

Autodesk 3ds Max 2010 / 3ds Max Design 2010 – 2009.04.01 Hotfix

This file contains information regarding the Autodesk 3ds Max® 2010 and Autodesk 3ds Max® Design 2010 Hotfix. Follow this link to the Autodesk web site to get the latest information about all Autodesk products:

www.autodesk.com

Resolved Issues

This hotfix addresses the following issues:

- Performance regression under certain conditions when using mental ray® with Final Gather bounces
- Stability issues when using an instanced Cloth modifier
- Stability issues that occur during file load with instanced geometry and Hardware Shading enabled

Installing the Autodesk 3ds Max 2010 / 3ds Max Design 2010 – 2009.04.01 Hotfix

You must be logged in to the system as an administrator in order to install the Autodesk 3ds Max 2010 / Autodesk 3ds Max Design 2010 – 2009.04.01 Hotfix.

Note: Defects for this Hotfix should be reported to Customer Support at:

www.autodesk.com/3dsmax-support

1. Download the appropriate file for your system:

32-bit Operating System:

3dsMax2010_32-bit_2009.04.01.msp or *3dsMaxDesign2010_32-bit_2009.04.01.msp*

64-bit Operating System:

3dsMax2010_64-bit_2009.04.01.msp or *3dsMaxDesign2010_64-bit_2009.04.01.msp*

2. Double-click the MSP file to launch the installer.
3. Click Next when prompted.
4. Click Finish once completed.

Uninstalling the Hotfix

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 2010/Autodesk 3ds Max Design 2010 Hotfix 2009.04.01.
4. Click Remove.

Windows Vista®

1. Open Start > Settings > Control Panel > Programs > Programs And Features.
2. Click View Installed Updates.
3. Select Autodesk 3ds Max 2010/Autodesk 3ds Max Design 2010 Hotfix 2009.04.01.
4. Click Uninstall.

Customer Error Reports (CERs)

We are able to improve the stability of 3ds Max and 3ds Max Design largely because of the CERs that customers provide. We thank you for taking the time to fill out these reports and ask you to include as much information as possible about what you were doing when the error occurred. These details raise the value of the report immensely and are thoroughly appreciated by the 3ds Max/3ds Max Design Quality Engineering team.

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