This readme contains recent information regarding the installation and use of Autodesk® 3ds Max® 2013 Product Update 2 and Autodesk® 3ds Max® Design 2013 Product Update 2 software. It is strongly recommended that you read this entire document before installing the software. For future reference, you should save this readme to your hard drive.

Use the following table to locate various resources related to 3ds Max 2013 / 3ds Max Design 2013:

Resource	Location
Installation, licensing and networking instructions	*Installation Help* link in the install wizard.
System Requirements	www.autodesk.com/3dsmax-systemreq-2013-enu
What's New	www.autodesk.com/3dsmax-help-2013-whatsnew
Learning Resources	www.autodesk.com/3dsmax-learningpath or www.autodesk.com/3dsmaxdesign-learningpath
Support Resources	www.autodesk.com/3dsmax-support or www.autodesk.com/3dsmaxdesign-support
3ds Max® Composite tool set Information	www.autodesk.com/3dsmax-docs-2013-enu
3ds Max Composite Release Notes	www.autodesk.com/3dsmax-releasenotes
3ds Max SDK Documentation	http://www.autodesk.com/3dsmax-sdk-docs

Note: Autodesk is not responsible for errors or failures of Autodesk software arising from the installation of updates, extensions or new releases issued by third-party hardware or software vendors for the qualified software or hardware identified in this document (or for any other third party software or hardware that you may use in connection with Autodesk products).

Contents

Known Issues

Feature	Description
Parameter Wiring	• The vertical scroll bar does not function properly.

Versions of the Product Update

Product to Update	Update Filename
3ds Max 2013 64-bit	3dsMax2013_ProductUpdate02_64-bit.msp
3ds Max Design 2013 64-bit	3dsMaxDesign2013_ ProductUpdate02_64-bit.msp
3ds Max 2013 32-bit	3dsMax2013_ ProductUpdate02_32-bit.msp
3ds Max Design 2013 32-bit	3dsMaxDesign2013_ ProductUpdate02_32-bit.msp

Installation

1. Download the appropriate file for your system. See Versions of this Product Update
2. Double-Click the Product Update 2 executable
3. Follow the installation prompts in the Product Update 2 installer

Uninstall Instructions

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 2013 Product Update 2 / Autodesk 3ds Max Design 2013 Product Update 2.
4. Click Remove.

Windows Vista / Windows 7

1. Open Start > Control Panel > Programs and Features.
2. Click View Installed Updates.
3. Select Autodesk 3ds Max 2013 Product Update 2 / Autodesk 3ds Max Design 2013 Product Update 2.
4. Click Uninstall.

 If there are previously installed versions of any beta software (including Release Candidate (RC) versions) of Autodesk 3ds Max 2013 / Autodesk 3ds Max Design 2013, uninstall and delete these beta versions before installing the commercial version. Instructions on how to uninstall the beta versions are posted on the beta portal in the Beta and RC Readme files.

Note: When uninstalling Product Update 2, if the Product Update 1 was also installed a disk source error might display. If this happens, the uninstall will fail. To correct this problem and successfully uninstall Product Update 2, the original Product Update 1 source files are needed. They can be extracted from the Product Update 1 available at http://www.autodesk.com/3dsmax-updates.

Supported Operating Systems

Use the following supported operating systems for the 32-bit or 64-bit version of the Autodesk 3ds Max 2013 / Autodesk 3ds Max Design 2013 Product Update 2:

- Microsoft® Windows® XP Professional (SP2 or higher) operating system
- Microsoft® Windows® XP Professional x64 (SP2 or higher) operating system
- Microsoft® Windows Vista® Business (SP2 or higher) operating system
- Microsoft® Windows Vista® Business x64 (SP2 or higher) operating system
- Microsoft® Windows® 7 Professional operating system
- Microsoft® Windows® 7 Professional x64 operating system
- Mac® operating system: You can run 3ds Max 2013 / 3ds Max Design 2013 Product Update2 on a Mac® with either Boot Camp® or via Parallels Desktop for Mac, provided certain system requirements are met. Refer to the *Autodesk 3ds Max 2013 and Autodesk 3ds Max Design 2013 Installation Guide* for further details (found on the product media).

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Customer Involvement Program (CIP)

If you choose to participate in the Customer Involvement Program, 3ds Max or 3ds Max Design will automatically send Autodesk information about system configuration, which features are used most frequently problems encountered, and other information helpful to the future direction of the product. For further information, see www.autodesk.com/cip.

To enable CIP:

1. Install and start 3ds Max / 3ds Max Design.
2. If the Customer Involvement Program dialog is not displayed automatically, then in the Help menu, click Customer Involvement Program.
3. In the Customer Involvement Program dialog, select "Participate - with contact information."
4. Click OK.

Customer Error Reports (CERs)

We can improve the stability of Autodesk 3ds Max / Autodesk 3ds Max Design largely because of the Customer Error Reports (CERs) that end-users submit. We thank you for taking the time to fill out these reports and ask you to include as much information as possible about what actions you were performing at the time the error occurred. These details raise the value of the report immensely and are very much appreciated by the Autodesk 3ds Max Quality Engineering team.

For further information about CERs refer to www.autodesk.com/cer.

Fixes in this Product Update

Fixes for Autodesk 3ds Max 2013 / Autodesk 3ds Max Design 2013 Product Update 2:

Feature	Summary
Animation	- Point Cache files saved from 3ds Max / Design 2013 would not open in previous versions, and Point Cache files from previous versions would not open in 3ds Max / Design 2013. These files now work correctly. - Using Alt+Tab to go to other programs while moving a key in TrackView no longer leaves the program in a hold state. - With the Region Key Tool, dragging in negative time caused a program error. This has been fixed. - Updating a CAT rig no longer unlinks non-CAT children.
Backburner	- The Manager and Server now display the Unicode resource string correctly. - The Monitor, Server, and Manager dialogs now display double-byte job names correctly.
Customer Error Reports (CER)	There are 25+ CER related fixes in this Product Update. We have fixed reports in the following areas: - Reports related to closing the software. - Disconecting Parameter Wires. - List controllers. - Unicode. - Animation Keys. - Computing Normals. - UI rollouts.
General	- When creating text via the Text Spline object, the default text is now maintained. - Text Spline objects did not immediately display when using Save To Previous. They now display correctly. However, some High-ASCII characters may fail to load immediately. - When the same object was assigned to multiple channels in the Morpher modifier, a program error could occur when resetting. This

Feature	Summary
	has been fixed.
	• Adding selection-locked objects to hidden or frozen layers now works correctly.
	• A memory corruption issue with closing the program while the Render Scene dialog was open has been identified and fixed.
	• A program error when opening *.max* files from previous versions has been fixed.
	• The Terrain Compound object failed to create and apply a material with a Vertex Color map when applying to Color By Elevation using the Create Defaults button. This now works correctly.
	• A program error on startup related to CUI XML files has been fixed.
	• Resizing the Command Panel quickly would cause a program error. This has been fixed.
	• The Command Panel now works correctly when minimizing and re-docking.
	• A common program error on exit was fixed.
	• An internal performance problem was identified in TextFile::Seek().This has been fixed.
	• Some *.max* files from previous versions would not open or merge. This has been fixed.
gPoly	• An update in the code has resolved a program error related to Normals.
InfoCenter	• A program error that occurred when creating the Info Center window has been fixed.
Interop	• When linking Revit files with multiple views, the Select Revit View dialog now works correctly.
	• Ellipse now works correctly when exporting to IGES files.
	• The Add Object Name To Material option from Inventor files now works correctly.
	• FBX files with Autodesk Materials now load and display correctly.
Localization	• The viewport was not displayed correctly when the install path included extended ASCII or double-byte characters. Viewports now work correctly.
	• When prompted to save a new MAXScript on a localized OS, the prompt message showed '^0^' for "(Untitled)". This has been fixed.
	• When using the 3ds Max Design Lighting Analysis tool, the Illuminance and Luminance fields on the Parameters rollout now display correctly.
	• The Turn To gPoly modifier has now been localized.
	• The class name of Deformable gPoly is now translated properly.
	• When using multiple ParamBlocks, only the first ParamBlock was being localized in MAXScript. This has been fixed.
	• The Egg Spline class, node name, and object name shared the same string entry. This has been fixed.
	• CAT Bone is now localized in *CATMacroUtilFunction.ms*.
	• Plug-In Manager descriptions are now localized.
MassFX	• When using Meters as the system unit the values in exported XML files

Feature	Summary
	were 1/1000 of the correct value. This has been fixed. • Redistributing mass for a dynamic ragdoll now works correctly. • Applying a dynamic ragdoll on a biped using footstep mode no longer causes a program error. • Constraint angular spring constants are now properly using force per degree (previously they were using force per radian). • "Export MassFX Scene" from the simulation menu no longer causes a program error. • Removing forces from the Multi-Editor now works correctly. • A MAXScript error no longer occurs when attempting to remove a force in the Multi-Editor when the forces list is empty. • Starting a simulation at a negative frame now works correctly. • The Bake and Unbake commands now work from the MassFX Explorer. • Initial motion section is now disabled if rigidbody is set to Kinematic. • A memory leak was identified with the MassFX modifier panel redraw. This has been fixed. • Changing a Biped's bones to dynamic if ragdoll is kinematic has been fixed. • Forces now awaken objects from the start if they are in sleep mode. • Inflation and Vertices parameters would always reset to the default value. This has been fixed. • Ragdoll bones search edit input was not working. This has been fixed.
MAXScript	• When using getSaveFilename an error would occur if the file name extension was more than three characters long. Now the method supports file name extensions longer than three characters. • Scripted Custom Attributes are now parsed correctly. • An issue was identified when calling Quadrify via MAXScript. This has been fixed. • Scripted material parameters in an XRef material that did not match the material in the current scene would cause a program error. This has been fixed. • A program error with the PickNodeCallback holding invalid has been fixed. • patch.weld2Verts and patch.weldEdges now work correctly. • The error message for unsaved scripts referred to the previous script's file name. This has been fixed. • When using render() the renderer now respects the safe frame settings. • The catmuscle() deformertype now returns the expected value. • An internal CAT code fix was done related to dotNetMethod.
Maya Mode	• Some machine setups were only able to switch to Maya Mode when running the program in Administration mode. This has been fixed. • Skin vertices can now be subtracted from a vertex selection. • The Middle Mouse Button is now supported.
Nitrous viewports	• Turning on the Backface Culled option caused a Nitrous performance slowdown. This has been fixed.

Feature	Summary
	• Using Hide By Category no longer cause a performance drop. • Objects that were hidden on save now remain hidden when you reload the file. • There was a problem displaying a material with a black diffuse color that had a Normal Bump map applied. This has been fixed.
Rendering	• Using the mental ray and iray renderers, some objects were not blurred when rendering with motion blur. Objects now blur properly. • The error message for the Job Assignment dialog when Backburner failed to start was unreadable. This has been fixed. • When rendering via Deadline, there was a file load issue. Deadline now works correctly. • Tone Mapping now works properly with mental ray Hair. • Quicksilver was creating files and not removing them. Now it removes temporary files on exit. • In 32-bit builds of the software, the Quicktime render output path was not being set correctly. This has been fixed. • When rendering to *.psd,* the render range options did not display. This has been fixed.
Retimer	• The Retimer Tool could cause a program error when using Undo. This has been fixed. • A duplicate Retimer controller could be created when first assigning the controller. This has been fixed. • The Retimer naming system now conforms to the standard naming convention of the software. • In Retimer, a minor UI fix was added for the markers. • Using Save To Previous no longer strips trailing '(R0)' on track names. • Deleting Retimer when multiple Track Views are open no longer causes a program error. • Files saved via Save To Previous 2012 no longer open with a *retime.dlc* error.
Slate Material Editor	• The Slate material/map browser no longer corrupts *.max* files when it saves a material library. • When using the D3D (DirectX) viewport driver, a program error would occur when using ArtToolkit materials. This has been fixed. • Gradient Ramp material flag labels with long names no longer reload with unreadable characters in the name.
State Sets	• Compositor and Link now get all State Sets states. • The Rotation and Transform information from linked Target Cameras is now read correctly. • The Composite View would refresh multiple times for the creation of each state. This behavior has been fixed. • Layers in the Composite View can now be dragged to re-order them. • Resetting 3ds Max when State Sets is minimized no longer causes a program error. • A situation where State Sets could at times get corrupted in some

Feature	Summary
	scenes, and State Sets would not load and could not be reset, has been fixed.
UVW Unwrap	• A program error when using Weld has been identified and fixed.
Viewports	• When resetting a scene that used a custom background, the background is now completely removed. • Additional fixes have gone in for cases where DirectX would not respond when unlocking the OS.
Viewport Canvas	• Launching Viewport Canvas no longer causes a program error.
Workspaces	• Custom Workspaces are now available after restarting the software. • The Restore To Defaults feature now works correctly. • Docked Scene Explorer did not display properly in multiple viewport tabs. This has been fixed. • An issue switching workspaces with hotkeys has been fixed.