

Autodesk 3ds Max 2008—2009.03.24 Hotfix Readme

This file contains information regarding the Autodesk® 3ds Max® 2008—2009.03.24 Hotfix. Follow this link to the Autodesk Support web site to get the latest information about 3ds Max and to report defects:
www.autodesk.com/3dsmax-support

Resolved Issues

This hotfix addresses the following issues:

3ds Max Core Application

- We addressed a program error where a Customer Error Report would appear when exiting the program. This would typically occur when running two simultaneous sessions of 3ds Max.

Biped

- Biped copy files (CPY) containing postures, poses, and tracks created in versions of 3ds Max prior to 3ds Max 2008 would become corrupted when saving copy files with postures or tracks and would not open in 3ds Max 2008. This has been fixed.
- Previously, in some situations, after selecting parts of a Biped and then selecting multiple keys on the track bar, a memory leak would occur. Eventually this could result in other application instabilities or a program error. This problem has been fixed.

MAXScript

- The Garbage Collector has been modified to better manage memory. In this way, we are significantly reducing the loss of the Undo stack during automatic garbage collections and increasing the amount of memory freed while performing a 'gc light:true' garbage collection.

mental ray

- Scenes that contain settings that require mental ray to log progress take much longer to render when using network rendering. Examples of this issue are found when rendering shadow maps, scenes containing placeholders, SSS shaders, and light maps with Backburner or command-line rendering. This performance issue has been resolved.

Rendering output and bitmap file chooser

- When defining output paths and filenames the first time, the capitalization would be saved properly, as input. On subsequent opening of this dialog, the filename and path would be converted to all lower-case. This fix keeps the proper case as set by the user.

SDK

- When using the IGameExporter a vertex could have an invalid normal value. This problem could occur if you have a nearly degenerated triangle in its own smoothing group or if two triangles share an edge and the same smoothing group with exactly opposite normals (such as a two-sided triangle). The exporter has been fixed to address these situations.

XRef

- In some instances, when a file contains XRef Scene data and all objects are selected, using the Arc Rotate viewport control could result in a program error. This has been fixed.

Preparation for Installing

Before installing, note the following:

- You must be logged in to the system as an administrator in order to install the Autodesk 3ds Max 2008 Hotfix 2009.03.24.
- This patch can be applied to Autodesk 3ds Max 2008 only. The install program will not install over any other version. (*Example: Autodesk 3ds Max 8*).
- The Autodesk 3ds Max 2008 Hotfix should be installed on all network rendering servers running Autodesk 3ds Max 2008.

Installing

1. Download the file:

32-bit Operating System:

3dsMax2008_32-bit_HotFix_20090324.msp

64-bit Operating System:

3dsMax2008_64-bit_HotFix_20090324.msp

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

Uninstalling

Windows XP®

1. Double-click the Add or Remove Programs icon found within Start > Settings > Control Panel.
2. Enable the Show Upgrades option at the top.
3. Select 3ds Max 2008 Hotfix 2009.03.24.
4. Click Remove.

Windows Vista®

1. Open Programs and Features found in Start > Control Panel.
2. Click View Installed Updates.
3. Select 3ds Max 2008 Hotfix 2009.03.24.
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 fill in. 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 at the time the crash took place. 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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