

# Autodesk 3ds Max / 3ds Max Design 2011 Service Pack 1

This document describes the fixes in Autodesk® 3ds Max® / 3ds Max Design 2011 Service Pack 1 (SP1). It is strongly recommended that you read this document before you install this release. For reference, you should save this readme to your hard drive or print a copy.

## Contents

Additional Resources .....	1
What's Fixed?.....	1
Versions of this Service Pack.....	3
Supported Operating Systems .....	3
Install Instructions.....	3
Uninstall Instructions (Windows XP).....	3
Uninstall Instructions (Windows 7 and Windows Vista).....	4

## Additional Resources

For complete instructions about uninstalling and installing Autodesk 3ds Max 2011 / Autodesk 3ds Max Design 2011, refer to the Installation Guide on the product DVD or electronic download.

For system requirements, see: [www.autodesk.com/3dsmax-sysrequirements](http://www.autodesk.com/3dsmax-sysrequirements).

For support and to report issues with this release, see: [www.autodesk.com/3dsmax-support](http://www.autodesk.com/3dsmax-support).

For more resources, see [www.autodesk.com/3dsmax-learningpath](http://www.autodesk.com/3dsmax-learningpath).

## What's Fixed?

The following table outlines fixes for Service Pack 1:

Feature Impacted	Description of Fix
Camera Tracker	<ul style="list-style-type: none"><li>You can now use MOV files and move trackers without encountering issues.</li></ul>
Communication Center	<ul style="list-style-type: none"><li>The RSS feed links are now working as expected.</li></ul>
Controllers	<ul style="list-style-type: none"><li>Assigning controllers to custom Nodes in Trackview via MAXScript is now supported.</li></ul>
Graphite Modeling Tools	<ul style="list-style-type: none"><li>Using the Tweak brush in Orthographic view now behaves as expected.</li><li>A program error no longer occurs when you attempt to save a PSD file over a read-only PSD file.</li></ul>

Feature Impacted	Description of Fix
Info Center	<ul style="list-style-type: none"> <li>You can now run Autodesk Revit, while logged in with a double-byte user name, without issue.</li> </ul>
Localization	<ul style="list-style-type: none"> <li>Some languages caused the Substance Parameters rollout to be wider than normal, forcing the spinners off the screen. The Spinners now display properly.</li> </ul>
Materials	<ul style="list-style-type: none"> <li>You can now use an Autodesk Generic Material in a Multi-Sub Object Material slot.</li> <li>Put Material To Scene now works in the Compact Material Editor (CME) with copied materials.</li> <li>Switching from Slate to the Compact Material Editor and back to Slate now works as expected when using the <i>Design visualization light scheme</i>.</li> <li>You can now press delete while dragging an input wire in Slate without issue.</li> </ul>
Performance	<ul style="list-style-type: none"> <li>3ds Max now responds as expected when Motion Builder 2011 is maximized in the background.</li> </ul>
Point Cache	<ul style="list-style-type: none"> <li>You can now record a Point Cache and exit the software without incident.</li> </ul>
Quicksilver	<ul style="list-style-type: none"> <li>The Alpha blending order now behaves as expected when using #Forward lighting mode.</li> </ul>
Ribbon	<ul style="list-style-type: none"> <li>Customization of Ribbon features are now working as expected.</li> </ul>
SDK	<ul style="list-style-type: none"> <li>Light plug-ins compiled for Autodesk 3ds Max 2010 did not cast shadows in the viewports. Now they work correctly without a need to recompile them for 3ds Max 2011.</li> </ul>
Skin Wrap	<ul style="list-style-type: none"> <li>Skin Wrap now accurately tracks the control object with Editable Mesh.</li> </ul>
Trackview	<ul style="list-style-type: none"> <li>Trackview performance no longer causes significant slowdowns. Performance has been improved.</li> </ul>
Viewport Navigation	<ul style="list-style-type: none"> <li>Left-clicking twice in a User View (Orthographic) no longer causes undesired view panning.</li> </ul>

## Versions of this Service Pack

The following table outlines versions of this Service Pack:

Software Version	Corresponding Service Pack Version
Autodesk 3ds Max 2011 32-bit	<i>3dsMax2011_sp1_32-bit_ENU.msp</i>
Autodesk 3ds Max 2011 64-bit	<i>3dsMax2011_sp1_64-bit_ENU.msp</i>
Autodesk 3ds Max Design 2011 32-bit	<i>3dsMaxDesign2011_sp1_32-bit_ENU.msp</i>
Autodesk 3ds Max Design 2011 64-bit	<i>3dsMaxDesign2011_sp1_64-bit_ENU.msp</i>

## Supported Operating Systems

Use the following supported operating systems for the 32- or 64-bit version of the Autodesk 3ds Max /3ds Max Design 2011 Service Pack 1:

- 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 2011 SP1 / 3ds Max Design 2011 SP1 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 2011 / Autodesk 3ds Max Design 2011 Installation Guide* for further details (found on the product media).

## Install Instructions

1. Download the appropriate file for your system. See [Versions of this Service Pack](#).
2. Double-click the corresponding EXE file to launch the installer.
3. Click Next when prompted.
4. Click Finish once completed.

## 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. Autodesk 3ds Max 2011 SP1 32/64-bit & Autodesk 3ds Max Design 2011 SP1 32/64-bit
4. Click Remove.

## Uninstall Instructions (Windows 7 and Windows Vista)

1. Open Start > Control Panel > Programs and Features.
2. Click View Installed Updates.
3. Autodesk 3ds Max 2011 SP1 32/64-bit & Autodesk 3ds Max Design 2011 SP1 32/64-bit
4. Click Uninstall.

*Autodesk, Autodesk Inventor, FBX, Revit and 3ds Max are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. mental ray and mental mill are registered trademarks of mental images GmbH licensed for use by Autodesk, Inc. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings, and specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document.*

© 2010 Autodesk, Inc. All rights reserved.