



Autodesk 3ds Max 2009/Autodesk 3ds Max Design 2009 Service Pack (SP) 1 Readme

This document contains late-breaking information about the service pack for Autodesk® 3ds Max® 2009 and Autodesk 3ds Max Design 2009. For new and updated information about all Autodesk® products, visit our website at:

www.autodesk.com

Note: This service pack includes all previous public Hot Fixes released for Autodesk 3ds Max 2009/Autodesk 3ds Max Design 2009.

IPv6 Maintenance Update

3ds Max/3ds Max Design 2009 can now submit jobs to an IPv6 only Backburner network. You need this Autodesk 3ds Max/3ds Max Design 2009 SP1 update and the Backburner 2008.2 update for this to be possible.

WARNING: If you **are not** working on an **IPv6 only** network and you install Backburner 2008.2, the network rendering in 3ds Max/3ds Max Design and in Backburner will be unusable. If you **are** working on an **IPv6 only** network you need to confirm that all of the conditions on the checklist in the *Backburner 2008.2 (IPv6 only) Readme* are met, before installing Backburner 2008.2. Please note that Backburner 2008.2 has **no other updates, features, or bug fixes**. Only install the Backburner 2008.2 update if you are running an IPv6 only network.

This specific maintenance update version of Backburner is only supported in an IPv6 only network; all machines must only have IPv6 installed and not IPv4.

Installing Autodesk 3ds Max 2009/3ds Max Design 2009 SP1

You must be logged in to the system as an administrator in order to install the Autodesk 3ds Max 2009/3ds Max Design 2009 SP1:

1. Download and unzip *3dsMax2009_SP1.zip* or *3dsMaxDesign2009_SP1.zip*.
2. Double-click the *setup.exe* to launch the installer.
3. Click Next when prompted.
4. Click Finish to complete the install.
5. Restart your computer.

The 3ds Max/3ds Max Design 2009 SP1 updates the mental ray® service; the computer needs to be restarted if you want the new service to run.

Note: If you have both 32- and 64-bit 3ds Max 2009/3ds Max Design 2009 installed, you need to repeat step 3 and 4 for each.

Uninstalling Autodesk 3ds Max/3ds Max Design 2009 SP1

Windows XP®

1. Open the Add or Remove Programs dialog in Start > Settings > Control Panel.

2. Check the Show Updates box at the top of the Add or Remove Programs dialog.



3. Select the Autodesk 3ds Max 2009 SP1 32/64-bit or Autodesk 3ds Max Design 2009 SP1 32/64-bit item and click Remove.

Windows Vista®

1. Open the Programs and Features dialog in Start > Control Panel.
2. Click View Installed Updates.
3. Select the Autodesk 3ds Max 2009 SP1 32/64-bit or Autodesk 3ds Max Design 2009 SP1 32/64-bit item and 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.

Known Issues in 3ds Max/3ds Max Design 2009 SP1

Autodesk Backburner

- Autodesk 3ds Max/3ds Max Design 2009 SP1 must be installed before installing Autodesk Backburner 2008.2.
- Backburner 2008.2 can only run under an IPv6 network and is not compatible with any other versions of Backburner. All previous versions must be uninstalled prior to installing Backburner 2008.2.
- Backburner 2008.2 does not support automatically searching IPv6 networks for Backburner managers. You must specify the manager by machine name or IPv6 IP. This includes the Network Job Assignment dialog, the server and the monitor.

IPv6

- Any Autodesk 3ds Max/3ds Max Design 2009 features that require internet access, such as the Customer Involvement Program (CIP), Customer Error Reports (CER), InfoCenter, or Autodesk License Manager (ADLM), require that IPv6 be installed.
- If you need to disable IPv4 and you register online, it is suggested you authorize 3ds Max/3ds Max Design before you disable IPv4.
- Autodesk offers a version of the network license tool LMTOOLS that supports IPv6. It is available at: www.autodesk.com/lmtools.
- When using mental ray Satellites and IPv6 IPs, the IP must be enclosed in brackets. This is not required when using hostnames, only IPs. For example: [fe80::21b:21ff:fe04:b22b].

Issues Addressed in 3ds Max/3ds Max Design 2009 SP1

Biped

- Xtra bones no longer ignores the animation segment time and no longer saves all keys in the Timeline from Frame Zero setting.
- Fixed Biped “disappearing” when using zoom extents when in a Biped Layer.

Customer Error Reports (CER)

- 3ds Max/3ds Max Design 2009 no longer incorrectly sets the Product Information Name when a CER report is submitted.

Custom Attributes

- Newly created Custom Attributes work without restarting 3ds Max/3ds Max Design 2009.

Daylight Simulation (3ds Max Design 2009 Only)

- Certain sky clearness conditions now correctly calculate the Perez parameters.

Edit Normal Modifier

- An assert error has been fixed when using edge selection.

FBX \ Revit® Shaders

- The problem with ProMaterials™ rendering black on AMD processors that do not support SSE2 has been fixed.

Hair

- Some motion blur issues when rendering Hair have been fixed.

Inverse Kinematics

- You can now link a bone chain to an object when using HI (History Independent) Solvers.

Install (3ds Max Design Only)

- The issue that caused early 3ds Max Design 2009 DVDs to not accept the serial number of the product is resolved.

Materials

- You can now load files from previous versions of Autodesk 3ds Max and Autodesk® VIZ 2008 that contain the Architectural & Design material.
- The Opacity/Transparency Map is no longer always opaque in OpenGL.
- Double-sided materials are now lit correctly when using cached D3DXMeshes

Network / Command Line Rendering

- A network rendering issue related to the ViewCube™ that returned the following error: “unexpected exception has occurred,” has been resolved.
- A crash no longer occurs when running two command-line jobs at the same time.

Particles

- PArray is now using the Use Total checkbox when emitting particles.

Performance

- A viewport performance issue related to the ViewCube has been resolved.

Render Elements

- Shadows are no longer disabled in mental ray® when using Render Elements.

Render to Texture

- Faces flipped in UVW space are no longer ignored by mental ray, even when enabling Force Two-Sided.

Revit Import

- Light Lister now works when lights with double quotes (“) in the light name are imported from Revit.

SDK (3ds Max 2009 Only)

- IGame now exports valid normal data.

Spline Mapping

- The application no longer crashes when using the Spline button and Manual Seams.

SteeringWheels™

- A crash related to SteeringWheels being drawn over geometry has been resolved.

ViewCube

- The ViewCube is now selectable when drawing Bones in orthographic views.
- The Keep Scene Upright preference is now checked by default for the ViewCube. This reflects standard 3ds Max navigation.

Viewport

- Some problems allocating DirectX resources have been resolved. 3ds Max/3ds Max Design now has better error-handling in certain conditions. For example, now the viewports initialize properly when you unlock your workstation.
- The Viewport is no longer scrambled when dragging a modifier from the modifier stack to another object.
- The Top view no longer switches to Perspective view when changing to orthographic viewports.
- Circular and Paint selection regions now correctly change the draw mode of the selection marquee.

XRefs

- A crash no longer occurs when saving an XRef master file that contains a Biped Motion Flow Scene.

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