

Recommended Minimum 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®, Autodesk® MotionBuilder®, Autodesk® Mudbox™, and Autodesk® Softimage® software products – as well as certain 3D packages from other vendors.

The 3ds Max FBX plug-in is compatible with Microsoft® Windows® 7, Microsoft® Windows Vista®, or Microsoft® Windows® XP Professional operating systems running 3ds Max. The Maya FBX plug-in is compatible with Windows 7, Windows Vista, Windows XP Professional, Apple® Mac OS® X, or Linux® operating systems running Maya.

The FBX SDK is compatible with the following development environments:

All listed operating systems are support for 32 and 64-bit.

Platform	Target	Compiler
Windows	SDK multi-threaded SDK multi-threaded Debug SDK multi-threaded DLL SDK multi-threaded DLL Debug	.NET2005 .NET2005 .NET2005 .NET2005
	SDK multi-threaded SDK multi-threaded Debug SDK multi-threaded DLL SDK multi-threaded DLL Debug	.NET2008 SP1 .NET2008 SP1 .NET2008 SP1 .NET2008 SP1
	SDK multi-threaded SDK multi-threaded Debug SDK multi-threaded DLL SDK multi-threaded DLL Debug	.NET2010 SP1 .NET2010 SP1 .NET2010 SP1 .NET2010 SP1
Mac OS/X 10.6	SDK (Intel)	GCC 4.2.1
	SDK Debug (Intel)	GCC 4.2.1
Linux - Red Hat® 6 - Fedora™ Core 6	SDK	GCC 4.1.2
	SDK Debug	GCC 4.1.2

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