to any temporary location:

- For **Autodesk 3ds Max 2012** 32-bit: *3dsMax2012_SP2_32-bit_ENU.msp*
- For **Autodesk 3ds Max 2012** 64-bit: *3dsMax2012_SP2_64-bit_ENU.msp*
- For **Autodesk 3ds Max Design 2012** 32-bit: *3dsMaxDesign2012_SP2_32-bit_ENU.msp*
- For **Autodesk 3ds Max Design 2012** 64-bit: *3dsMaxDesign2012_SP2_64-bit_ENU.msp*

NOTE: *3dsMax2012_SP2_32-bit_ENU.msp* will not install with 3ds Max Design 2012 and the 3ds Max Design version will not install with 3ds Max 2012.

Install Instructions

Before you install, verify that Windows Update is not in progress. If Windows Update has installed or updated files and the system is pending restart, restart your system before attempting installation.

1. Verify you have successfully installed 3ds Max 2012 or 3ds max Design 2012.
2. Download and run the Service Pack 2 self-extracting patch file to a temporary location.
3. Once the files have been extracted the setup automatically begins. Follow the onscreen instructions.

Service Pack Removal

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 Service Pack 2 / Autodesk 3ds Max Design 2012 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 2012 Service Pack 2 / Autodesk 3ds Max Design 2012 Service Pack 2.
8. Click Uninstall.

Additional Resources

For complete instructions about uninstalling and installing 3ds Max 2012 or 3ds Max Design 2012, see the Autodesk 3ds Max 2012 and Autodesk 3ds Max Design 2012 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.

What's Fixed?

| Feature | Description |
|-----------|--|
| Animation | <ul style="list-style-type: none"> • Horizontal & Vertical constraints in the Curve Editor now work correctly. • Using Undo to disconnect a parameter-wiring wire would cause a program error. This has been fixed • Using soft selection in the Curve Editor no longer causes a program error. • In multiple cases, incorrect values were being set in the Reaction Manager. This has been fixed. |
| CAT | <ul style="list-style-type: none"> • Service Pack 1 introduced an issue with IK/FK and Num IK Bone parameters causing motion to be incorrect. This has been fixed. • Moving bones no longer distorts the character rig. • Twist segments added to the Crab preset could cause a program error when opening the Motion Layer. This has been fixed. • Adding a leg to a non-pelvis hub now works correctly and no longer moves the leg to another position. • Multiple issues with twist bones have been fixed. • Adding bones no longer affects the rest of the hierarchy. • Some users reported a program error when toggling animation mode. This has been fixed. • Shift-cloning CAT rig elements could cause a program error. This has been fixed. • Resetting the program no longer leaves CAT foot platforms in the new scene after using the CAT motion layer path node. • Using the 'Add extra controller' button on CAT objects now works correctly. • Right-click to cancel a CAT base human now correctly cancels the creation. • 'Manipulation causes stretching' now transforms and animates correctly. • The femur bone in the Horse preset rig now transforms correctly. • The Horse preset rig skull would deform incorrectly when checking the Keyframed & Procedural checkboxes in Spine Control. This has been fixed. • The Twist Bones Segment field in the Marma Blue Jeans preset rig now works correctly. • Setting Num IK Bone to zero in the hand no longer causes incorrect animation. • In some cases, bone shapes would change when translated. This has been fixed. • Selecting options in the CATParent CATrig Parameters rollout before creating a CATParent no longer causes a program error. |

| Feature | Description |
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| | <ul style="list-style-type: none"> • The 'Auto Map' button in Capture Animation no longer causes a program error. • The Human preset rig leg would disappear when translating the foot platform and ankle sub-objects. This has been fixed |
| Compound Objects | <ul style="list-style-type: none"> • ProCutter via MAXScript would give unpredictable results or program errors. This has been fixed. |
| Customer Error Report (CER) | <ul style="list-style-type: none"> • Many customers reported a program error related to multi-threading. This has been fixed. |
| FBX & FBX File Link | <ul style="list-style-type: none"> • Files now load correctly when using the Combine By Category, Combine By Family, and Combine As On Object options. • New geometry now uses the current material definition when Preserve Material Definition is enabled. • Daylight systems in the scene no longer get removed when using the FBX File Link to reload a scene that has the Daylight System option Disabled in the reload options. • Revit FBX files with missing maps on Revit export no longer import with incorrect map paths. |
| iray | <ul style="list-style-type: none"> • A common program error users were encountering with the iray renderer has been identified and fixed. This was caused by GPU rendering being enabled when no GPUs were available. • Fixed support for "no diffuse bump". The mia_material's "no diffuse bump" option, along with both "standard" and "overall" bump maps are now respected. • Fixed glossy refractions using a new glossy refraction lobe that loses less energy than the mia_material's. • Fixed an issue with translucent surfaces incorrectly calculating light samples on the backside of a surface, resulting in improved render times for translucent surfaces. • Fixed index of refraction behavior with nested geometry volumes. • The mr (mental ray) Sky Portal object now more correctly "gathers" existing sky lighting in interior scenes, resulting in improved render times. • Large resolution images can now be rendered where the GPU previously failed due to insufficient memory. The iray renderer automatically enables this whenever the frame buffer is too large to fit on the GPU. • GPU memory overrun was fixed for large-resolution imagery in exchange for a small performance loss. |
| MassFX | <ul style="list-style-type: none"> • Fixed rollout state changing to Advance. • Fixed order of rollout menus. • Very small objects used in Composite mesh generation no longer cause a program error. • Changing the high-velocity collision minimum speed value now |

| Feature | Description |
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| | <p>works correctly.</p> <ul style="list-style-type: none"> • The Sleep setting in the World tab no longer causes a MaxScript error. • An <code>nvp.ExportPhysXScene</code> error dialog has been updated to be easier to understand. • Bake now works when the scene contains Biped. • Having the Dynamics Explorer or Scene Explorer open no longer negatively affects previewing the simulation. • Remove Skeleton now removes all Kinematic Skeletons, not just the first one selected. • Calculate At Current Frame now works correctly. • The Rigid Body modifier UI no longer redraws multiple times when opening. • The inflation value in the Multi-Editor now supports negative values for convex mesh types. • Selecting and moving MassFX constraints now support the type-in transform. • Using a Plane with box mesh type now simulates with the correct collision mesh shape. • You can now Undo the Convert To Custom Mesh function. • Rigid body collisions now behave correctly with back facing geometry. • Undo now works after grouping bones in a kinematic skeleton. • The MassFX SDK now correctly supports contact reports. • Creation of a new mesh in MassFX rigid body can now be undone. |
| Compact Material Editor | <ul style="list-style-type: none"> • Double-clicking to add a material from the standard material library now correctly copies the material name as well. |
| Nitrous viewport | <ul style="list-style-type: none"> • The Align tool now works correctly with scaled groups. • When using ProBoolean and ProCutter, the operands now display correctly. • XRef objects now display textures in viewports. • The Autodesk library material 'Andiroba' no longer causes a program error. • Dummy objects now display correctly in Nitrous viewports. • Fixed a case that would cause a program error when opening a <code>.max</code> file. • When using File Link, FBX files from Revit via Combine By Material geometry would appear transparent when using 'Show Realistic Material With Maps'. Such files now display correctly. |
| Rendering | <ul style="list-style-type: none"> • Directional lights were not casting the correct shadows when set to 'Adv Ray Traced' shadows. This has been fixed. |
| Ribbon | <ul style="list-style-type: none"> • A program error could occur when you pressed Tab or Space Bar while using the Push/Pull paint options. This has been fixed. |
| Samples Content | <ul style="list-style-type: none"> • <i>The volumeSelToVcolors.max</i> file would cause a program error |

| Feature | Description |
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| | when you opened it. This has been fixed. |
| Send To | <ul style="list-style-type: none"> • Send To from Mudbox now loads animation in 3ds Max Design 2012. • Send To to Softimage XSI now behaves correctly when no objects are selected. |
| Unwrap UVW | <ul style="list-style-type: none"> • The Stitch tool custom button now uses the settings from the Stitch dialog. • Filtered selections now display correctly. |
| Viewports | <ul style="list-style-type: none"> • Zoom Extents now works correctly with helper objects. • Autodesk Materials now display transparency correctly. • Realistic materials now respect the 'Use Environment Background' check box. • Using hardware shading, Skylight, and mr Sky Portals viewport settings together no longer cause a program error. • Additional improvements have been made to correctly support unlocking the computer when the program is running. |
| Viewport Canvas | <ul style="list-style-type: none"> • In some cases the paint tool would cause a program error. This has been fixed. |

Reporting Issues

Autodesk's goal is to deliver the highest value and quality products to our customers, with a single objective in mind: your success.

Autodesk software products are known for their high quality. But even the best software contains software defects that occasionally can cause your system to close unexpectedly. When a software error occurs, Autodesk's Customer Error Reporting (CER) makes it easy for you to send the details of the software error to Autodesk for analysis.

For more information see: www.autodesk.com/cer

For issues not resulting in a CER Autodesk provides a way for you to report general product problems/defects so they can be evaluated and possibly addressed in future products & services.

For more information see: www.autodesk.com/3dsmax-defectsubmission

Have an idea for a feature or tweaks to existing workflows? Autodesk values this feedback and has created online forums for collecting 3ds Max feature priorities along with new ideas.

For more information see: 3dsmaxfeedback.autodesk.com

Thank You...

We thank all our customers for your continued business and feedback regarding the content of this Service Pack 2 release.

Respectfully,

Autodesk 3ds Max Product Team

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