

Autodesk 3ds Max / 3ds Max Design 2013

Product Update 6 Readme

This readme contains recent information regarding the installation and use of Autodesk® 3ds Max® 2013 Product Update 6 and Autodesk® 3ds Max® Design 2013 Product Update 6 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.

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).

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

Resource	Location
Installation, licensing and networking instructions	<i>Installation Help</i> 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

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Versions of the Product Update

Product to Update	Update Filename
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3ds Max 2013 64-bit	3dsMax2013_PU06_64-bit.msp
3ds Max Design 2013 64-bit	3dsMaxDesign2013_PU06_64-bit.msp
3ds Max 2013 32-bit	3dsMax2013_PU06_32-bit.msp
3ds Max Design 2013 32-bit	3dsMaxDesign2012_PU06_32-bit.msp

Installation

1. Download the appropriate file for your system. See [Versions of this Product Update](#).
2. Double-click the Product Update 6 executable.
3. Follow the installation prompts in the Product Update 6 installer.

Note: Product Update 6 includes all previous Product Updates for 3ds Max 2013 / 3ds Max Design 2013.

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 6 / Autodesk 3ds Max Design 2013 Product Update 6.
4. Click Remove.

Windows 7

1. Open Start > Control Panel > Programs and Features.
2. Click View Installed Updates.
3. Select Autodesk 3ds Max 2013 Product Update 6 / Autodesk 3ds Max Design 2013 Product Update 6.
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 6, if the Product Update 1 was previously installed, a disk source error might display. If this happens, the uninstall will fail. To correct this problem and successfully uninstall Product Update 6, the original Product Update source files are needed. They can be extracted from the Product Update 1 or Product Update 2 & 3 available at <http://www.autodesk.com/3dsmax-updates>. It is recommended to uninstall any versions of Product Update 1 prior to installing Product Update 6.

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 6:

- Microsoft® Windows® XP Professional (SP3 or higher) operating system
- Microsoft® Windows® XP Professional 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 Update 6 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).

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, features most frequently used, problems most commonly 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 6:

Feature	Description
Animation	<ul style="list-style-type: none"> • A program error when copying keys on an Attachment position controller on the trackbar has been fixed. • CAT updates for matching IK to FK were added. • A program error when deleting keys in the time track, after adding an On/Off controller for Visibility, has been fixed.
Backburner	<ul style="list-style-type: none"> • Maxscript netrender .getservers filter:group now works correctly when using a name instead of an index. • Maxscript netrender .getGroupName no longer returns an empty string. • Submitting jobs via MAXScript now works correctly.
Customer Error Reports (CER)	<p>CERs have been fixed related to:</p> <ul style="list-style-type: none"> • A program error that occurred when unlinking a graph node in Schematic view. • The internal referencing system. • Problems that occurred during object creation. • The core. • Exiting the software. • Finding object edges. • Loading files with missing background maps. • Tessellating objects. • An internal fix to UVW Unwrap, related to straightening. • Viewport update while getting the view. • Getting the Nitrous Framebuffer update. • Nitrous when updating and removing objects. • Errors with the effect element. • Errors when exiting the software. • Updating the viewport. • Accessing Face Normals. • The Light Node Notifier. • Setting Vault workspaces. • Calling the Hold / Restore function. • Copying normal. • Nitrous with respect to the Geometry buffer. • Opening files and setting the Nitrous vertex buffer. • UVW Unwrap in Stitch. • Setting the viewport background. • The Welcome screen pop-up. • Material handling when rendering with V-Ray. • Material Parameters. • Program errors when rendering.
File I/O	<ul style="list-style-type: none"> • JT files now import correctly. • Truncated files no longer cause a program error. • Vertex selections now load properly from previous versions. • Files load properly with multiple closed containers. • A corruption when using Dummy objects with Wired Parameters and Save To Previous was fixed.

Feature	Description
	<ul style="list-style-type: none"> • When using the “Reset Scene” checkbox in OBJ import the software will first prompt to save your current scene. • Flightstudio (FLT) exports no longer truncate node names when exporting. • The SAT import option, Select Additional SAT Files for Import, no longer causes a program error. • A program error with Autodesk Materials in linked FBX files is fixed. • 3DS export now exports colors and textures correctly.
General	<ul style="list-style-type: none"> • A script error loading multiple instances of the software has been fixed. • Updates were made to handling errors in Undo / Redo. • Updates were made to software memory management. • Opening the Keyboard Customization dialog could cause a program error. It has been fixed • When the Layers toolbar is in the main menu, hiding layers no longer causes hiding of the main toolbar. • When system paths are added in Third- Party Plugins, they are now saved correctly.
Maxscript	<ul style="list-style-type: none"> • When rendering scenes with missing textures in quiet mode, correct results are now achieved. • Using a DotNet method on a deleted DotNet control, no longer causes a program error.
Nitrous	<ul style="list-style-type: none"> • Performance improvements were made for: <ul style="list-style-type: none"> ○ Dragging the time slider in isolate mode. ○ Markers. ○ Loading certain scenes.
Rendering	<ul style="list-style-type: none"> • mental ray® standalone now renders correctly with Distributed Bucket Rendering (DBR). • A&D car paint material now renders correctly when also using Global Illumination (GI). • The NVIDIA® iray® renderer now supports the NVIDIA® Kepler chipset.
Slate	<ul style="list-style-type: none"> • Material libraries no longer cause a prompt to save, when you have not made changes.
UVW Unwrap	<ul style="list-style-type: none"> • The scaling tool was updated.
Workspaces	<ul style="list-style-type: none"> • Creating or deleting a tabbed view, now prompts you to save if you open another scene, reset the scene, or exit the software.

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