3D Studio MAX R2

Readme

10/20/97

Notes About Installation

If you wish to run 3D Studio MAX under both Windows 95 and NT 4.0 you must install 3DS MAX separately under both operating systems.   If you do this, you will be required to install into separate directories.

Hardware Lock

Hardware locks should be attached in chronological order - the oldest lock closest to the machine. If you have locks of the same type, you should have the ones with higher serial numbers after the lower ones.   The correct order should be that the 3DS MAX 1.2 lock is first, and the 2.0 upgrade lock is after.

Authorizing 3D Studio MAX R2

After installing 3D Studio MAX R2, you have 30 days to register your software with Autodesk Customer Service and obtain an authorization code. The product is fully functional during this time period, but will cease to function if unauthorized after 30 days.

To obtain an authorization code:

1. Ensure 3dsmax.exe is not running.

2. Run maxauth.exe by clicking on the "Authorize 3D Studio MAX R2" icon in the program group you installed for 3DS MAX (by default this is Kinetix).

3. A dialog will appear containing your product's serial number and requesting an authorization code.

4. Contact the representative designated on the enclosed registration card to obtain the authorization code.

5. Record this number in case you need to reinstall 3DS MAX from the CD-ROM.

This authorization has no connection to your hardware lock. You can switch locks if necessary without effecting your authorization.

Online Documentation

The new HTML-based online documentation system was developed with Microsoft HTML Help Workshop 1.0.   It is similar in appearance to standard Windows Help that you use with your desktop products and previous versions of 3D Studio MAX.   The main differences are:

•   The 3D Studio MAX Release 2 Online Reference and Learning 3D Studio MAX help files use Microsoft's Internet Explorer web browser as the viewing engine instead of the Windows Help viewer, winhelp.exe.   However, the new help systems do not connect to the Internet when you use them, they act just like a typical help system on your local hard drive.

•   The new HTML Help systems are dynamic and not static like other online documentation.   When fully implemented, the HTML-based systems will allow dynamic updating from the Kinetix web site.

- You can access the Web from inside the new HTML help systems to go to the 3DS MAX Release 2 web site and look for any new information about 3DS MAX.   You can also do this with your normal web browser.

- The 3D Studio MAX Release 2 Online Reference and Learning 3D Studio MAX help files are made of compiled HTML files.   This conserves disk space and creates one .chm file for each help system.

In the next version of HTML Help, Microsoft plans to add the feature that allows updating of discrete topics within HTML help systems.   Updated topics for the Online Reference and new tutorials for Learning 3D Studio MAX will be delivered to you on the Kinetix 3DS MAX R2 web site at http://www.ktx.com/3dsmax2/html/support.html. We expect to have this feature working within a few months of this release.   We are also conducting further testing with IE 4.0 and features it adds to the HTML help systems.   We plan to send a CD to you with an updated HTML Help system as soon as the incremental update feature is available and IE 4.0 testing is complete.

Internet Explorer for Viewing the Online Documentation

Although the help systems for this release were implemented to work with Internet Explorer (IE) version 3.02, they appear to work with Internet Explorer 4.0, however, this has not been fully tested.   You must have IE 3.02 or later installed in order to view the online documentation.   The 3DS MAX R2 installation copies IE 3.02 to your system for you.   This will not conflict with your current browser configurations and newer versions of IE.   You may continue to use Netscape or other web browsers to access the Internet as you normally do.   The online documentation does not open a connection to the Internet; it only uses IE to view the help files.

Even though IE is used as the viewer to use the new HTML Help documentation, you do not connect to the Internet. You access help from the Help menu within 3D Studio MAX and choose the help you need from the menu of choices.   When you double-click a selection, the help file you have chosen displays.   Each HTML Help system contains all its topics within a file that gets installed when you run the 3DS MAX installation.

How to Use the 3D Studio MAX Release 2 Online Documentation

To use the online documentation, from the Help menu, choose Online Reference, Learning 3D Studio MAX, or Additional Help.   3D Studio MAX opens the help system you select.   You can also open the Online Reference by clicking the "?" button on 3DS MAX windows, or by pressing the F1 key.   The MAXScript help file is located on the Additional Help menu along with Character Studio help and any plug-ins you install.

Last Minute Corrections to the Online Reference

Some information did not get included or was found to be incorrect.   These corrections will be included in future updates.

- Copy, Paste, and Select All do not work the way you might expect in the HTML help windows.   To copy a topic or part of a topic in the Online Reference (or Learning 3D Studio MAX), select text by holding the left mouse button down while dragging your cursor over the text you want to copy.   With your cursor over the selected text, click the right mouse button.   A pop-up dialog appears allowing you to choose Copy or Select All.   Choose Copy. In the window or application you want to paste the text to, press Control-V from the keyboard, or click Paste from your application's Edit menu.

- In the Online Reference, the topic "Lens Effects Flare Properties" omits information about "Hue" and "Apply Hue Globally" because properties were added after the topic was written.   This feature globally applies the Hue of the Node Source to the other Flare effects.   The Hue spinner and the Apply Hue Globally checkbox work together. If the checkbox is activated, the Hue spinner will control the amount of Hue applied to the overall effect.

- The Lens Effects Glow Parameters topic "Size" heading should say "click the green arrow button" instead of "click the A button."

- The topic Multi/Sub-Object Material contains incorrect steps in the final How To section.   The correct text is:

To assign one of the contained materials to a sub-object selection
1. Select the object.
2. In the Modify command panel, apply Mesh Select to the object.
3. Click Sub-Object and choose Face as the sub-object category.
4. Select the faces to assign a material to.
5. In the Modify Command Panel apply material to the object.
6. In the parameters rollout set the Material ID value to the number of the sub-material you want to assign.

The material numbers in the multi/sub-object material and the material ID numbers in the parameters rollout of the material modifier correspond.   If you set the ID to a number that does not correspond to a material contained in the multi/sub-object material, the faces render as black.

On-line Tutorial addendum for Learning 3D Studio MAX

• In the on-line tutorial called Animating Gradients an additional step needs to be taken to be able to complete the tutorial.   On the page with the title, Assign a Controller and Set Properties, before you follow step 1, you need to click on the Filters button on the Track View toolbar, which is the first button on the left.   When the Filters dialog appears, activate the Controller Types check box, then select OK to close the dialog.   Once you do this, you can proceed with step 1.   Note that for step 1, instead of clicking on Flag #1/Color, you will be clicking on Flag #1/:Bezier Color instead.

• The Sailboard tutorial refers to files that are more than 8.3 format.   To see this problem, go to page 1:, open the Background Images.   Note that steps 1 and 2 refer to board-front.jpg and board-top.jpg.   These files have been renamed to brdfront.jpg and brdtop.jpg respectively.

NURBS Modeling

Using the "Select All Connected Curves" selection method after deleting, detaching, or breaking a dependent curve will cause MAX to crash.   The workaround is to use the single curve selection method after such an operation.   We will provide an update to resolve this problem in the near future.

Sentinel for i386 Systems

The "Sentinel for i386 Systems" (snti386.dll) lock driver version 5.33 causes 3D Studio MAX to run noticeably slower.   Use version 5.30 instead.   Version 5.30 is installed when you run setup for 3DS MAX.

To find out which version you are running, select the version tab of the properties dialog box for snti386.dll located in your winnt system32 directory.

To uninstall version 5.33 and replace it with version 5.30 perform the following steps:

1. Select the multimedia device setting icon in the control panel. Select the Devices tab of the Multimedia Properties dialog. Select Other Multimedia Devices from the list

2. Choose Sentinel for i386 Systems

3. Note: if Other Multimedia Devices or Sentinel for i386 Systems don't   appear in the list the Sentinel driver is not installed.

4. Select the Remove button.

To install version 5.30

5. Go to the \sentinel directory located on the 3D Studio MAX R2 CD and run Setup.exe

6. Restart windows.

Windows 95 Limitations

- Multiple sessions of 3DS MAX are not supported on the Windows 95 platform. Unlike NT, Windows 95 has fixed GDI and UI resource limits. 3DS MAX is too big for two copies to fit in Windows 95 at the same time.

- Network rendering is not supported under the Windows 95 operating system. Although the Network Renderer can be setup and appear functional, network rendering will not work reliably under the Windows 95 operating system. Icons for Manager, Queue Manager, and Server are not installed automatically during setup.

Display Support

- DirectX 5.0 support is now available on Windows 95. We only support D3D with hardware acceleration. This can come from the h/w drivers that are in the D3D SDK and/or runtime, or it can come from manufacturers' own D3D drivers. We don't use software-only D3D because it is slower (by at least 2X) than software HEIDI. We only support high-color display depths , 8Meg is required. We use D3D features that are standard, but not typically used by games. This includes ordinary wireframe displays, dashed lines, screen door transparency, and points. Many D3D drivers will not have these capabilities debugged and/or running efficiently at first.

- OpenGL is supported on the OSR2 (OEM release) version of Windows 95, and NT 4.0. Display drivers must be OpenGL 1.1 compliant. 3DS MAX will not work with OpenGL 1.0 drivers. OpenGL 1.1 is the official version of OpenGL that comes with NT 4. Both hardware and software OpenGL is supported, 256 colors is not supported.

- The Virtual Viewport feature only works with OpenGL. The Virtual Viewport options let you zoom in on a sub-region of the current viewport, creating a "virtual viewport" in which you can perform all the standard navigation, but in a zoomed-in area. If you're using the Software Z-Buffer, these controls are disabled. You can use the Virtual Viewport on any type of viewport, but it's primarily designed for zooming in on camera views. This lets you perform closeup work, such as tracing, without distorting the relationship between the geometry and a bitmap background.

- 3DS MAX R2 supports HEIDI 5.0. Currently, there are no HEIDI 5.0 drivers available for configuration with MAX R2. Check with your display card manufacturer to see if they are working on a HEIDI driver update.

Display cards tested by Kinetix:

Note that Kinetix QE will continue to test new display cards as we get them. This table will be updated and posted on http://ktx.com/3dsmaxr2/html/graphics_cards.html.

Also check your display card manufacturer's web site for the latest drivers.

Display Card	Chip Type	Ram	Driver Ver.	OpenGL 1.1 NT 4.0	OpenGL 1.1
Oxygen 102	Oxygen/Cirrus	8		Hardware	No Support
Oxygen 202	2 Oxygen/Cirrus	16		Hardware	No Support
ATI Rage 2	Mach64	4	OpenGL beta 1.1	Software	Software
Elite2/Truefx Vid.	3D Labs Glint 500tx+Glint delta	8	970501.1,4.0.55	Hardware	
Matrox Millenium		4	3.63.007	Software	Software
Diamond Stealth	S3 765	2	4.02	Software	Software
Elsa Gloria LMX		16		Hardware	
3D Labs Permedia2		8			
Intergraph RealiZM	RealiZM	16	04.03.00.25	Hardware	
Matrox Millenium 2		12	3.63.007	Software	
#9 Revolution 3D	#9	4		Software	
Matrox ultima	Matrox MGA	4		Software	
MGA Qvision		2		Software	
Symetric GlyderMAX	3d LABS	8		Hardware	
Symetric Glyder TX	3d LABS			Hardware	
QVGA G32E00		2		Software	
Elsa Gloria 4-8		8		Software	
Diamond Stealth	S3 Vision 968	2		Software	
Permedia 1					
Netpower ULTRAfx2	Dual GLiNT	60		Hardware	No Support
AcelGrapics Eclipse.	Mitsubishi			Hardware	

OpenGL Note:

Display slowdowns occur when using Loft Deformation modeless dialogs over enlarged viewports in OpenGL. You can speed up the display by turning off Redraw Scene on Window Expose in the OpenGL configuration dialog (File/Preferences/Viewports) however this may cause artifacts to appear when moving the dialogs. Press "1" to refresh the viewport and clear any artifacts. The display slowdown does not occur in a standard multi-viewport configuration .

Dynamics

• The Dynamics Utility calculates its simulations using the NTSC standard 30 frames per second time configuration (MAX default.) Users working in alternate time configurations (PAL, film or custom) will achieve correct simulation results, but will find keys placed at sub-frame increments. To maintain identical solutions, Dynamics creates an equal number of keys regardless of the time configuration being used. (For example, setting "Keys Every N Frames: 1" will always result in the creation of 30 keys per second.)

• Dynamics provides only limited support for objects with identical names. All objects of the same name are included in the simulation regardless of which one is chosen. Workaround: Verify that each item in a Dynamics simulation is given a unique name prior to setting up the simulation.

• Ambiguous cylindrical collisions may be resolved in an unexpected manner. In certain collisions, involving two or more objects with cylindrical collision type, or between an object with cylindrical type and an object with mesh type, cylindrical collisions are automatically converted to box type during solving. If this is unacceptable for a particular simulation, the user should manually change these collisions to mesh type.

Particle Systems

• By default, particle systems using Instanced Geometry will not account for modified pivot points. If you

wish to have the particles use the modified pivot point use the Reset XForm function in the Utilities Panel on the Instanced Geometry object.

•   Due to the nature of Image Blur, it does not function correctly on Metaparticles.

•   Due to a Visual C++ 5.0 compiler bug PCloud may incorrectly display very large numbers of particles (i.e. 10,000).

•   When the Use Subtree option is on in the Instanced Parameters section make sure that the parent object's material maps are not displayed in the viewport. If the maps are displayed in the viewport you may experience abnormal program termination.

RayTrace Renderer

•   Raytraced reflections of wireframe objects are incorrect.   Although the reflections are visible, the reflected wire size may be incorrect and may vary with different object types.

•   Assigning a different controller to a Global Raytrace Engine track and selecting UNDO then REDO crashes MAX.   You can assign new controllers to global parameters, but avoid selecting undo then redo directly after the new controller assignment.

•   The Shininess value behaves strangely for values above 100 when using metal shading.   As the Shininess value is increased beyond 100 the shininess effect tapers off as if the value was decreasing again.   Although this has no negative effect on the scene you should stick with shininess values less than 100 to achieve predictable results.

•   Global tracks are not being created when loading a Raytraced material or map from a material library.   If you do not already have a raytraced material in your scene you will need to Hold and Fetch or save and reload the file to get the global tracks to show up in Track View.   If a raytraced material does exist in your scene then the preexisting global tracks will be used.

•   You must either use a perspective or camera view when rendering raytraced objects.   Rendering raytraced objects does not work properly in orthogonal views.   Doing so may yield unpredictable results.

Lens Effects

Lens Effects for 3DS MAX R2 does not support files saved from earlier versions of LenZFX for 3DS MAX R1.   A translator will be made available to convert older files for use in the current version of Len Effects.   Attempting to load files created in LenZFX for 3DS MAX R1 may destabilize your system, resulting in a loss of any unsaved work.

Premiere and Photoshop Filters

Using Premiere and Photoshop plug-ins can be problematic due to the diversity and idiosyncrasies that might be found in those plug-in designs. You can experience unpredictable results.   Also note that you can't use the filters that ship with Adobe products.   Only 3rd party filters are supported.   This is due to Adobe's specifications not ours. Be sure to install your filters in a directory other than the Adobe filters directory.

Filters tested by Kinetix:

NOTE: 3DS MAX R2 only supports 32bit filters. The "Filter Unsupported" dialog message will appear on any 16 bit filter you try to launch.

Andromeda Filters (series 1, 2, and 3)

KPT Filters

Gallery Effects

KPT Convolver- Known crash in KPT code

Alien Skins Eye Candy - Crash in Aliens code on setup

Alien Skin Black Box 2 - The "Filter Unsupported" dialog message appears.

File Archive

You can specify any archive software, but all 16bit archiving software will have the 8.3 directory and filename limitation as PKZIP does.   For example, when archiving in MAX when a file is written to the archive, it gets passed with it's path. If your path contains more then 8 characters ANYWHERE within it, like c:\this is my directory, the archive will fail. This is more then just the long file names within your file but the path to your scenes directory structure. For example, if your directory is d:\mydirectory\scenes\ archive will fail, but if it's d:\mydir\scenes\ it will succeed.

Mouse Drivers

Make sure you are using the most current drivers for your pointing devices.   Old or obsolete drivers may cause unpredictable results and program failures.   The best method to obtain updated device drivers is to go to the URL for the manufacturer of your device and download the latest from there.

Logitech:

The Microsoft Intellimouse drivers work fine with Intellimice and Logitech type mice.   Using the Intellimouse system with a generic mouse driver may cause MAX to crash.

Track View

Scale controllers cannot be assigned to expression controller vector variables.
Our scale controllers are based on quaternions, not vectors.   Thus, they can't be assigned to vector variables.   It may seem odd on the surface, since we don't expose the quaternion control aspect. But it's the use of quaternions that let us scale around any principal axis, and this is necessary since we support so many local coordinate systems.

You cannot Copy/Paste Morph controllers in Track View.
You can't copy and paste morph controllers because it would be equivalent to copying and pasting the entire morph object, which you can already do.   Allowing direct copy/paste of these controllers would be destabilizing.

The Barycentric Morph Controllers % Total does not immediately update when a morph target is deleted.
If you delete a target, it can't delete the key corresponding to that target since each key may contain some part of all targets.   As a result, the second key is left with 0% for all remaining targets.

Surface controller/NURBS curves irregularity.
When you use a Surface controller with an extruded curve, the controller limits the motion in U to the area between the first two points on the original curve.

Rolling the MS Intellimouse wheel doesn't zoom in the Track View edit window or main viewports in Windows 95.
Note that panning, by dragging the wheel button, works fine.

Track View Select by Name irregularity.
Transform and Visibility tracks are not selectable by name when the Controller Types filter is on because the pattern

matching code treats the '/' character as a special character.   For example:
To match "Visibility : On/Off"
you'd have to currently type:
"V*/"
To match "Transform : Position/Rotation/Scale"
You'd have to currently type:
"T*/*/"

Expression controller "Assigned to" field can report inaccurate information.
The "Assigned to" field does not correctly reference controllers in superior tracks such as Global, Environment, or Medit.   For example:
1. Create a sphere.
2. Assign a Position Expression to the sphere. 3. Create a scalar variable named Float.
4. Assign Float to the Global Tracks\Float List track or the Environment\Global Light Level track.
Note that the "Assigned to:" field incorrectly references Sphere01 as the controller source.
To work around this, create variable names explicitly referencing the component to which they are assigned.   Using the above example the "Float" variable could be renamed "GlobalFloatList" or "EnvGlobLghtLvl".

Material Editor

•   The Blend Land/Water toggle of Planet Map is not working properly.   If you put a planet map on the diffuse channel of a material, you will notice that the blend land/water checkbox is on, but it is not functioning as can be seen in the sample slot.

•   The Coordinates rollout for 3D Maps includes parameters for Blur and Blur Offset.   Note that Blur and Blur Offset only works with the Noise map supplied with 3D Studio MAX R2.   Blur and Blur Offset have no affect on other 3D Maps.

•   It is recommended that you close the Specify Cropping/Placement window if you plan on switching between the Crop and Place radio buttons in the Bitmap Parameters rollout. Switching between Crop and Place with the Specify Cropping/Placement window open causes the window to loose it's title bar.   If this occurs, use Alt-F4 to close the window.

Create Panel

Checking the Hide Wrap-To Object check box will actually un-hide the Wrap-To Object.   By default, the box is unchecked but the Wrap-To object is hidden.

Modify Panel
•   Multiple Spline Select modifiers added out of sequence to the stack can corrupt the selection being passed up the stack and crash MAX.
     It can be simplified to the following steps:
     1. Create a 2 point line in the front view.
     2. Apply spline select and select the second vertex
     3. Go back down the stack to Line
     4. Apply another Spline Select
     5. At this point, the geometry pipeline has been corrupted and MAX may crash.
     Workaround: Apply additional Spline Select modifiers to the top of the stack.

•   Optimize Modifier defaults to Manual Update off.   The documentation shows "Manual Update" checked by default, but this has been changed to unchecked for functional compatibility with MAX 1.x.

•   The SurfDeform modifier only acknowledges the first created surface in a NURBS object.   The workaround is to join all surfaces together.

File Import/Export

.3DS

When exporting to .3DS file format, then importing, you may see meshes have moved from their original position. This problem is due to the fact that 3DS MAX's pivot offset is a matrix containing rotation, translation, and scale, and 3DS DOS is just a translation.

.DWG

There is a known problem with importing hatch and block entities into MAX using the current DWG I/O.   The DWG I/O may import extraneous or displaced geometry.   To workaround this problem, select, "Merge objects with current scene" and turn off the "Weld", "Convert to single object" and "Group Common Objects" options.

Lights can not be exported into AutoCAD using the current DWG I/O.   Exporting any scene with lights in it will cause a dialog to come up that states, "Template.DWG is not in the same directory as DWGEXP.DLE lights will not be converted".   However, all entities other than lights will be saved to the DWG file.

.VRML

Note that this version of the VRML Exporter supports VRML 2.0.   We plan to include VRBL capability for use with Hyperwire in a future maintenance update.

.MAX

Loading a file with a missing plug-in, then merging and saving crashes MAX.   In order to encounter this, it requires several things to be true.   You must load a file missing a plug-in, you must merge something, and then save the file.   To workaround this,   load the file, remove instances of the offending plug-in and save the file.   From this point forward merging and saving operations work fine.

.MAX R1.2 files

Due to a compiler bug in Microsoft Visual C++ 5.0, bringing in files from R1.x into R2 that have boolean objects which use extruded or lofted splines as operands may have unpredictable results.   When the file saved in MAX 1.x is loaded in 3DS MAX R2, the various caches are rebuilt and the difference in code causes slightly different interpolated point values in the spline object. When these points are extruded or lofted into a mesh, the resulting mesh is different than it was in 1.2, and when the boolean is performed using this different mesh, the output of the boolean can be a completely different topology.

In the case of when they're extruded, this is then processed by the Edit Mesh modifier, which must perform its modifications on a different object (topologically) than it had under MAX 1.2. The final result is an object that can be radically different in 3DS MAX R2.

In the case of when they're extruded, the fix is to load the file into MAX 1.x and collapse the spline and its extrude modifier into a mesh and then re-save the file. This prevents 3DS MAX R2 from generating different values for the spline shape, which is now reduced to a fixed mesh.

In the case of when they're lofted, the file should be loaded into 1.x and the boolean operand using the spline should be collapsed into a mesh, and the resulting file saved.

In general, splines, patches and NURBS curves (or any object which must have interpolated portions of their geometry computed after loading) may exhibit this behavior when saved with booleans applied and loaded into a version of MAX compiled with a different compiler.   This can easily be worked around by collapsing the appropriate parts of the object's stack in the version of MAX under which the file was saved.

.STL

When importing STL files, selecting the Use Threshold option may result in extremely long imports.   To workaround this situation select Quick Weld instead.   The Quick Weld option should improve the amount of time it takes to import STL files significantly.

.JPG

There will be a revised JPG posting on the Kinetix web site in the near future to address a problem where reading .JPG files requires a large amount of RAM.

Snaps

Using standard snaps with NURBS entities will hinder snap speed.   To avoid this use NURBS snap with NURBS entities.

MAXScript

In MAXScript, "globalTracks.position.available.controller" returns unknown property.   The controller attached to the list controller of the global tracks in Track View cannot be accessed.   In MAXScript if you are assigning a position controller to the available property of global Tracks position list controller, the following statement is executed.
globalTracks.position.available.controller = linear_position() but it currently returns unknown property 'available'
The same works fine if you do something like lst = globalTracks.position
lst.available.controller = linear_position()

The '^' operator in MAXScript does not work properly with integer values on some machines. You can use a float value (e.g. 5.0^3 or (5 as float)^3) instead of an integer value (e.g. 5^3).

MAXScript OLE automation client does not work properly with Excel 97.
The following MAXScript should create a bar chart in Excel and then rotate it.
This works perfectly fine with Excel 95 but gives a runtime error with Excel 97
--Creates OLE object to Excel
ExcelApp = CreateOLEObject "excel.application"
--Bring Excel to front
ExcelApp.Visible = true
--Add a workbook in Excel
ExcelApp.Workbooks.Add()
-- '-4100' is the value for the Excel constant xl3DColumn
ChartTypeVal = -4100
--Assign some arbritary values to cells in
Excel (ExcelApp.Range "a1").Value = 3
(ExcelApp.Range "a2").Value = 2
(ExcelApp.Range "a3").Value = 1
--Select the cells and create a chart
(ExcelApp.Range "a1:a3").Select()
ExcelChart = ExcelApp.Charts.Add()
ExcelChart.Type = ChartTypeVal
--Rotate the chart
for i=30 to 180 do
(
ExcelChart.Rotation = i
)
Also an equivalent script in VB or Perl works fine with Excel 97.

3D Studio MAX R2 SDK (Software Developers Kit).

Information on the SDK is available on our peer-to-peer SDK Forum via the World Wide Web.   You can locate this discussion area by using the Kinetix On-Line Forum Directory at http://support.ktx.com.   Dedicated SDK support from Kinetix is available via the Autodesk Developer Network.   This network gives registered developers access to marketing and development support from Kinetix.   You can obtain more information on this program from our web site at http://www.adnweb.com/.

Machines with CYRIX/AMD processors
The MAX Profiler utility uses Intel Pentium specific instructions so it does not load with processors of other types. This will cause a DLL initialization failure in acap.dll when loading MAX. This utility is installed only if MAXSDK is chosen as an option in the custom install. It is advised to remove the files "\3dsmax2\acap.dll" and "\3dsmax2\ StdPlugs\MaxProf.dlu" on these systems.

Rescale World Units

- Cellular 3D maps do not rescale along with geometry when using Rescale World Units.   Note that not all maps (i.e. dent, water, planet) are being resized when using Rescale World Units.

- Rescaling a PCloud particle system does not rescale the height and width of the emitter.

- Parameters of the Displace Space Warp are not being rescaled through rescale world units

Viewport Controls

- The interactivity in the design of the zoom system may require that the zoom extents and zoom extents all operations be triggered more than once in order to zoom extents all objects. This may happen particularly when working with very small or very big objects.

- Cannot redo viewport operations in Grid views. The operation cannot be redone (behavior present while zooming, rotating and panning)   Note that if you right click while panning, as if trying to cancel the operation, panning still takes place but the undo/redo stack is empty.   This behavior is the same as in MAX 1.2 for a Grid View.

3D Studio MAX User Guide

- In Chapter 7, page 11, two captions for illustrations are reversed. "Shift-Rotate around selection center" should be under the second illustration, and "Shift-Rotate around transform coordinate center" should be under the last illustration.

- In Chapter 27, page 14, the bullet list in the last paragraph that describes Link controller properties contains an incorrect sentence.   The first bullet should say, "Settings you apply to an object with the Link controller override settings applied to its child objects."

Asset Manager Utility

When starting up the Asset Manager Utility on   Windows 95, you might get the error 'Invalid cache path, continue without cache'.   There is a simple work around for this.   You need to do the following two steps to get this to work after an installation on Windows 95.

1) Create a directory under 3dsmax2 called AMCache
2) Open notepad and insert the text '3DStudio Max Browser Cache ID file' into the blank document and save it out as 'cache.dat' into your newly created AMCache directory.

Now when you restart MAX and start up Asset Manager you will no longer get the 'Invalid cache path, continue without cache' error.

-end-