

System Requirements

The Autodesk® FBX® plug-ins and FBX software developer kit (SDK) help to deliver a high level of interoperability between Autodesk® 3ds Max®, Autodesk® Maya®, and Autodesk® MotionBuilder® software products—as well as certain 3D packages from other vendors.

The 3ds Max FBX plug-in is compatible with Microsoft® Windows® XP or Windows Vista® operating systems running 3ds Max.

The Maya FBX plug-in is compatible with Windows XP/Vista, Mac OS® X, or Linux® operating systems running Maya.

The FBX SDK is compatible with the following development environments:

Platform	Target	Compiler
Windows	SDK multi-threaded	.NET2005
	SDK multi-threaded Debug	.NET2005
	SDK multi-threaded DLL	.NET2005
	SDK multi-threaded DLL Debug	.NET2005
	SDK multi-threaded 64-bits	.NET2005 64-bit
	SDK multi-threaded 64-bits Debug	.NET2005 64-bit
	SDK multi-threaded DLL 64-bit	.NET2005 64-bit
	SDK multi-threaded DLL 64-bit Debug	.NET2005 64-bit
	SDK multi-threaded	.NET2008
	SDK multi-threaded Debug	.NET2008
	SDK multi-threaded DLL	.NET2008
	SDK multi-threaded DLL Debug	.NET2008
	SDK multi-threaded 64-bit	.NET2008 64-bit
	SDK multi-threaded 64-bit Debug	.NET2008 64-bit
	SDK multi-threaded DLL 64-bit	.NET2008 64-bit
	SDK multi-threaded DLL 64-bit Debug	.NET2008 64-bit
Mac OS X 10.5 (Leopard)	SDK (10.5) (/Intel) 32 bit	GCC 4.0 (UB) 32 bit
	SDK Debug (10.5) (Intel) 32 bit	GCC 4.0 (UB) 32 bit
	SDK (10.5 ONLY) (Intel) 64 bit	GCC 4.0 (UB) 64 bit
	SDK Debug (10.5 ONLY) (Intel) 64 bit	GCC 4.0 (UB) 64 bit
Linux	SDK (FC 5)	GCC 4.0.2
	SDK (FC 5) Debug	GCC 4.0.2
	SDK (FC 5) 64-bits	GCC 4.0.2 64-bit
	SDK (FC 5) 64-bits Debug	GCC 4.0.2 64-bit

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