

3ds Max/3ds Max Design

# Installation

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December 2009

## Autodesk® 3ds® Max Design 2010 Software

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# Stand-Alone Installation

# 1

The *3ds Max Installation* Guide provides instructions about how to prepare, and then install Autodesk 3ds Max 2011/Autodesk 3ds Max Design 2011. If you have never installed the product before, you should familiarize yourself with the entire installation process and options before beginning.

For information about network-licensed versions of the program, see [Choose an Installation Type](#) on page 42.

## Preparing for Installation

To prepare for installation, you should review the system requirements, understand administrative permission requirements, locate your 3ds Max serial number and product key, and close all running applications. Complete these tasks, and you are ready to begin installing 3ds Max.

## System Requirements

The first task you need to complete is to make sure that your computer meets the minimum system requirements. If your system does not meet these requirements, problems can occur, both within 3ds Max and at the operating system level.

Whether your Windows operating system is the 32-bit or the 64-bit version, the version is automatically detected during installation. The appropriate version of 3ds Max is installed. A 64-bit version of 3ds Max cannot be installed on a 32-bit system and vice-versa.

See the following table for hardware and software requirements.

### 32-bit Hardware and Software Requirements

<b>Operating systems</b>	<p>Service Pack 2 (SP2) or later for the following:</p> <ul style="list-style-type: none"> <li>■ Microsoft® Windows® XP Professional</li> <li>■ Windows XP Home</li> </ul> <p>Service Pack 1 (SP1) or later for the following:</p> <ul style="list-style-type: none"> <li>■ Windows Vista® Enterprise</li> <li>■ Windows Vista Business</li> <li>■ Windows Vista Ultimate</li> <li>■ Windows Vista Home Premium</li> </ul> <p>The following operating systems:</p> <ul style="list-style-type: none"> <li>■ Windows 7 Enterprise</li> <li>■ Windows 7 Ultimate</li> <li>■ Windows 7 Professional</li> <li>■ Windows 7 Home Premium</li> </ul>	<ul style="list-style-type: none"> <li>■ For more information on Windows Vista versions see <a href="http://www.microsoft.com/windowsvista/versions/">http://www.microsoft.com/windowsvista/versions/</a></li> <li>■ For more information on Windows 7 see <a href="http://www.microsoft.com/windows7">http://www.microsoft.com/windows7</a></li> </ul>
<b>Browser</b>	Internet Explorer® 7.0 or later	
<b>Processor</b>	<p><i>Windows XP</i> - Intel® Pentium® 4 or AMD Athlon™ Dual Core, 1.6 GHz or higher with SSE2 technology</p> <p><i>Windows Vista</i> or <i>Windows 7</i> - Intel Pentium 4 or AMD Athlon Dual Core, 3.0 GHz or higher with SSE2 technology</p>	
<b>Memory</b>	2 GB RAM	
<b>Display resolution</b>	1024 x 768 with True Color	
<b>Hard disk</b>	Installation 1.8 GB	A 32-bit 3ds Max cannot be installed on a 64-bit Windows operating system and vice-versa.

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## 32-bit Hardware and Software Requirements

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Pointing device	MS-Mouse compliant
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Additional Requirements for 3D Modeling	<ul style="list-style-type: none"><li>■ Intel Pentium 4 or AMD Athlon processor, 3.0 GHz or higher; or Intel or AMD Dual Core processor, 2.0 GHz or higher</li><li>■ 2 GB RAM or more</li><li>■ 2 GB free hard disk space available not including installation</li><li>■ 1280 x 1024 32-bit color video display adapter (True Color) 128 MB or greater, Pixel Shader 3.0 or greater, Direct3D® capable workstation class graphics card</li></ul>
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## 64-bit Hardware and Software Requirements

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Operating systems	<p>Service Pack 2 (SP2) or later for the following:</p> <ul style="list-style-type: none"><li>■ Microsoft® Windows® XP Professional</li></ul> <p>Service Pack 1 (SP1) or later for the following:</p> <ul style="list-style-type: none"><li>■ Windows Vista® Enterprise</li><li>■ Windows Vista Business</li><li>■ Windows Vista Ultimate</li></ul> <p>The following operating systems:</p> <ul style="list-style-type: none"><li>■ Windows 7 Enterprise</li><li>■ Windows 7 Business</li><li>■ Windows 7 Ultimate</li><li>■ Windows 7 Professional</li><li>■ Windows 7 Home Premium</li></ul>	<ul style="list-style-type: none"><li>■ For more information on Windows Vista versions see <a href="http://www.microsoft.com/windowsvista/versions/">http://www.microsoft.com/windowsvista/versions/</a></li><li>■ For more information on Windows 7 see <a href="http://www.microsoft.com/windows7">http://www.microsoft.com/windows7</a></li></ul>
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Browser	Internet Explorer 7.0 or later
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## 64-bit Hardware and Software Requirements

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<b>CPU type</b>	AMD Athlon 64 with SSE2 technology AMD Opteron™ with SSE2 technology Intel Xeon® with Intel EM64T support and SSE2 technology Intel Pentium 4 with Intel EM64T support and SSE2 technology	
<b>Memory</b>	2 GB RAM	
<b>Display resolution</b>	1024 x 768 with True Color	
<b>Hard disk</b>	Installation 2 GB	A 64-bit 3ds Max cannot be installed on a 32-bit Windows operating system and vice-versa.
<b>Pointing device</b>	MS-Mouse compliant	
<b>3D Modeling Additional Requirements</b>	<ul style="list-style-type: none"><li>■ Intel Pentium 4 or AMD Athlon processor, 3.0 GHz or higher; or Intel or AMD Dual Core processor, 2.0 GHz or higher</li><li>■ 2 GB RAM or more</li><li>■ 2 GB free hard disk space available not including installation</li><li>■ 1280 x 1024 32-bit color video display adapter (True Color) 128 MB or greater, Pixel Shader 3.0 or greater, Direct3D capable workstation class graphics card</li></ul>	

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**NOTE** Adobe Flash Player is not installed by default. If a version of Flash is not currently installed on your system, a message is displayed requesting that you install it. Flash Player can be installed from the product media or Adobe's website - [www.adobe.com](http://www.adobe.com).

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## Administrative Permission Requirements

To install 3ds Max, you must have administrator permissions. You do not need to have domain administrative permissions. See your system administrator for information about administrative permissions.

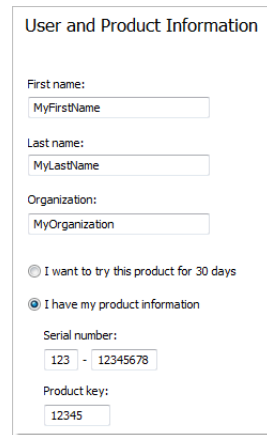
You do not need administrator permissions to run 3ds Max. You can run the program as a limited user.

## Locating Your Serial Number and Product Key

When you install 3ds Max, you are prompted for your serial number and product key in the Product and User Information page, or the option of installing the product in trial mode. You may enter your product information at any time during your trial mode period if you opt to install the product in that mode.

The serial number and product key are located on the outside of the product packaging, or in the Autodesk® Upgrade and Licensing Information email. Make sure to have these available before you install the program so that you don't have to stop in the middle of the installation.

The serial number must contain a three-digit prefix followed by an eight-digit number. The product key consists of five characters.



User and Product Information

First name:  
MyFirstName

Last name:  
MyLastName

Organization:  
MyOrganization

☐ I want to try this product for 30 days

☒ I have my product information

Serial number:  
123 - 12345678

Product key:  
12345

The information you enter is permanently retained with the product. Because you can't change this information later without uninstalling, take care when entering the information. To review this product information later, on the

InfoCenter toolbar, click the drop-down arrow next to the Help button (the question mark). Then click About - Product Information.

---

**NOTE** If you have lost your serial number or product key, contact the Autodesk Business Center (ABC) at 800-538-6401 for assistance.

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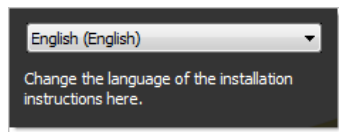
## Minimize the Chances of Installation Failure

The 3ds Max installation process may stop if some applications such as Microsoft® Outlook® or virus-checking programs are running. Close all running applications to avoid possible installation problems and data loss.

## Choose a Language

You can specify both the language in which the installation or deployment instructions are displayed, and the language of the products being installed or deployed.

As you begin an installation or create a deployment, the installer detects your operating system's language. If the detected language is supported, your installation or deployment instructions are displayed in that language. You can change the language for the instructions from the Language drop-down list on the initial page of the installation wizard.



To change the language of the products being installed or deployed, select another language on the Select the Products to Install or Select the Products to Include in the Deployment pages.

Select the Products to Install

English

☒ AutoCAD 2011

☒ Autodesk Design Review 2011 Beta  
 Digital measure and markup for your entire team.  
 Recommended: Some AutoCAD features require Autodesk Design Review.  
 Autodesk Design Review is language independent, meaning it can be installed with other language products.

☒ Autodesk Material Library 2011 Medium Image library  
 Larger images are available in the Autodesk Materials Library that allow you to create high-quality, large renderings and close-ups (+1.2GB).

Select the Products to Install

English

☒ AutoCAD LT 2011

☒ Autodesk Design Review 2011 Beta  
 Digital measure and markup for your entire team.  
 Recommended: Some AutoCAD LT features require Autodesk Design Review.  
 Autodesk Design Review is language independent, meaning it can be installed with other language products.

The following rules apply to language selection:

- Only one language can be chosen for each installation session. For example, you cannot select English for one product, and then select German for another product during the same installation.
- Only one language can be chosen during deployment creation. One administrative image can contain deployments for different languages, but each deployment must be targeted for one language.
- If you are editing an existing deployment, or creating a new deployment using an existing deployment as a template, the Language drop-down list is unavailable. The existing deployment's language is used.
- If a language is not supported, a default language is used.

## Migrating Custom Settings

You can migrate your custom settings and files from previous releases of 3ds Max (3ds Max 2000 through Autodesk 3ds Max 2011/Autodesk 3ds Max Design

2011). It is recommended that you migrate custom settings from a previous release right away. This prevents you from overwriting files or having to keep track of any custom settings you may make in the new release. Migrating settings overwrites any new settings.

For more details regarding migration, see *Migrating and Customizing*.

## Installing and Running the Product

### Installing and Running the Product

To use the product, you must install the product, register and activate it, and then launch it. You must have administrative permissions to install 3ds Max.

This section provides instructions for installing and activating 3ds Max for an individual user on a stand-alone computer. For information about installing network-licensed or multi-seat stand-alone versions of the program, see *Network Administration and Deployment*.

### Installing 3ds Max

The 3ds Max installation wizard contains all installation-related material in one place. From the installation wizard, you can access user documentation, and install supplemental tools.

- **Review the installation documentation.** It is recommended that you take the time to familiarize yourself with the complete installation process before you install 3ds Max. You can access information on installation from the installation wizard by selecting the *Read this Documentation* option, the *Documentation* and information links, or through the Help system. For late-breaking information, it is also recommended that you review the product *Readme*.

#### To install 3ds Max using default values on a stand-alone computer

This is the fastest means of installing 3ds Max on a single, stand-alone system. The installation performs the following:

- Uses a Typical installation, which installs the most common application features.



- Installs 3ds Max to the default install path of *C:\Program Files\Autodesk\<3ds Max>*.

### To install the product using default values

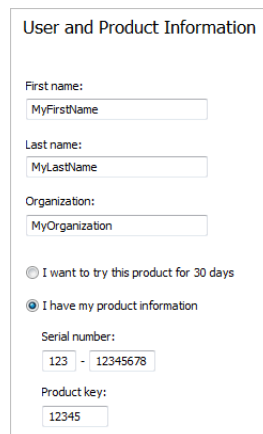
- 1 On the Select the Products to Install page, select your product(s). Click Next.

---

**NOTE** Autodesk Design Review 2011 is not installed by default. For more information, see [Autodesk Design Review](#) on page 28.

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- 2 Review the Autodesk software license agreement. Click I Accept, and then click Next.
- 3 On the User and Product Information page, enter your user information, serial number, and product key. Click Next.



User and Product Information

First name:  
MyFirstName

Last name:  
MyLastName

Organization:  
MyOrganization

☐ I want to try this product for 30 days

☒ I have my product information

Serial number:  
123 - 12345678

Product key:  
12345

---

**NOTE** After you click Next, you cannot change the information entered on this page unless you uninstall the product. Make sure you enter the information correctly.

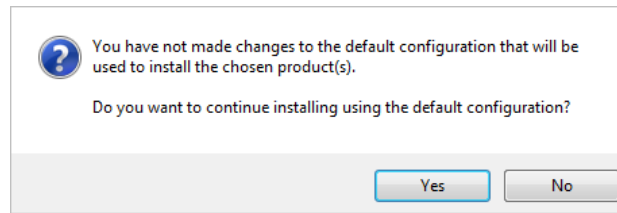
---

- 4 On the Begin Installation page, select Install, then select Yes to the configuration warning message.

---

**NOTE** Standalone license is selected by default. If you are using a network license you need to specify this before continuing. You cannot switch license types after installing without uninstalling and reinstalling.

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- 5 On the Installation Complete page, you can view the installation log and 3ds Max Readme.
- 6 Click Finish.

### To install 3ds Max using customized values on a stand-alone computer

With this method, you can customize your installation.

#### To install the product using customized values

- 1 On the Select the Products to Install page click Next.

---

**NOTE** Autodesk Design Review 2011 is not installed by default. For more information, see [Autodesk Design Review](#) on page 28.

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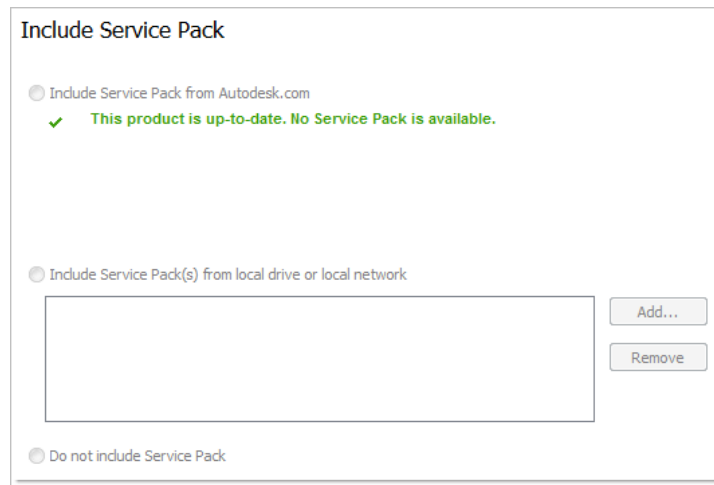
- 2 Review the Autodesk software license agreement. Click I Accept, and then click Next.
- 3 On the User and Product Information page, enter your user information, serial number, and product key. Click Next.

---

**NOTE** After you click Next, you cannot change the information entered on this page unless you uninstall the product. Make sure you enter the information correctly.

---

- 4 On the Begin Installation page, click Configure.
- 5 On the Select the License Type page, select the license type - Stand-alone or Network. Click Next.
- 6 On the Select the Installation Type page you can change the product install path. You can also view the disk space requirements then click Next.
- 7 Select to include available service packs from the Include Service Pack page. The installer automatically checks *autodesk.com* for available updates.



- 8 Click another product tab to configure another product, or click Next and then Configuration Complete to return to the Begin Installation page. Then, click Install.

---

**NOTE** If you want a copy of your configuration summary information, click the Copy to Clipboard button.

---

- 9 On the Installation Complete page, you can view the installation log or 3ds Max Readme.
- 10 Click Finish.

You have successfully installed 3ds Max. You are now ready to register your product and start using the program. To register the product, start 3ds Max and follow the on-screen instructions.

## Register and Activate 3ds Max

The first time you start 3ds Max, the Product License Activation wizard is displayed. You can either activate 3ds Max at that time, or Try 3ds Max and activate it later. Until you register and enter a valid activation code for 3ds Max, you are operating the program in *trial mode* and the Product License Activation wizard is displayed for 30 days from the first time that you run the program.

If after 30 days of running 3ds Max in trial mode you have not registered and provided a valid activation code, your only option is to register and activate 3ds Max. You will not be able to run in trial mode after the 30 days expires. Once you register and activate 3ds Max, the Product License Activation wizard is no longer displayed.

The fastest and most reliable way to register and activate your product is by using the Internet. Simply enter your registration information and send it to Autodesk over the Internet. Once you submit your information, registration and activation occur quickly.

### To register and activate 3ds Max

- 1 Do one of the following:
  - (Windows XP) Click Start menu ► Programs ► Autodesk ► <3ds Max> ► <3ds Max>.
  - (Windows Vista) Click Start menu ► All Programs ► Autodesk ► <3ds Max> ► <3ds Max>.
- 2 In the 3ds Max Product License Activation wizard, select Activate, and then click Next.  
This starts the activation process.
- 3 Click Register and Activate (Get an Activation Code).
- 4 Click Next and follow the on-screen instructions.  
If you do not have Internet access, or if you want to use another method of registration, you can register and activate 3ds Max in one of the following ways:  
**Email** Create an email message with your registration information and send it to Autodesk.  
**Fax or Post/Mail** Enter your registration information, and fax or mail the information to Autodesk.

## Launch 3ds Max

Assuming that you followed all of the previous steps outlined in this installation section, you can launch 3ds Max and start taking advantage of its new and updated features. For more detailed information about the new features, learning videos, online Help, or 3ds Max services and support, see the Welcome screen after you launch the product.

You can start 3ds Max in the following ways:

- **Desktop shortcut icon.** When you install 3ds Max, an 3ds Max shortcut icon is placed on your desktop. Double-click the 3ds Max shortcut icon to start the program.
- **Start menu.** On the Start menu (Windows XP), click Programs or (Windows Vista) All Programs ► Autodesk ► <3ds Max> ► <3ds Max>.
- **Location where the 3ds Max is installed.** If you have administrative permissions, you can run 3ds Max in the location where you installed it. If you are a limited-rights user, you must run 3ds Max from the Start menu or from the desktop shortcut icon. If you want to create a custom shortcut, make sure that the Start In directory for the shortcut points to a directory where you have write permissions.

## Reinstall or Repair 3ds Max

If you accidentally delete or alter files that are required by 3ds Max, 3ds Max might not perform correctly, and you might receive error messages when you try to execute a command or find a file. You can attempt to fix this problem by reinstalling or repairing 3ds Max. The reinstallation or repair uses the features that were part of the installation type you chose when you initially installed the program.

### To reinstall or repair 3ds Max

- 1 Do one of the following:
  - (Windows XP) Click Start menu ► Settings ► Control Panel ► Add or Remove Programs.
  - (Windows Vista) Click Start menu ► Control Panel ► Programs and Features ► Uninstall/Change.
- 2 Then, do one of the following:
  - (Windows XP) In the Add or Remove Programs window, select 3ds Max, then click Change/Remove.
  - (Windows Vista) In the Uninstall or Change a Program, select 3ds Max, then click Uninstall/Change.

The 3ds Max installation wizard re-opens in Maintenance mode.

- 3 Select Repair or Reinstall. On the Select Repair or Reinstall page, select one of the following options, and then click Next to start the process.
  - **Repair My <3ds Max> Installation.** This option replaces all registry entries that 3ds Max initially installed and restores 3ds Max to its default state. If you are missing 3ds Max files, use this option.
  - **Reinstall My <3ds Max> Installation.** This option repairs the registry and reinstalls all files from the original installation. Use this option if the Repair My <3ds Max> Installation option does not solve the problem.
- 4 On the Repair Complete page, click Finish.

## Uninstall 3ds Max

When you uninstall 3ds Max, all components are removed. This means that even if you've previously added or removed components, or if you've reinstalled or repaired 3ds Max, the uninstall removes all 3ds Max installation files from your system.

### To uninstall 3ds Max

- 1 Do one of the following:
  - (Windows XP) Click Start menu ► Settings ► Control Panel ► Add or Remove Programs.
  - (Windows Vista) Click Start menu ► Control Panel ► Programs and Features ► Uninstall/Change.
- 2 Then, do one of the following:
  - (Windows XP) In the Add or Remove Programs window, select 3ds Max, then click Change/Remove.
  - (Windows Vista) In the Uninstall or Change a Program window, select 3ds Max, then click Uninstall/Change.

The 3ds Max installation wizard re-opens in Maintenance mode.

- 3 Click Uninstall.
- 4 On the Uninstall <3ds Max> page, click Next to remove 3ds Max from the system.

- 5 When informed that the product has been successfully uninstalled, click Finish.

---

**NOTE** Even though 3ds Max is removed from your system, the software license remains. If you reinstall 3ds Max at some future time, you will not have to register and re-activate the program.

---

## Installing Multiple or Bundled Products

Some Autodesk packages are comprised of multiple products or are part of multi-product bundles.

In the installation wizard, for packages containing multiple products, you can choose which products you want to install. During the install process, you are informed whether a copy of the software is already installed. You are also warned if your system does not meet the minimum system requirements for the product. Each product name is displayed on its own tabbed panel; you can configure them individually.

If you purchased a package that is a multi-product bundle, such as an educational or institutional package, you may have a package that includes several Autodesk products. For these bundled packages, an Installer disc contains information for all the products in the package. The Installer disc helps you install all of the products.

## Installing Additional Components

By default the additional 3ds Max or 3ds Max Design components are installed. The Additional Components include:

- Additional Maps & Materials—Installs a useful base set of maps and materials such as:
- Essential Skills Movies—Installs the movies which explain introductory 3ds Max concepts. These movies are especially useful for users who are new to 3ds Max.
- Vault 2009 Plug-in or Vault 2010 Plug-in—  
The Autodesk Vault 2009 and 2010 Plug-ins are used to communicate with the Autodesk Data Management Server. The Autodesk Data Management Server and Autodesk Vault Explorer are available to subscription customers on the subscription web site (<http://www.autodesk.com/3dsmax-subscription>).

Login to the Subscription Center and then scroll down to the “Product Information and Downloads” section and click on the *Click Here* link under “Autodesk Vault.” On the next page select either 3ds Max 2011 or 3ds Max Design 2011 and follow the instructions.

Additionally the Autodesk Data Management Server and Autodesk Vault Explorer are shipped with certain other Autodesk products. If you have the Autodesk Data Management Server and Autodesk Vault Explorer from any of these sources then you will need the Plug-in of the same version. If you do not have the Autodesk Data Management Server and Autodesk Vault Explorer, then you do not need to install the Vault Plug-ins.

If you are unsure about your Autodesk Vault version, in the Help menu of Autodesk Vault Explorer, click About Autodesk Vault Explorer. See <http://www.autodesk.com/vault> for a complete description of Autodesk Vault.

## Installing Autodesk Backburner 2008.1.1

Autodesk® Backburner™ is the 3ds Max and 3ds Max Design network-rendering management software, also used by products such as Autodesk® Flame®, and Autodesk® Smoke®.

.

If you're installing 3ds Max or 3ds Max Design on a system that had installations of Autodesk VIZ 2006, 2007, and 2008, Autodesk 3ds Max 8, 9, or 2008 or Autodesk Combustion, an older version of Autodesk Backburner is already installed on the system. You should uninstall previous versions of Autodesk Backburner before installing the new version. If you installed Autodesk 3ds Max 2010 or Autodesk 3ds Max Design 2010 then Autodesk Backburner 2008.1.1 is detected and will not be installed. Autodesk Backburner 2008.1.1 is installed by default to the following path: *\Program Files\Autodesk\Backburner*. Autodesk Backburner 2008.1.1 is backward compatible so reassigning older jobs to it is not a problem.

For information on using Autodesk Backburner with 3ds Max or 3ds Max Design see the “Network Rendering” section of the *Help*. For further information about Autodesk Backburner refer to the *Autodesk Backburner User's Guide* and *Autodesk Backburner Installation Guide* which are available from Start > Programs > Autodesk > Autodesk 3ds Max 2010 [32- or 64-bit] > Help.

---

**NOTE** Autodesk Backburner 2008.1.1 does not acquire settings from previous versions of Autodesk Backburner. You must create new settings in Autodesk Backburner 2008.1.1.

---



## Autodesk Backburner 2008.1.1 for Managing and Monitoring Only

You can install Autodesk Backburner 2008.1.1 on a machine without 3ds Max or , 3ds Max Design. However, such an installation of Autodesk Backburner cannot be used for rendering. You can only use this machine to manage or monitor jobs. Although the Autodesk Backburner server can be installed on a single machine, it will not do anything; it will only work if it detects a supported program such as Autodesk 3ds Max, Autodesk 3ds Max Design, Autodesk Flame or Autodesk Smoke. This means that you must have Autodesk Backburner installed with at least one additional Autodesk product for a machine to render in your configuration. See Installing Autodesk Backburner 2008.1 for Managing and Monitoring Only.

## Installing Autodesk Material Libraries

The Autodesk Material Libraries are shared libraries installed with Autodesk products such as Inventor, AutoCAD, Revit and 3ds Max. These components may be installed, if one of these applications is already installed.

---

**NOTE** If you uninstall or remove a library, the library is no longer available for any products. Uninstalling also means you will be unable to view or display drawings that have materials currently in them.

---

Autodesk Material Library consists of three sub-libraries:

- **Autodesk Material Library 2011:** Contains the material appearances used for Realistic Appearance in color styles. This component is installed by default, and required for 3ds Max to have full visual style and color style functionality. It is recommended you do not uninstall this component unless you are also uninstalling all Autodesk products that require this library.
- **Autodesk Material Library 2011 Base Image Library:** Contains low resolutions (approximately 512 x 512) images for use with Autodesk Materials. This is also installed by default.
- **Autodesk Material Library 2011 Medium Image Library:** Contains medium resolution (approximately 1024 x 1024) images for rendering materials in medium detail. This library is used for close-ups, and for rendering objects at a larger scale. This library is an installation option available on the Select Products to Install page in the installation wizard.

Image libraries size:

- **Autodesk Material Library 2011** - Approximately 154MB
- **Autodesk Material Library 2011 Base Image Library** - Approximately 174MB
- **Autodesk Material Library 2011 Medium Image Library** - Approximately 491MB

If you uninstall the Base Image Library, and do not have the Medium Image Library installed, the lowest resolution library is used (approximately 256 x 256).

When you install 3ds Max for the first time, all of the Autodesk material libraries are selected for install by default.

If you uninstall or delete Autodesk Material Library 2011, do the following to reinstall and regain visual style and color style functionality:

- From the product media, browse to and run:  
`\MaterialLibrary\CM\ProteinMaterials.msi`

If you uninstall or delete the Autodesk Material Library 2011 Base Image Library do the following to reinstall:

- From the product media, browse to and run:  
`\MaterialLibrary\CMIL\BaseImageLibrary.msi`

If you uninstall or delete the Autodesk Material Library 2011 Medium Image Library, you can reinstall from the product media:

#### **To reinstall the Medium Image Library**

- 1 Insert the media. Select Install Products from the installation wizard.
- 2 On the Select the Products to Install page, select Autodesk Material Library 2011 Medium Image Library, and then click Next.
- 3 Review the Autodesk software license agreement. Click I Accept, and then click Next.
- 4 On the User and Product Information page, enter your user information, serial number, and product key. Click Next.
- 5 On the Begin Installation page, click Install.
- 6 On the Installation Complete page, click Finish.

## Installing 3ds Max Composite

You can install the 32- or 64-bit version of 3ds Max Composite to use with 3ds Max or 3ds Max Design 2011. 3ds Max Composite includes:

- Raster and Vector Paint
- Image Processing
- Color Correction
- Keying and Rotoscoping
- Stereoscopic Production Support
- Motion Blur
- Advanced 2D Tracking
- Camera Mapping
- Depth of Field
- Node and Layer-based Compositing Options
- Spline-Based Warping
- Enhanced Render Passes
- Data Managing and Collaborating

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Autodesk, Autodesk Envision, Autodesk Insight, Autodesk Intent, Autodesk Inventor, Autodesk Map, Autodesk MapGuide, Autodesk Streamline, AutoLISP, AutoSnap, AutoSketch, AutoTrack, Backdraft, Built with ObjectARX (logo), Burn, Buzzsaw, CAiCE, Can You Imagine, Character Studio, Cinestream, Civil 3D, Cleaner, Cleaner Central, ClearScale, Colour Warper, Combustion, Communication Specification, Constructware, Content Explorer, Create>what's>Next> (design/logo), Dancing Baby (image), DesignCenter, Design Doctor, Designer's Toolkit, DesignKids, DesignProf, DesignServer, DesignStudio, DesignStudio (design/logo), Design Web Format, Discreet, DWF, DWG, DWG (logo), DWG Extreme, DWG TrueConvert, DWG TrueView, DXF, Ecotect, Exposure, Extending the Design Team, Face Robot, FBX, Filmbox, Fire, Flame, Flint, FMDesktop, Freewheel, Frost, GDX Driver, Gmax, Green Building Studio, Heads-up Design, Heidi, HumanIK, IDEA Server, i-drop, ImageModeler, iMOUT, Incinerator, Inferno, Inventor, Inventor LT, Kaydara, Kaydara (design/logo), Kynapse, Kynogon, LandXplorer, LocationLogic, Lustre, Matchmover, Maya, Mechanical Desktop, Moonbox, MotionBuilder, Movimento, Mudbox, NavisWorks, ObjectARX, ObjectDBX, Open Reality, Opticore, Opticore Opus, PolarSnap, PortfolioWall, Powered with Autodesk Technology, Productstream, ProjectPoint, ProMaterials, RasterDWG, Reactor, RealDWG, Real-time Roto, REALVIZ, Recognize, Render Queue, Retimer, Reveal, Revit, Showcase, ShowMotion, SketchBook, Smoke, Softimage, Softimage|XSI (design/logo), SteeringWheels, Stitcher, Stone, StudioTools, Topobase, Toxik, TrustedDWG, ViewCube, Visual, Visual Construction, Visual Drainage, Visual Landscape, Visual Survey, Visual Toolbox, Visual LISP, Voice Reality, Volo, Vtour, Wire, Wiretap, WiretapCentral, XSI, and XSI (design/logo).

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# Tools and Utilities

# 2

If you have a previous version of 3ds Max installed on your system, you can install a newer version of 3ds Max and keep other versions of the program on the same system. This is called a *side-by-side* installation. If you have purchased an *upgrade* version of 3ds Max, you are required to uninstall the previous version within 120 days of installing your newer product. See your license agreement for more information.

## Autodesk 3ds Max 2011 SDK

Information about the Autodesk 3ds Max Software Development Kit (SDK) is available on our peer-to-peer SDK Forum on the World Wide Web. To visit the SDK Forum, use the Autodesk Media and Entertainment Online Forum Web site at: <http://www.autodesk.com/3dsmax-sparks>.

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**NOTE** The SDK is not shipped with Autodesk 3ds Max Design 2011.

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## Autodesk 3ds Max 2010 SDK Help

If you install the Autodesk 3ds Max 2010 SDK Help, it is installed in CHM format in the `\maxsdk\help` folder under `\3ds Max 2011`.

You can use the SDK to create new Autodesk 3ds Max features and tools by writing your own plug-ins.

## Autodesk 3ds Max 2011 SDK Help for Visual Studio 2008 SP1

A version of the SDK help has been created that is integrated into the Microsoft® Visual Studio® environment if you install Autodesk 3ds Max 2011 SDK Help

for Visual Studio. You should not select this option for install if you do not have Visual Studio installed.

**To view the Autodesk 3ds Max 2011 SDK Help from inside Visual Studio:**

- 1 Launch Visual Studio.
- 2 Show the Contents panel.  
Notice a new entry on the Contents panel called: 3ds Max 2011 SDK Help.
- 3 Expand the 3ds Max 2011 SDK Help entry to view the associated help.

---

**NOTE** You can also select the 3ds Max SDK filter using the Filtered By list in Visual Studio to use the Table of Contents, Index, and Search for the entire 3ds Max SDK help collection.

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## Autodesk Asset Locator

The Autodesk Asset Locator is the Autodesk Product Manager.

Autodesk Product Manager searches a network and reports information about each Autodesk product installed, including programs, service packs, extensions, and object enablers. You can save the results of the search in a file for use in a spreadsheet or database application.

## Autodesk Network Licensing Manager (Required for Network Licensing)

In a network licensing setup the network administrator needs to install the Network Licensing Manager before registering the license online.

Find full details on network licensing in the *Network Licensing Guide* (adsk\_nlg.pdf) available on the Documentation page (bottom-left corner) in the Installation Wizard of your software DVD.

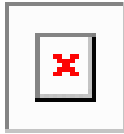
- **Network Licensing Manager**—The Network License Manager is used to configure and manage license servers.
- **Network License Activation**—To register and activate a network license, you need to go online and use your Autodesk User Account (you can create one if you don't have one yet) to submit your product information at



<https://registeronce.autodesk.com>. In addition, you can register your product, get automated support by e-mail, and save and migrate license files automatically.

## SAMReport-Lite

SAMReport-lite is a reporting tool that helps you track network license usage. You need to obtain a separate license for this tool. Click the Obtain a License link below the SAMReport-lite entry in the Select the Products to Install page of the Installation Wizard. Refer to the *Autodesk SAMReport-lite User's Guide* available from the Documentation page (bottom-left corner) in the Installation Wizard of Software DVD.



## Partners/Plug-Ins

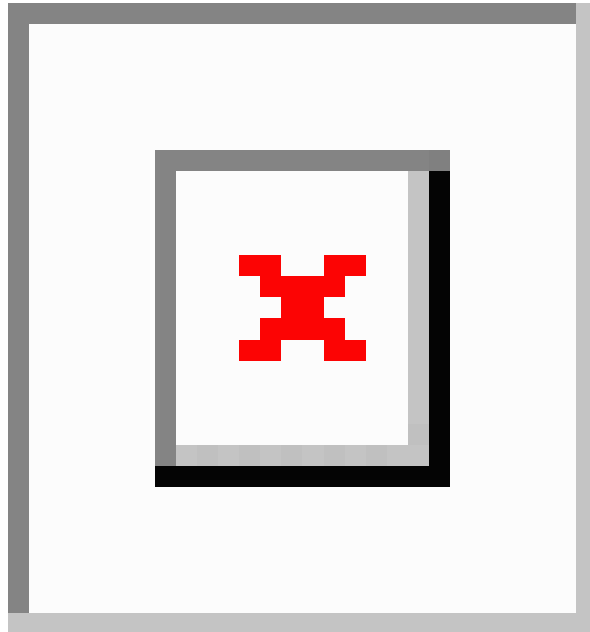
3ds Max and 3ds Max Design include several partner plug-ins.

---

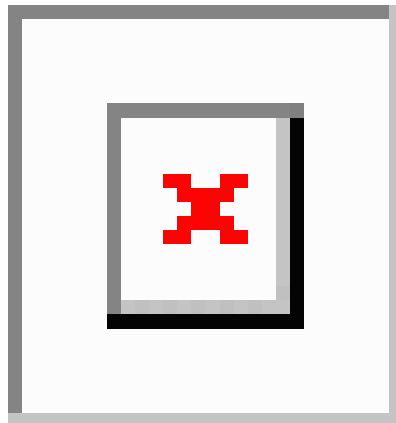
**WARNING** You need to install and run at least once either 3ds Max 2010 or 3ds Max Design 2010 before installing these plug-ins. This will improve the compatibility of the plug-ins with 3ds Max or 3ds Max Design.

---

- **ArchVision™ Content Manager**—Used to manage the content acquired using RPC™ Plug-ins.
- **RPC™ Plug-Ins from ArchVision™, Inc. and Sample Content (32- or 64-bit)**— Lets you add photorealistic objects (such as cars, people, etc.) from the included ArchVision sample CD to your renderings.

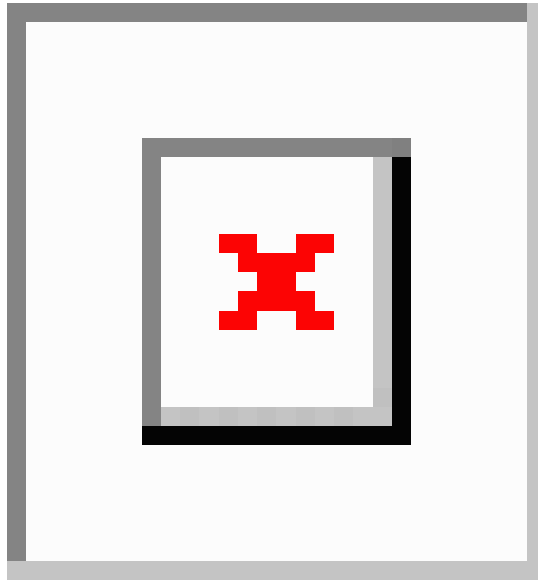


- **EASYNat™ for Autodesk 3ds Max 2011 (32- or 64-bit)**—Offers a lifelike plant modeling solution that allows you to drop virtual seeds from the included samples and “grow” them in your model. Create 2D, 3D, and hybrid models that include branch and leaf detail.



- **TurboSquid™ Tentacles from TurboSquid (32- or 64-bit)**—TurboSquid™ Tentacles is free software you can use to buy and sell digital assets. It

provides access to a strong community of graphics professionals and a growing library of over 70,000 models, motion capture files, maps, sounds, plug-ins and more. For more information, visit the TurboSquid Web site at <http://www.turbosquid.com>. It is installed by default during the installation of your product.

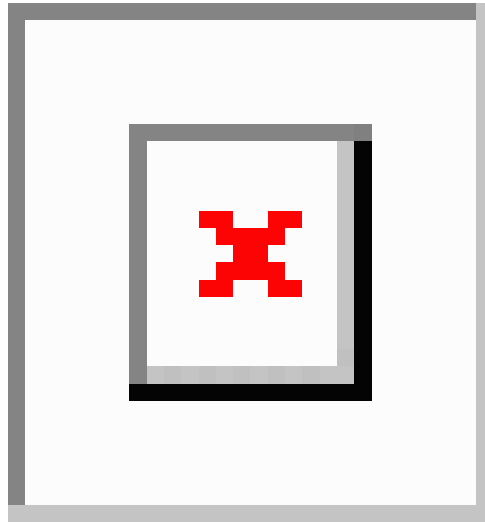


- **Craft Director Studio™**—This plug-in provides tools for previsualization and visualization for film, broadcast, and architecture. You can also use it to simulate accidents and crime scenes. For further information see <http://www.craftanimations.com/products/craft-director-studio/overview>.
- **PixelActive® CityScape®** —This plug-in provides tools for visualization of urban buildings and infrastructure. For further information, see <http://pixelactive3d.com/>
- **Okino PolyTrans™ and NuGraf™ Demos (32- or 64-bit)**— A demo version of PolyTrans and NuGraf, from Okino Computer Graphics, lets you evaluate dozens of CAD, DCC and VisSim data converters directly within 3ds Max or 3ds Max Design.

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**NOTE** You need to also install the Okino Plug-ins Demo to access PolyTrans and NuGraf from inside 3ds Max or 3ds Max Design.

---



## Autodesk Design Review

Autodesk Design Review 2011 is not installed by default when you install 3ds Max. It is recommended that Design Review be installed if you need to view DWF or DWFX files.

---

**NOTE** If you are installing Autodesk Design Review 2011, it is recommended that you first manually uninstall older versions of Autodesk Design Review and any other DWF viewers using Add or Remove Programs (XP), or Programs and Features (Vista). After uninstalling, check the program folders to make sure they are empty before installing Design Review 2011.

---

Autodesk Design Review is a free program used for creating and reviewing DWF or DWFX files. An open, published, and secure file format developed by Autodesk, DWF enables you to combine and publish rich 2D- and 3D-design data, and share it with others.

The following commands create DWF or DWFX files.

- PUBLISH
- PLOT
- 3DDWF

- PUBLISH TO WEB
- EXPORT
- AUTOPUBLISH
- SSM

---

**NOTE** If you use Windows Vista, you can use the Microsoft XPS Viewer to view and print DWFx files without installing Design Review.

---

## Customize 3ds Max with Initial Setup

With Initial Setup you can perform some basic customization of 3ds Max.

You respond to a series of questions that are used to gather information about specific features and settings in 3ds Max. You specify which industry best describes your work, add task-based tools to your default workspace, and specify the drawing template you want to use when creating a new drawing.

### Select an Industry

When Initial Setup is displayed, you are prompted to select an industry. Select one of the listed industries that is closest to the type of work that best describes the drawings you create. The following features and settings in 3ds Max and Initial Setup are affected by the industry you select:

- **Content Search.** Used as part of a generated query to find content from Autodesk Seek.
- **Partner product search.** Used as part of a generated query that is sent to the Autodesk Partner Products website to find relevant third-party utilities that might be beneficial to your work.
- **Initial Setup.** Used to determine which drawing template file might be appropriate to your industry for new drawings when compared to the supplied default templates that come with 3ds Max.

☒ Architecture
 ☐ Civil Engineering
 ☐ Electrical Engineering
 ☐ Manufacturing
 ☐ Mechanical, Electrical and Plumbing (MEP)
 ☐ Structural Engineering
 ☐ Other (General Design and Documentation)

ⓘ Your response will determine the most relevant tool palette group and set it current. It will also identify Web content when visiting the Autodesk.com website.

You can start customizing AutoCAD LT 2011's drawing environment by selecting the industry that most closely describes your work.

☒ Architecture
 ☐ Civil Engineering
 ☐ Electrical Engineering
 ☐ Manufacturing
 ☐ Mechanical, Electrical and Plumbing (MEP)
 ☐ Structural Engineering
 ☐ Other (General Design and Documentation)

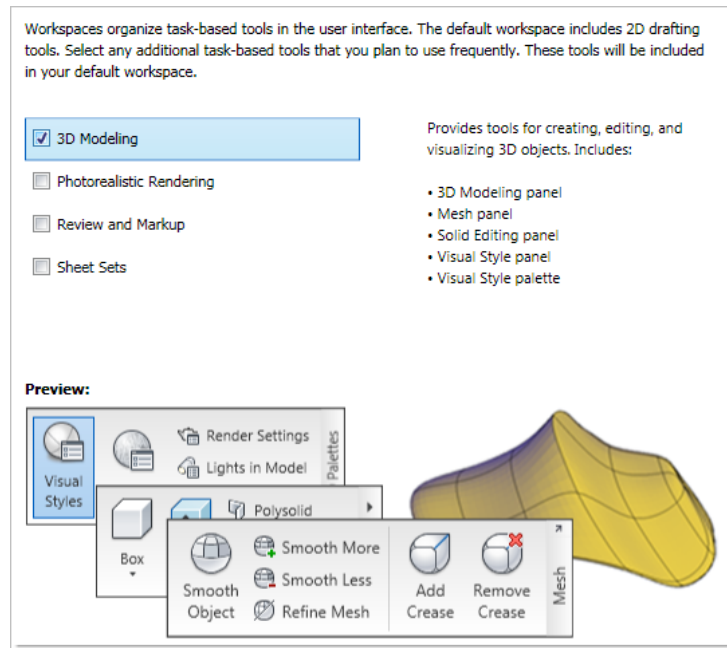
ⓘ Your response will determine the most relevant tool palette group and set it current. It will also identify Web content when visiting the Autodesk.com website.

## Add Task-based Tools

With Initial Setup, you can add task-based tools to your default workspace (for example tools to review red-line markups created from Autodesk Design Review or tools used to create photorealistic renderings).

The following task-based tools can be added to your default workspace from Initial Setup:

- 3D modeling
- Photorealistic rendering
- Review and markup
- Sheet sets



You can use the Customize User Interface (CUI) Editor to further control which task-based tools are displayed in a workspace. For more information about workspaces, see *Customize Workspaces* in the *Customization Guide*.

## Specify a Default Drawing Template

With drawing templates you can reuse a set of settings and styles when you create a new drawing. In Initial Setup you can specify the default drawing template to use when you create a new drawing. Initial Setup has the following drawing template options:

- **Default drawing template.** Use the imperial or metric drawing template that is installed by default.
- **Existing drawing template.** Specify an existing drawing template that is available on a local or network drive.  
If you migrated your custom settings and files from a previous release, the migrated default drawing template file is listed. For information about migrating custom settings and files from a previous release, see *Migrate Custom Settings*.

- **Industry focused drawing template.** Use the drawing template that is associated with the industry you selected in Initial Setup, and either the imperial or metric measurement type.

A drawing template (DWT) file is used to create new drawings that share the same set of styles and settings. Specify the default drawing template file that you want to use.


☐ Use AutoCAD 2011's default drawing template file

☐ Use my existing drawing template file

☒ Use the default drawing template file based on my industry and unit format

Industry:

Units:

 You can change the settings later by clicking Options from the application menu in AutoCAD 2011 to display the Options dialog box. In the Options dialog box, click the User Preferences tab to access these settings.

A drawing template (DWT) file is used to create new drawings that share the same set of styles and settings. Specify the default drawing template file that you want to use.


☐ Use AutoCAD LT 2011's default drawing template file

☐ Use my existing drawing template file

☒ Use the default drawing template file based on my industry and unit format

Industry:

Units:

 You can change the settings later by clicking Options from the application menu in AutoCAD LT 2011 to display the Options dialog box. In the Options dialog box, click the User Preferences tab to access these settings.

Drawing templates are often project- or company-specific to ensure consistent styles and settings from one drawing to the next. It is recommended that you use a drawing template that follows your company's CAD standards.

For information about creating a custom drawing template, see Use a Template File to Start a Drawing in the *User's Guide*.

### To customize 3ds Max with Initial Setup

- 1 Click the Application menu button ➤ Options.



- 2 In the Options dialog box, User Preferences tab, click Initial Setup.
- 3 In Initial Setup, Industry page, specify an industry that best describes your work. Click Next.
- 4 On the Optimize Your Workspace page, select the task-based tools you want to display in your default workspace. Click Next.
- 5 On the Specify a Drawing Template File page, select the drawing template file that you want to use when creating new drawings. Click Finish.
- 6 In the Options dialog box, click OK.

## Export and Import Custom Settings from the Same Release

You can export your custom settings between systems running the same release of an 3ds Max product, or export the custom settings and later re-import them on the same computer if you need to reinstall 3ds Max. When exporting custom settings, a migration package is created that contains an XML file. This file contains custom settings, a listing of the custom files from local locations used with 3ds Max, and optionally, custom files in network locations.

The migration package is a ZIP file archive, so it has the file extension ZIP. During the import process, you select the ZIP file archive that contains the exported custom settings you want to merge onto your computer.

The following table lists the file types that are most commonly included in the migration package that is created from the Export Custom Settings dialog box.

### Most Common File Types Included in the Migration Package

File Name	File Description
*.atc	Tools defined on a tool palette and the tool palette catalog. The file is not migrated from release to release, but is from computer to computer with the migration package.
*.aws	Order of the tools as they appear on a tool palette and other local settings. The file is not migrated from release to release, but is from computer to computer with the migration package.
*.bmp	Image used for a command in a customization file.

---

### Most Common File Types Included in the Migration Package

---

File Name	File Description
<i>*.ctb</i>	Settings used to control the appearance of objects when plotting; the settings are arranged by the colors of the 3ds Max Color Index (ACI) system.
<i>*.cuix</i>	Information for commands and user interface elements.
<i>*.cus</i>	Custom dictionary entries.
<i>*.fmp</i>	Information about font mappings for True Type Fonts used in the In-place Text Editor.
<i>*.ini</i>	Configuration settings for some features.
<i>*.lin</i>	Linetype definitions.
<i>*.mln</i>	Multiline style definitions.
<i>*.mnl</i>	AutoLISP commands and procedures that a customization file is dependent on; must have the same name as a customization file in order to be loaded by the product.
<i>*.pat</i>	Hatch pattern definitions.
<i>*.pc3</i>	Configuration information for a plotter or printer.
<i>*.pgp</i>	Shell commands and command alias definitions.
<i>*.pmp</i>	Calibration and paper size settings that are used with a PC3 file.
<i>*.psf</i>	Information about font substitution when exporting to a Postscript file.
<i>*.shx</i>	Information about text characters or shapes used with linetype definitions.
<i>*.stb</i>	Settings used to control the appearance of objects when plotting; the settings are grouped into names that can be assigned to a layer or object.
<i>*.xml</i>	Information about the user profiles in the product and the original locations of the files in the export package.

---

The following table lists the file types that are not included in the migration package that is created from the Export Custom Settings dialog box.

#### Some of the File Types Not Included in the Migration Package

File Name	File Description
*.actm	Action macro file.
*.arx	ObjectARX application file.
*.dcl	Definitions for custom dialog boxes used with AutoLISP, ADS, or ObjectARX applications.
*.dvb	Visual Basic for Applications project file.
*.fas	Fast-load AutoLISP format file.
*.fdc	Definitions for fields; should not be modified.
*.lli	Landscape library; this file type is no longer supported due to the removal of the LANDSCAPE command.
*.lsp	AutoLISP source file that contains definitions for custom commands and functions.
*.mli	Render material library; this file type is no longer supported due to changes to the MATERIALS command.
*.mnr	Resource images for a customization file; must have the same name as a customization file in order to be loaded by the product. The file is not included because it is auto-generated by the product when it is not present.
*.udl	Data connection settings used with dbConnect.
*.unt	Unit definitions used for converting a value from one unit type to another.
*.vlx	Visual LISP file that might contain multiple AutoLISP and DCL files compiled into a single file.

**NOTE** For information about customizing files and settings, see the *Customization Guide*, accessible from the Documentation link on the 3ds Max Installation wizard and in the Help system.

## Export Custom Settings

When exporting custom settings, the custom files stored locally and all user profiles are exported to a migration package. You have the option to include custom files that are stored in network locations. During the creation of the migration package, you do not have any control over which types of files are included in the migration package.

The Export Custom Settings dialog box is used to create the migration package so it can be imported to another computer or the same computer running the same release of the product.

---

**NOTE** You must launch 3ds Max at least once before you can export custom settings to a migration package.

---

### To export custom settings

- 1 Do one of the following:
  - (Windows XP) Click Start menu ► Programs ► Autodesk ► <3ds Max> ► Migrate Custom Settings ► Export <3ds Max> Settings.
  - (Windows Vista) Click Start menu ► All Programs ► Autodesk ► <3ds Max> ► Migrate Custom Settings ► Export <3ds Max> Settings.
- 2 In the Export Custom Settings dialog box, select the Include Custom Files in Networked Locations option if you have files in network locations that you want included in the migration package that is created.
- 3 Click Export.
- 4 In the Export Custom Settings file navigation dialog box, enter a name and specify a location for the migration. Click Open.  
A new ZIP file is created.
- 5 In the confirmation message box, click OK.

## Import Custom Settings

By importing a migration package, you can configure 3ds Max in the same way as other computers that are running the same release of the product. Upon the successful import of the migration package, a message box is displayed giving you the option of viewing the migration log that is created.

If any errors are encountered during the import process, they are logged in the migration log.

If files from a network location were added during the creation of a migration package, the files are copied to a different location only when the original network locations are not available when importing a migration package. If the files from a network location are found in the same location on the network, the files are not copied to the network location and are ignored during import.

During the import process, if the user profile <<Unnamed Profile>> exists, the user profile is automatically backed up before the migration package is imported. Local paths that exist as part of a user profile in a migration package are created automatically during the import process, but paths that are on a network drive or a drive that uses removable discs, are not created automatically.

Local paths that exist as part of a user profile in a migration package are created automatically during the import process, but paths that are on a network drive or a drive that uses removable discs, are not created automatically.

---

**NOTE** You must launch 3ds Max at least once before you can import a migration package.

---

#### **To import custom settings from a computer with the same release of 3ds Max**

- 1 Do one of the following:
  - (Windows XP) Click Start menu ► Programs ► Autodesk ► <3ds Max> ► Migrate Custom Settings ► Import <3ds Max> Settings.
  - (Windows Vista) Click Start menu ► All Programs ► Autodesk ► <3ds Max> ► Migrate Custom Settings ► Import <3ds Max> Settings.
- 2 In the Import Custom Settings file navigation dialog box, select the ZIP file that contains the custom settings that were exported. Click Open.
- 3 On the 3ds Max message box, click OK.  
Optionally, select the Display Log File After Closing This Dialog option before clicking OK to display the log file that was created during the importing of the migration package.

#### **To view the migration log after custom settings imported**

- 1 In Windows Explorer, navigate to the following locations: (Windows XP)

`\Documents and Settings\<user profile>\Application Data\Autodesk\<product version>\<release number>\<language>\Migration.`

`(Windows Vista) \Users\<user profile>\AppData\Local\Autodesk\<product version>\<release number>\<language>\Migration.`

- 2 Double-click *migration.xml* to open the file and view the details of your migration.

## Migrating and Customizing Issues

This section outlines common issues and their solutions with regards to migrating and customizing 3ds Max.

### What are the benefits of identifying my industry?

By identifying your industry, Initial Setup can determine which default drawing template might be the one that best fits your needs. Along with defining the default drawing template, the industry you choose is also used to:

- **Identify partner products.** Partner products are developed by third-party developers; they extend the base functionality of your product and add specific functionality that is related to your industry. For more information about partner products, see <http://partnerproducts.autodesk.com/>.
- **Control Autodesk Seek results.** Autodesk Seek is a content search site that contains symbols, specifications, and other design-related content that might be placed into a drawing or bid package. The specified industry filters the information that is found based on the content that is best related to you. For more information about Autodesk Seek, see <http://seek.autodesk.com/>.

### How is this information being used?

The information gathered from Initial Setup is used to configure several different features and to help guide the future direction of the program. The following features are customized with Initial Setup:

- The default drawing template (DWT) file used to create new drawings.
- The industry that best relates to you to use for filtering search results on Autodesk Seek.

- Which task-based tools to display in a workspace.

No information is shared with Autodesk about the choices you make unless you participate in the Customer Involvement Program (CIP). For information about the Customer Involvement Program, see *Join the Customer Involvement Program* in the *User's Guide*.

## What happens if I skip or cancel Initial Setup?

If you skip or cancel Initial Setup, 3ds Max is not changed from its current state. You can return to Initial Setup at any time by going to the User Preferences tab in the Options dialog box.

## What are the benefits of selecting task-based tools?

Workspaces control which task-based tools are displayed in the Application window and when they are displayed. You can create different workspaces based on the types of drawings you work on. For more information about customizing the user interface and workspaces, see *Work with the Customize User Interface (CUI) Editor and Customize Workspaces* in the *Customization Guide*.

## What is a workspace?

Workspaces are sets of menus, toolbars, palettes, ribbon panels, and ribbon tabs that are organized so you can work in a custom, task-oriented drawing environment. When you use a workspace, only the user interface elements that are relevant to a task are displayed. For more information about customizing workspaces, see *Customize Workspaces* in the *Customization Guide*.

## How do I make changes to a workspace at a later time?

Workspaces are used to control many of the tools displayed in the Application window of 3ds Max. You can modify the current workspace in a limited way from the Application window or you have full control over all aspects of a workspace with the Customize User Interface (CUI) Editor. For more information about customizing workspaces, see *Customize Workspaces* in the *Customization Guide*.

## What is a drawing template file?

A drawing template (DWT) file is used to provide consistency for each new drawing (DWG) file that is created. DWT files can contain named objects, drawing based settings, and geometric objects. Stored named objects include layers, and text and dimension styles among others. Along with named objects, a DWT file can hold values for drawing based system variables, and any geometric object that might be common across multiple drawings such as a title block. For information about using a DWT file, see *Use a Template File to Start a Drawing* in the *User's Guide*.

## How do I modify drawing templates at a later time?

Drawing template (DWT) files are no different than a drawing (DWG) file, with the exception of its file extension. Once a DWT file is opened, you can modify named objects such as layers, and text and dimension styles just as you would in a drawing. You open a DWT file with the OPEN command.

### To open a drawing template (DWT) file

- 1 Click the Application menu button ► Open.
- 2 In the Select File dialog box, select Drawing Template (\*.dwt) from the Files of Type drop-down list.
- 3 Browse to and select the drawing template (DWT) file you want to modify.
- 4 Click Open.
- 5 Make the desired changes to the DWT file.
- 6 Click the Application menu button ► Save.

## What are the benefits of customizing 3ds Max?

Customizing 3ds Max provides many benefits that can increase your productivity and make your drawings have a consistent appearance. Customization can be as simple as creating a block that can be used in many drawings over and over again, such as a title block, or customizing the user interface with the Customize User Interface (CUI) Editor. For information about customizing the user interface, see *Work with the Customize User Interface (CUI) Editor* in the *Customization Guide*.



# Network Administration and Deployment

# 3

Network administration and deployment requires careful planning and execution. This section gives you information about how to prepare for deployment, set up and customize a deployment, and distribute the program.

## Preparing a Deployment

To prepare for a deployment, you should take the time to review the following requirements and options.

### System Requirements for Administrative Image

This section contains the system requirements for the location of the administrative image.

Before you begin installing the program on a network, make sure that your servers and client workstations meet the minimum recommended hardware and software requirements for a deployment. For complete system requirements, see [System Requirements](#) on page 1.

Before you begin installing the program on a network, make sure that your servers and client workstations meet the minimum recommended hardware and software requirements for a deployment. For complete system requirements, see the System Requirements topic in the Installation guide available from the Documentation page on the installer.

The program will automatically detect if the Windows operating system is the 32- or 64-bit version when installing 3ds Max. The appropriate version of 3ds

Max will be installed. The 32-bit version of 3ds Max cannot be installed on a 64-bit version of Windows vice-versa.

See the following tables for administrative image system requirements.

Hardware Requirements - Administrative Image Location		
Hard disk	Autodesk Inventor only: 4.5 GB or above (recommended) Autodesk Inventor, Material Library 2011 Base Image Library, AutoCAD Mechanical, Autodesk Vault, and Design Review: 8.5GB (recommended)	The location where you create the administrative image must be a shared location so that users can access the administrative image.
Hardware and Software Requirements - Administrative Image Location		
Hard disk	2 GB or above (recommended)	The location where you create the administrative image must be a shared location so that users can access the administrative image.

## Choose an Installation Type

When you set up your deployment, you need to choose the type of installation to deploy. In the 3ds Max Deployment wizard, you specify one of the following installation types:

**Stand-Alone installation (Stand-Alone option)** Choose this type of installation for stand-alone installations where a single serial number and product key are used for a single seat. Like a multi-seat stand-alone installation, you do not use the Network License Manager to manage product licensing, but installation, registration, and activation occurs on each workstation.

**Multi-Seat Stand-Alone installation (Stand-Alone option)** Choose this type of installation for stand-alone installations where a single serial number and product key are used for multiple seats. Multi-seat stand-alone installations do not rely upon the Network License Manager to manage product licenses; however, you can still use the 3ds Max Deployment wizard to create administrative images and deployments. Registration and activation is more automated for multi-seat stand-alone installations. After the first activation using the multi-seat stand-alone serial number and product key, activation

occurs automatically for all workstations based on this deployment, as long as your systems are connected to the Internet.

**Network License installation** With this type of installation, you install the program to workstations with the files and registry entries that allow the program to communicate with the Network License Manager. You also define the configuration of the Network License Manager so that the licenses can be accessed. Workstations running the program based on a network installation do not require individual activation. Licensing of this program is managed by at least one license server.

The main advantage is that you can install 3ds Max on more systems than the number of licenses you have purchased (for example, purchasing 25 licenses but installing on 40 workstations). At any one time, 3ds Max runs on the maximum number of systems for which you have licenses. This means you get a true floating license.

## Choose a License Server Model

If you chose the Network License option, you need to decide which license server model to use to distribute the product licenses.

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**TIP** If you are deploying a stand-alone or multi-seat stand-alone installation type, you do not use a license server model.

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For the network installation, use one of the following license server models:

- **Single license server model.** The Network License Manager is installed on a single server, so license management and activity is restricted to this server. A single license file represents the total number of licenses available on the server.
- **Distributed license server model.** Licenses are distributed across more than one server. A unique license file is required for each server. To create a distributed license server, you must run the Network License Manager on each server that is part of the distributed server pool.
- **Redundant license server model.** You use three servers to authenticate a single license file. One server acts as the master, while the other two provide backup if the master server fails. With this configuration, licenses continue to be monitored and issued as long as at least two servers are still functional. The license file on all three servers is the same. You must install the Network License Manager on each server.

Each of these license server models is described in detail in the *Autodesk Licensing* guide. It is strongly recommended that you also read that guide before you deploy the program. You can find *Autodesk Licensing* guide by clicking the *Read the Documentation* selection, the *Documentation* link at the lower-left corner of the deployment wizard, or in the Help system.

## Create a Network Share

Once you have fully prepared for creating a deployment, you are ready to set up and distribute 3ds Max by creating a network share location (folder). A network share is an installation folder that you make available to users' computers on a network. You point users to this location to install the program.

A network, shared folder is required for network license and multi-seat stand-alone methods of installation. Any subfolders that are placed inside a network shared folder are automatically shared.

---

**NOTE** You must have Full Control permissions set for your shared folder when you are creating your deployment images. Read permissions are necessary to access the network share and administrative permissions on the workstation where the program is deployed.

---

### To create a network share folder

- 1 On your network server's desktop, create a folder named *Deployments*.
- 2 Right-click the *Deployments* folder and click Share and Security (or Sharing).
- 3 In the *<folder name>* Properties dialog box, Sharing tab, select Share This Folder.
- 4 Specify a Share Name, such as *Deployments*, if necessary.
- 5 Click the Permissions button. In the Permissions dialog box enter your group or user names, and make sure Full Control is selected. Click OK.  
In Vista, right-click the *Deployments* folder and then click Share. In the File Sharing dialog box type in or browse to the name of the group or user you want to share the folder with. Click Add, and then click Share.
- 6 For each product you plan to install, create a subfolder in the *Deployments* folder. Name each folder with the pertinent product name.

## Network Tools and Your License Server

If users are running the program using network licenses, you need to use the Network License Manager. The Network License Manager helps you configure and manage license servers. For information about installing and setting up the Network License Manager and licensing tools, see the *Autodesk Licensing* guide.

## Setting Up and Creating a Deployment

The deployment process provides you with numerous options for creating, and customizing your deployments, so you should set aside ample time to complete the process in one sitting. To be successful, it is recommended that you review the following checklist and information before you begin. The deployment process is initiated from the installation wizard's Create Deployments selection. Once a deployment is created, users then access the deployment to install products to their computers.

## Prepare for a Network Deployment

Complete the following preliminary tasks before creating a network deployment.

### Deployment Checklist

- ☐ Review the system requirements. Confirm your network, servers, and client workstations meet the system requirements.
- ☐ Understand the type of license you have purchased. For a network license deployment, you should also be familiar with the type of license server model you want to use, and the license server name(s).
- ☐ Install and activate any support tools and utilities.
- ☐ Locate your product serial number and product key. These are located on the outside of the product packaging, or in the Autodesk Upgrade and Licensing Information email message.
- ☐ Determine how you intend to personalize the program(s) during registration. Using consistent registration data is very important.

### Deployment Checklist

- ☐ Identify the location, and create a shared folder where deployments will reside for each program you plan to deploy.
- ☐ Close all other programs and disable anti-virus software.
- ☐ Decide which language to use for each of your deployment packages.

---

**NOTE** Languages can be included only during the creation of the deployment, not during modification.

---
- ☐ Determine whether your deployment plan involves using imaging software to distribute your program(s) to client workstations.
- ☐ Determine whether to create log files that contain deployment and installation data, and whether to run silent mode.

---

**NOTE** When the program is installed from a deployment using silent mode, users' systems automatically reboot without warning when the installation is complete.

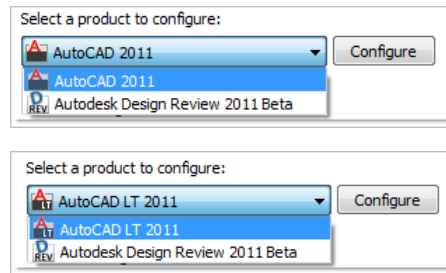
---
- ☐ Determine an installation type (Typical or Custom), and whether to install Express Tools (if applicable).
- ☐ Determine the name and location for the installation folder, and the locations for your support file content.
- ☐ Determine your defined search paths and file locations.
- ☐ Determine whether to include additional files with your deployment, such as drawing files, AutoLISP routines, or script files.
- ☐ Determine your user preferences—including whether to display the Welcome Screen, whether to require Internet Explorer, the default publishing format, and whether to create a desktop shortcut.
- ☐ Check for service packs that might be available for your product.
- ☐ Configure access to Communication Center. Live Update notifications let you know when product updates are posted and configuring Communication Center lets users access technical information.

## Deployment Checklist

- ☐ Set up access to online resources, such as DesignCenter, Subscription Center, Help, Customer Error Reporting, and InfoCenter search settings.

## Configure Individual Products

You can create a deployment that uses the default product settings, or you can configure each product to be included in the deployment. To configure a product, on the Create Deployment page of the deployment wizard, select the appropriate product from the drop-down list, and click Configure.



The following configuration options are available. See [Your Deployment Choices](#) on page 48 for details about these options.

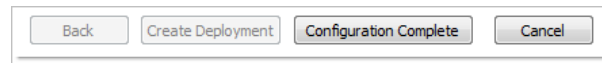
- Select the License Type (Stand-alone or Network license)
- Select the Installation Type (Typical or Custom)
- Install Express Tools
- Select Installation Folders for Support Content
- Define Search Paths and File Locations
- Install Additional Files
- Specify User Preferences
- Include Service Packs
- Configure InfoCenter Communication Center
- Configure Access to Online Resources

When you finish selecting options, click Configuration Complete. The Create Deployment page is redisplayed, where you can confirm your selections. Click Create Deployment.

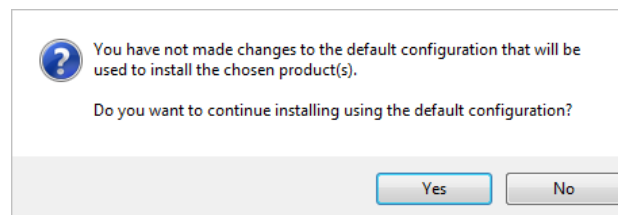
---

**NOTE** To retain a copy of your settings, click Copy to Clipboard.

---



If you do not want to make configuration changes on the Create Deployment page, click Create Deployment. Then click Yes to continue creating your deployment using the default configuration.



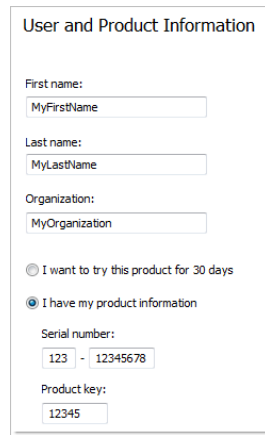
## Your Deployment Choices

When you create a deployment, you will make several choices during the process to create various client deployment images and deployment types. The following sections outline your choices in more detail.

### Enter User and Product Information

The User and Product Information page is used to personalize the program for your environment. The information you enter is permanently retained with the product and is displayed in the Help menu on all workstations. Because you can't change this information later without uninstalling, take care when entering the information.





The dialog box is titled "User and Product Information". It contains the following fields and options:

- First name:
- Last name:
- Organization:
- Radio buttons:
  - ☐ I want to try this product for 30 days
  - ☒ I have my product information
- Serial number:  -
- Product key:

You must also enter the product serial number and product key in order to run the product. The serial number and product key are located on the outside of the product packaging, or in the Autodesk Upgrade and Licensing Information email. The serial number must contain a three-digit prefix followed by an eight-digit number. The product key consists of five characters.

Your clients can review this product information later, on the InfoCenter toolbar, click the drop-down arrow next to the Help button (the question mark). Then click About - Product Information.

## Creating Log Files

From the General Deployment Settings dialog, you can setup two types of log files with which you can monitor information about deployments and installations.

- **Create network log** The network log file keeps a record of all workstations that run the deployment. On the General Deployment Settings page, you choose whether or not to create a network log file. The log lists the user name, workstation name, and the status of the installation. Refer to this file for status information and details about problems that users encountered during installation (for example, low disc space or inadequate permissions).

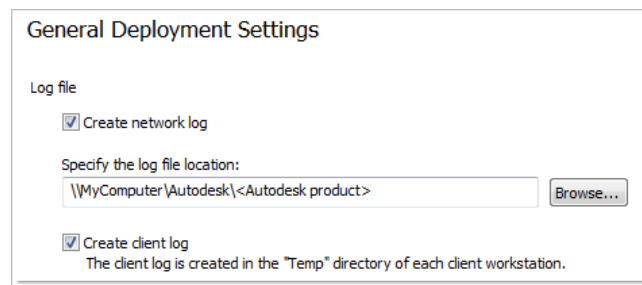
The network log is named with the same name you chose for your deployment. You can specify where the log file is created by entering either a valid UNC (universal naming convention) path or hard-coded path on your network, for example `\\MyComputer\Autodesk\<Autodesk product>`. Users should use their actual computer name in place of *MyComputer*.

---

**NOTE** The folder where the network log resides must be a shared folder where users who install the program have Change permissions. Otherwise, successes or failures for user installations cannot be written to the log file.

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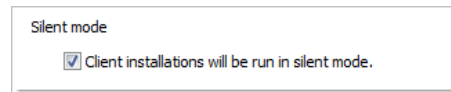
- **Create client log** The client log contains detailed installation information for each workstation. This information may be useful in diagnosing installation problems. The client log is located in the %Temp% directory of each client workstation.



The image shows a dialog box titled "General Deployment Settings". It has two sections. The first section is "Log file" and contains a checked checkbox "Create network log". Below this is a text field labeled "Specify the log file location:" with the text "\\MyComputer\Autodesk\<Autodesk product>" and a "Browse..." button. The second section contains a checked checkbox "Create client log" and a note below it: "The client log is created in the 'Temp' directory of each client workstation."

## What Is Silent Mode?

When silent mode is active and a user initiates the deployment, the installation proceeds without any explicit user input. Users cannot change any of your installation settings. No dialog boxes are presented that require interaction from the user.



The image shows a dialog box titled "Silent mode". It contains a checked checkbox with the text "Client installations will be run in silent mode."

---

**WARNING** When the product is installed from a deployment using silent mode, users' systems will reboot automatically and without warning when the installation is complete.

---

## Select a License Type (Optional)

When you set up your deployment, you choose the type of installation to deploy based on the type of software license you purchased: stand-alone or network. You also select the network license server model you want to use to distribute product licenses.

---

**NOTE** Depending on the type of option you choose on the configuration page, stand-alone or network license, note that you **must** use the same type of installation for *all* those products in your deployment session. If you select products that do not support the type of license you purchased, you will not be able to activate those products.

---

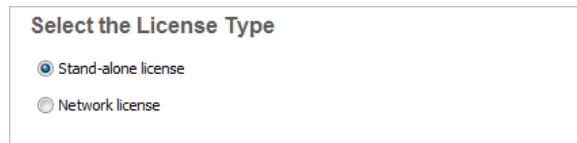
### **Specify the license type to use during deployment**

**Stand-alone license (a single serial number for a single seat)** For a stand-alone license, you install, register, and activate the program on each workstation.

**Network license** With this type of installation, you install the program to workstations with the files and registry entries that allow the program to communicate with the Network License Manager. You also define the configuration of the Network License Manager so that the licenses can be accessed. Workstations running the program based on a network installation do not require individual activation. Licensing of this program is managed by at least one license server.

### **To deploy a stand-alone license**

- 1 While creating a deployment, on the Select the License Type page, select Stand-alone License.

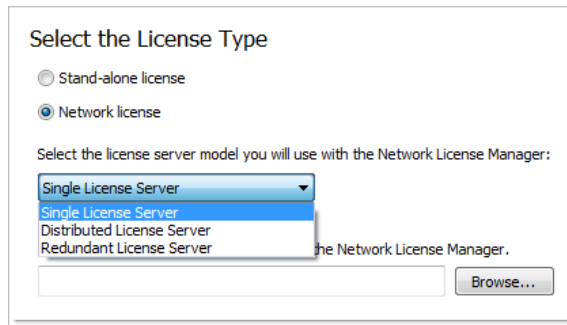


The screenshot shows a dialog box titled "Select the License Type". Inside the dialog, there are two radio button options. The first option, "Stand-alone license", is selected, indicated by a filled blue circle. The second option, "Network license", is not selected, indicated by an empty circle.

- 2 Click Next.

### **Specify the license server model during deployment**

If you choose the Network License option, you need to decide which license server model to use to distribute your product licenses - single, distributed or redundant license server model. For more information about license server models, see [Choose a License Server Model](#) on page 43.



If you are deploying a stand-alone or multi-seat stand-alone installation type, you do not use a license server model.

#### To deploy a network license using a single license server model

- 1 While creating a deployment, on the Select the License Type page, select the Network license option.
- 2 Select Single License Server as the license server model you want to use with the Network License Manager.  
If you have already used the Network License Manager to create a license server model, you must select the same license server model in this step. If you have not yet used the Network License Manager to create a license server model, make sure that you select the same settings in the Network License Manager that you choose here.
- 3 Enter the server name of the server that will run the Network License Manager, or click the Browse button to locate the server. Click Next.

For more information about license server models and setting up your license server, see Plan Your License Server Configuration in *Autodesk Licensing*.

#### To deploy a network license using a distributed license server model

- 1 While creating a deployment, on the Select the License Type page, select the Network license option.
- 2 Select Distributed License Server as the license server model you want to use with the Network License Manager.  
If you have already used the Network License Manager to create a license server model, you must select the same license server model in this step. If you have not yet used the Network License Manager to create a license

server model, make sure that you select the same settings in the Network License Manager that you choose here.

- 3 Enter the name of one of the servers that will run the Network License Manager, or click the Browse button to locate the server. Click Add to add the server to the Server Pool. Once all the servers are added to the Server Pool list, use the Move Up and Move Down buttons to arrange the servers in the order you want them to be searched by a user's workstation. You must enter at least two servers. Click Next.

For more information about license server models and setting up your license server, see Plan Your License Server Configuration in *Autodesk Licensing*.

#### **To deploy a network license using a redundant license server model**

- 1 While creating a deployment, on the Select the License Type page, select the Network License option.
- 2 Select Redundant License Server as the license server model you want to use with the Network License Manager.  

If you have already used the Network License Manager to create a license server model, you must select the same license server model in this step. If you have not yet used the Network License Manager to create a license server model, make sure that you select the same settings in the Network License Manager that you choose here.
- 3 In the First Server Name field, enter a server name of one server that will run the Network License Manager, or click the Browse button to locate the server. Enter the server names for the remaining two servers that you will use in the redundant server pool. Click Next.

For more information about license server models and setting up your license server, see Plan Your License Server Configuration in *Autodesk Licensing*.

## **Select the Installation Type (Optional)**

As part of making your deployment choices, you select the type of installation that users receive when they install the program, choose which optional tools or features are included, and specify where the product is installed on each workstation.

**Select the Installation Type**

☒ Typical  
☐ Custom

Install optional tools:

☒ Express Tools

Product install path:

C:\Program Files\Autodesk\<Autodesk Product>\ Browse...

Disk space requirements:

Volume	Disk Size	Available	Required	Total Required	Remaining
C:	---	---	631 MB	822 MB	---

You choose the location where program files are installed on the client workstation in the Product Install Path. To help decide where the product is installed, a chart of drives and disc space is provided.

**To deploy a typical installation, choose optional tools, and specify a product location**

- 1 During the deployment, on the Select the Installation Type page, select Typical as the type of installation that you want.
- 2 Enter the path on the client workstation where you want to install the program, for example *C:\Program Files\Autodesk\<Autodesk product>*.  
The Disc Space Requirements chart lets you review available drives and disc space.
- 3 Click Next.

**To deploy a custom installation, choose optional tools, and specify a product location**

- 1 During the deployment, on the Select the Installation Type page, select the Custom option as the type of installation that you want.

- 2 From the Select Features to install list, select the features that you want to install.

If, after making feature changes, you decide you want the original selections, click the Restore Defaults button on the Select the Installation Type page.

**Select the Installation Type**

☐ Typical  
☒ Custom

Select features to install:

- Feature
  - ☒ CAD Standards
  - ☒ Database
  - ☒ Dictionaries
  - ☒ Drawing Encryption
  - ☒ Express Tools
  - ☒ Fonts
  - ☒ Autodesk Seek

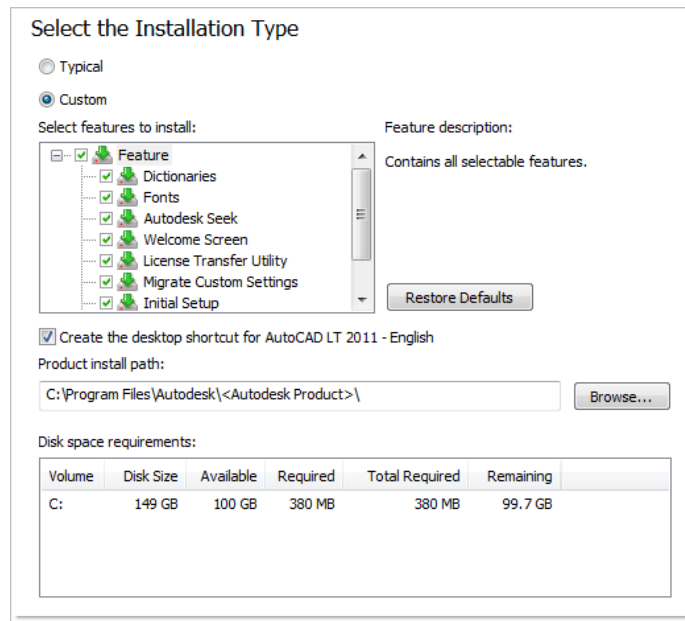
Feature description:  
Contains all selectable features.

☒ Create the desktop shortcut for AutoCAD 2011 - English

Product install path:  
C:\Program Files\Autodesk\<Autodesk Product>\

Disk space requirements:

Volume	Disk Size	Available	Required	Total Required	Remaining
C:	149 GB	100 GB	521 MB	521 MB	99.7 GB



- 3 Enter the path on the client workstation where you want to install the program, for example *C:\Program Files\Autodesk\<Autodesk product>*.  
The Disk Space Requirements chart lets you review available drives and disc space.
- 4 Click Next.

## Select Installation Folders for Support Content

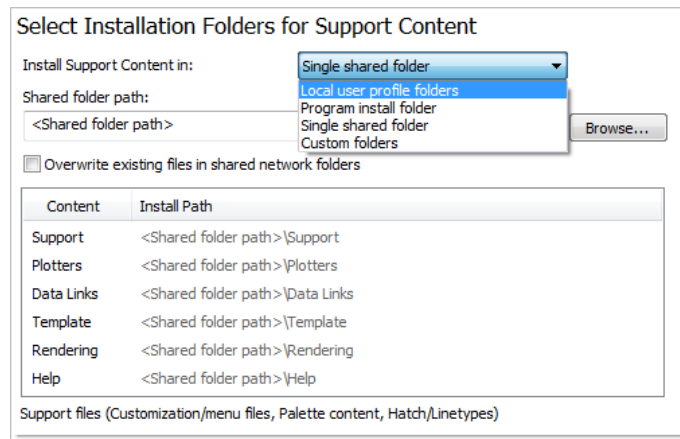
On the Select Installation Folders for Support Content page, you choose where your support content gets installed by specifying a folder other than the default user profile folder used in previous releases. As a network administrator, these options give you greater control over where you place support content during installations or deployments.

Support files consist of six main types:

- Support - Includes customization/menu files, palette content and hatch and linetypes.
- Plotters - Includes plot styles (.ctb files), and plot configuration files (.pc3 and .pmp files).



- Data Links - Contains data links files.
- Template - Includes drawing and Sheet Set templates, and Publish to Web templates.
- Rendering - Includes hardware certification information, and Web Light files.
- Help - Includes User's Guide, Command Reference, New Features Workshop, and various guides and learning resources.



Among the four options available, you can choose a single shared location, local or network, where all your support content is installed. The illustration and table below outline the other available options.

There are four support content folder options:

Options	Notes
Local user profile folders	<ul style="list-style-type: none"> <li>■ Texture maps installed to %ALLUSERSPROFILE%</li> <li>■ All other content installed to %USERPROFILE%\Roaming AppData</li> <li>■ No content stored in %USERPROFILE%\Local AppData</li> </ul>
Program install folder	<ul style="list-style-type: none"> <li>■ All content is installed to the 3ds Max installation folder on individual user station</li> <li>■ User may need power user privilege to install 3ds Max</li> <li>■ User may need power user privilege to run 3ds Max on a system where support content is installed to the <i>OS Program Files</i> folder</li> </ul>

Options	Notes
Single shared folder	<ul style="list-style-type: none"> <li>■ Allows for a unique network path to be specified for all content types</li> <li>■ Subfolders for content types installed within this location</li> <li>■ When a deployment is pushed to individual workstations, content is copied into the network location only once when the deployment is created</li> </ul>
Custom folders	<ul style="list-style-type: none"> <li>■ Allows a unique path to be specified for different content types</li> <li>■ Supports local folders and UNC or mapped network paths</li> </ul>

An Overwrite Existing Files in Shared Network Folders check box is available when either the Single Shared folder or Custom folder options is selected. If the box is checked, the existing files in the chosen folder are overwritten. No additional warning is given. If the box is unchecked, a warning message is displayed.

The screenshot shows a dialog box titled "Select Installation Folders for Support Content". It has two main sections. The first section, "Install Support Content in:", features a dropdown menu currently showing "Single shared folder". The second section, "Shared folder path:", contains a text input field with the path "Q:\Shared Files\Our Product\' and a "Browse..." button to its right. At the bottom of the dialog, there is a checkbox labeled "Overwrite existing files in shared network folders" which is currently checked.

## Define Search Paths and File Locations (Optional)

On the Define Search Paths and File Locations page, you can modify the default search paths and the location of some program files. You might want to modify the default settings for the following reasons:

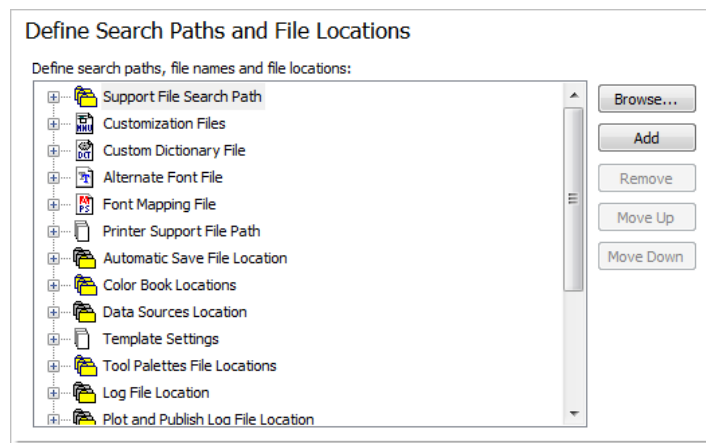
- If your environment uses a file (such as a customization file or plug-ins) other than the default file that's installed with the program, you can point to that file now and avoid having to add it at each workstation.
- Some default file locations may have changed in this version of the program. You can use this page if you have an earlier version of the program, and you want to move the files to the same file location as your earlier version.

### To use the default program settings for search paths and file locations

- While creating a deployment, on the Define Search Paths and File Locations page, click Next.

### To modify the default program settings for search paths and file locations

- 1 While creating a deployment, on the Define Search Paths and File Locations page, in the Define Search Paths, File Names, and File Locations list, click the plus sign (+) to the left of a search path or file location to select and expand it.



- 2 Select an item in the list and do any of the following:
  - To browse to a file location, click Browse.
  - To add a new entry to the currently selected search path or file location, click Add.
  - To remove an entry from the currently selected search path or file location, click Remove.
  - To move a selection up or down in the list, click Move Up or Move Down.

---

**NOTE** The availability of these buttons depends on the item that you selected in the previous step.

---

- 3 When you finish specifying search paths or file locations, click Next.

## Install Additional Files (Optional)

On the Install Additional Files page, when you click Browse, you can specify additional files to include with a deployment. By default, these files are installed in the program's installation directory on client workstations when the deployment is run. You can install files to multiple directories if desired.

You can perform the following operations:

- Specify additional files (such as drawing files, AutoLISP® routines, or script files) to include with your deployment.
- Install user files, of any format, and place them in any directory on the client's workstation.
- Add subfolders under the installation folder (for example, a folder called *LSP* to contain custom AutoLISP routines).
- Add files to the same location as program files (for example, add sample drawings for a project).
- Add files to the root of the installation directory.

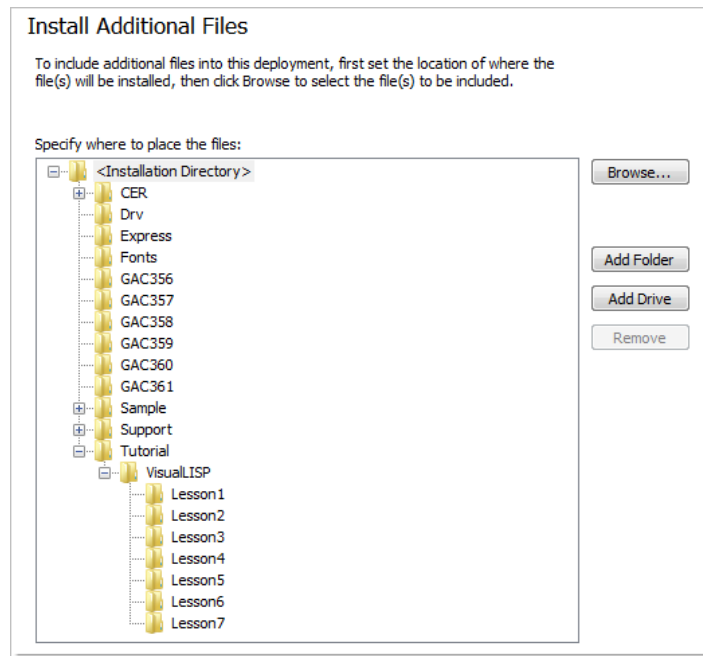
---

**NOTE** It is recommended that you install these files to a location within the program's directory structure. You cannot install files with the same file name as an installed program file. For example, you cannot add a file named *acad.cui*.

---

### To install additional files

- 1 While creating a deployment, on the Install Additional Files page, set the location where the files will be installed.



**2** Do any of the following:

- Click Browse to open the Add Files dialog box, where you can select files to add to the installation directory.
- Click Add Folder to create a new folder in the installation directory.
- Click Add Drive to add a drive name to the file location structure. The drive name must be a valid drive letter and colon, for example C: or F:. Uniform Naming Convention (UNC) paths are not supported.
- Click Remove to delete a file, folder, or drive from the installation directory.

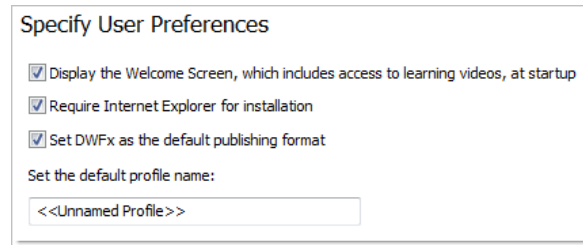
**3** Click Next.

## Specify User Preferences (Optional)

On the Specify User Preferences page, you specify:

- Access to the Welcome Screen

- Require Internet Explorer for installation
- Set DWFx as the default publishing format
- Set a default profile name
- Display a desktop shortcut for 3ds Max, or create a custom shortcut



The 'Specify User Preferences' dialog box contains the following options:

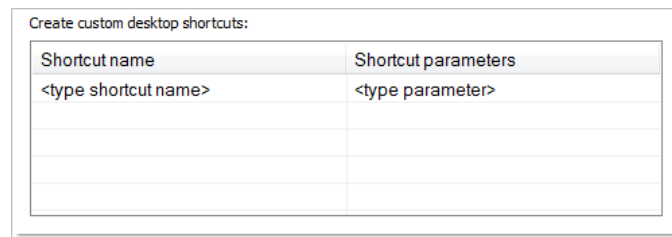
- ☒ Display the Welcome Screen, which includes access to learning videos, at startup
- ☒ Require Internet Explorer for installation
- ☒ Set DWFx as the default publishing format

Below these options is a section labeled 'Set the default profile name:' with a text input field containing '<Unnamed Profile>'.

If you do not require Microsoft Internet Explorer to be installed before 3ds Max is installed, then deselect the Require Internet Explorer for installation.

Your default profile name is the name of all your users will see when they run the deployment.

Clear the check box for Create a Desktop Shortcut for 3ds Max if you do not want the product shortcut icon to appear on the user's desktop. If you want to create a custom desktop shortcut, specify a shortcut name and any parameters, such as switches that will call profiles, startup scripts, and so on.



The 'Create custom desktop shortcuts' dialog box features a table with two columns: 'Shortcut name' and 'Shortcut parameters'.

Shortcut name	Shortcut parameters
<type shortcut name>	<type parameter>

## Include Service Packs (Optional)

You have the option to include service packs for your product. You can select to download and apply a service pack from *autodesk.com*, or choose to use a locally stored (local hard drive or local network) service pack. In either case, the service pack will be applied only after the installation of the main product is completed.

If you select the Install Service Pack from *autodesk.com* button, the service pack will be automatically downloaded and you will not need to extract the MSP file.

If you choose to include a service pack from a local or network drive, you will need to plan how you want the service pack handled from the two options below. You will also need to complete the following steps.

---

**NOTE** If the deployment process for the main product is canceled or fails, the service pack installation will automatically be canceled.

---

**Include Service Pack**

☒ Include Service Pack from Autodesk.com  
✓ This product is up-to-date. No Service Pack is available.

☐ Include Service Pack(s) from local drive or local network

☐ Do not include Service Pack

☐ Append the Service Packs onto the deployment.  
☐ Merge the Service Packs into the administrative image MSI file.

- **Append the Service Packs onto the Deployment.** When you append a service pack, the service pack is applied to the current deployment only. Multiple service packs may be appended to a deployment. The service pack file is included in the deployment and the service pack is applied after the product is deployed.
- **Merge the Service Packs into the Administrative Image MSI File.** When you merge a service pack, the service pack is merged into the administrative image. Once merged, a service pack may not be removed from the administrative image. Multiple service packs may be included in a single administrative image.

### To extract a Microsoft Installer Patch (MSP) file from a service pack

- 1 Download the service pack from the 3ds Max support site.
- 2 Review the service pack *Readme* file for information about patch usage.
- 3 Open a Windows command prompt and enter the patch file name followed by the /e switch and a target file name, such as:

```
ProductSP1.exe /e ./ProductSP1.msp
```

where *<ProductSP1.exe>* is the name of the downloaded patch and *<ProductSP1.msp>* is the name of the extracted file. Using './' in front of the extraction file name places the extracted file in the same folder as the original executable. The "e" command line switch extracts the MSP file from the executable.

### To include a service pack with the deployment

To include a service pack with a deployment, an MSP file must be extracted from the downloaded service pack executable.

- 1 On the Include Service Packs page, click the Browse button.
- 2 In the Open dialog box, locate the service pack you want to include with the deployment.
- 3 Select the MSP file and click Open.
- 4 Specify whether you want to append the service pack to the deployment or merge the service pack into the administrative image.
- 5 Click Next.

## Configure InfoCenter Communication Center (Optional)

The Communications Center is accessed through InfoCenter. Products are updated with Live Update, which downloads patches to your product using Communication Center. Beyond Live Update, other information channels and feeds can be displayed by the Communication Center.



**Configure InfoCenter Communication Center**

**Communication Center Panel**

☒ **Enable live updates**  
 Receive Live Updates from Autodesk  
 Local patch list location:

☒ **Enable Information Channels**

☒ **Enable CAD Manager Channel**  
 Feed location:  
   
 Display name:

☒ **Enable RSS feeds**  
☒ **Allow user to add RSS feeds**

The Communication Center settings you can make include the following:

- **Enable Live Updates.** Users can use Live Update to check for updates when a Web connection is established. If a product patch is available, notification of its availability is received on the program's status bar, and the patch can be either downloaded directly from an Autodesk server or modified first before being copied to users' workstations. If you don't want users to receive updates or announcements, you can turn off Live Update.

---

**NOTE** You can also turn Live Update options on or off in the CAD Manager Control utility.

---

- **Enable Information Channels.** When active, information channels notify users with various pieces of information such as product support information.
- **Enable CAD Manager Channel.** Controls the display of the CAD Manager Channels in InfoCenter. Aside from being able to toggle CAD Manager Channels, you can also define the CAD Manager feed location and set the display name for the CAD Manager Channel.
- **Enable RSS Feeds.** Users can subscribe to any number of RSS feeds. Each feed is contained within a discrete InfoCenter category. Additionally, you can specify whether users can add RSS feeds.

### To configure Communication Center

- 1 When creating a deployment, on the Configure InfoCenter Communication Center page, make the following Live Update settings:

- **Enable Live Updates.** Users can receive product updates or support announcements from Autodesk servers.
- **Receive Live Updates from Autodesk.** Users can receive product updates and support announcements from Autodesk servers with Live Update.
- **Receive Live Updates from Local Server.** You can maintain a patch list on a local server. A patch list is an XML file that specifies a list of patches available for installation on your computer. If you select this option, the Local Patch List Location box is available. Use the Browse button to locate the path to a server location where you want a patch list. More information about how to use a local patch list is available by installing Autodesk CAD Manager Tools, running the CAD Manager Control utility, and then clicking Help in the CAD Manager Control utility window.

---

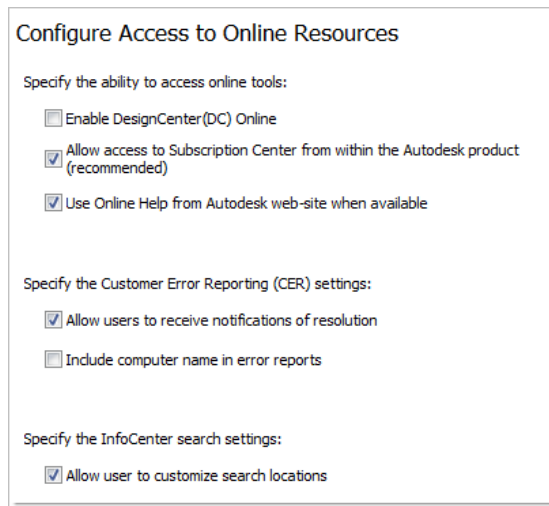
**NOTE** You can name a file to use for patch information. By naming a file and using an *.npl* extension now, you are creating a placeholder file, not creating the file itself. In the location that you specify in the Local Patch List Location box, you must create a text file with the same name you specify here.

---

- 2 Specify whether Information channels should be enabled.
- 3 Specify whether CAD Manager channels should be enabled. When active, you can make the following settings:
  - **Feed Location.** Defines the location of the CAD Manager channel RSS feed. RSS feeds are in XML format.
  - **Display Name.** Sets the display name of the CAD Manager channel.
- 4 Specify whether RSS Feeds are enabled and if users are allowed to add feeds.
- 5 Click Next.

## Allow Users to Access Online Resources (Optional)

On the Configure Access to Online Resources pages, you can specify whether users can access online resources such as receiving live updates from Autodesk, enabling information or CAD Manager channels, or subscribing to RSS feeds. You can also allow access to the DesignCenter as well as specifying Customer Error Reporting and InfoCenter settings.



**Configure Access to Online Resources**

Specify the ability to access online tools:

- ☐ Enable DesignCenter(DC) Online
- ☒ Allow access to Subscription Center from within the Autodesk product (recommended)
- ☒ Use Online Help from Autodesk web-site when available

Specify the Customer Error Reporting (CER) settings:

- ☒ Allow users to receive notifications of resolution
- ☐ Include computer name in error reports

Specify the InfoCenter search settings:

- ☒ Allow user to customize search locations

### DesignCenter

The DC Online tab in DesignCenter provides access to pre-drawn content such as blocks, symbol libraries, manufacturers' content, and online catalogs. This content can be used in common design applications to assist users in creating drawings.

---

**NOTE** DesignCenter Online is not selected by default. If you choose not to enable DC Online at the time of installation, you can enable it later from the CAD Manager Control utility.

---

### Subscription Center

With Autodesk Subscription, users receive the following:

- Software upgrades and exclusive product downloads
- Access to training and learning materials
- One-on-one product support

- Exclusive license terms on any Autodesk products under contract
- Access to Autodesk Knowledge Base

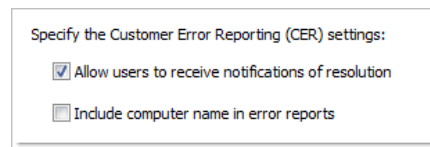
### Online Help

Access to online Help documentation is available to your users from [www.autodesk.com](http://www.autodesk.com). The Help system can also be installed during the product installation process should you choose to restrict online access. Access to online or local Help can also be done through the CAD Manager Control utility.

The Help documentation includes User's and Customization Guides, a Command Reference, New Features Workshop, developer documentation, learning and training tutorials, and other learning resources. A product *Readme* is also available that contains late-breaking information on your product.

### Customer Error Reporting (CER)

If your Autodesk product closes unexpectedly, users have the opportunity to send an error report directly to Autodesk, which helps Autodesk to determine and resolve the error. You can determine whether users can also receive notification from Autodesk when their reported errors are resolved.



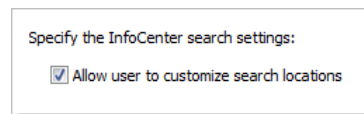
---

**NOTE** You can also turn Customer Error Reporting notification on or off in the CAD Manager Control utility.

---

### Specify InfoCenter Search Settings

The Search Results tab of InfoCenter can be configured to display content from various sources, such as the product Help system, CAD Manager Channels, or the Internet.



You can specify whether users who install from the deployment can customize access to their InfoCenter search locations.

### To configure access to online resources

- 1 While creating a deployment, on the Configure Access to Online Resources page, do the following to configure DesignCenter Online:
  - To enable DesignCenter Online, select the check box next to Enable DC Online.
- 2 If you want to receive notification of problem resolutions, do the following:
  - Select the check box next to Allow Users to Receive Notification of Resolution so that users are made aware of resolutions to issues and can download applicable updates provided by Autodesk. This option is enabled by default.

---

**NOTE** Users must have administrative permissions to install an update provided by Autodesk.

---

  - Select the check box next to Include Computer Name to include the user's computer name in error reports. The computer name is included in notifications to the user and in reports available to subscription administrators. This option is disabled by default.
- 3 Specify whether users have the option to customize their InfoCenter search locations. This option is enabled by default.
- 4 Click Configuration Complete.

## Create a Default Deployment

If you do not plan to customize your deployment, you can create a default deployment.

The following procedure illustrates how quickly you can set up a default deployment using the deployment wizard. This procedure illustrates a *single-server* network deployment using a *Typical* installation with *no customizations*. For information about customizing product configurations in a deployment, see [Create a Custom Deployment](#) on page 71.

### To create a deployment using default settings

- 1 Start the 3ds Max Installation wizard.

- 2 On the initial page, select a language for the deployment instructions. Click Create Deployments.
- 3 On the Begin Deployment page, specify the following:
  - *Administrative Image Field.* Enter or locate the path to the shared network location where you want to create and store your administrative image. Users install the program from this location.

---

**NOTE** For information on how to create a network share, see [Create a Network Share](#) on page 44.

---

- *Deployment Name Field.* Enter the new deployment's name. This name is used for the shortcut from which users will install the product.
- **This is to be a:** Select either 32-bit or 64-bit for your target operating system.

Click Next.

- 4 On the Select the Products to Include in the Deployment page, select the products, and language to include in your deployment. Click Next.

---

**NOTE** Autodesk Design Review 2011 and Autodesk Material Library 2011 Medium Image library are not installed by default. For more information, see [Autodesk Design Review](#) on page 28 or [Installing Autodesk Material Libraries](#) on page 17.

---

---

**NOTE** Autodesk Design Review 2011 is not installed by default. For more information, see [Autodesk Design Review](#) on page 28.

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- 5 Review the Autodesk software license agreement. Click I Accept, and then click Next.
- 6 On the User and Product Information page, enter your user information, serial number, and product key. Click Next.

---

**WARNING** After you click Next, you cannot change the information entered on the this page unless you uninstall the product.

---

- 7 On the General Deployment Settings page specify whether to
  - Create a network log file. Specify the log file's location by entering either a valid UNC (universal naming convention) path or a hard-coded path on your network.

---

**NOTE** The folder that contains the network log file must be a shared folder for which users who install the program have Change permissions. Otherwise, successes or failures for user installations cannot be written to the log file.

---

- Create a client log file.
- Run the installation in silent mode to prevent users from changing installation settings.

For more information on log files, see [Creating Log Files](#) on page 49. For more information on silent mode, see [What Is Silent Mode?](#) on page 50. Click Next.

- 8 On the Create Deployment page, click Create Deployment. Click Yes to continue creating the deployment using the default configuration.  
An administrative image is created in your shared folder using the deployment options listed in Current Settings. To retain a copy of your deployment settings, click Copy to Clipboard.
- 9 On the Deployment Complete page, click Finish.

## Create a Custom Deployment

To alter your deployment by removing features or restricting access to online resources, customize the configuration of each product included in the deployment.

### To create a custom deployment

- 1 Start the 3ds Max Installation wizard.
- 2 On the initial page, select a language for the deployment instructions. Click Create Deployments.
- 3 On the Begin Deployment page, specify the following:
  - *Administrative Image Field*. Enter or locate the path to the shared network location where you want to create and store your administrative image. Users install the program from this location.

---

**NOTE** For information on how to create a network share, see [Create a Network Share](#) on page 44.

---

- *Deployment Name Field.* Enter the new deployment's name. This name is used for the shortcut from which users will install the product.
- **This is to be a:** Select either 32-bit or 64-bit for your target operating system.

Click Next.

- 4 On the Select the Products to Include in the Deployment page, select the products, and language to include in your deployment. Click Next.

---

**NOTE** Autodesk Design Review 2011 and Autodesk Material Library 2011 Medium Image library are not installed by default. For more information, see [Autodesk Design Review](#) on page 28 or [Installing Autodesk Material Libraries](#) on page 17.

---

**NOTE** Autodesk Design Review 2011 is not installed by default. For more information, see [Autodesk Design Review](#) on page 28.

---

- 5 Review the Autodesk software license agreement. Click I Accept, and then click Next.
- 6 On the User and Product Information page, enter your user information, serial number, and product key. Click Next.

---

**WARNING** After you click Next, you cannot change the information entered on the this page unless you uninstall the product.

---

- 7 On the General Deployment Settings page specify whether to
  - Create a network log file. Specify the log file's location by entering either a valid UNC (universal naming convention) path or a hard-coded path on your network.

---

**NOTE** The folder that contains the network log file must be a shared folder for which users who install the program have Change permissions. Otherwise, successes or failures for user installations cannot be written to the log file.

---

- Create a client log file.
- Run the installation in silent mode to prevent users from changing installation settings.



For more information on log files, see [Creating Log Files](#) on page 49. For more information on silent mode, see [What Is Silent Mode?](#) on page 50. Click Next.

- 8 On the Create Deployments page, click Configure to customize the product configuration.
- 9 On the Select the License Type page, select Stand-alone or Network license, and click Next.
- 10 On the Select the Installation Type page, specify the following:
  - *Installation Type*. Select Typical to install the most common application features. Custom to install only the application features that you select from the Select Features To Install list.
  - The following table lists features that are available for selection with a custom installation.

CAD Standards	Contains tools for reviewing design files for compliance with your standards.
Database	Contains database access tools.
Dictionaries	Contains multi-language dictionaries.
Drawing Encryption	Allows you to use the Security Options dialog box to protect a drawing with a password.
Express Tools	Contains 3ds Max support tools and utilities (not supported by Autodesk).
Fonts	Contains 3ds Max fonts and TrueType fonts.
Autodesk Seek	Autodesk Seek. <b>NOTE</b> Seek will only be installed in the English version of 3ds Max.
Welcome Screen	Contains learning resources to help discover the product.

License Transfer Utility	Allows users to transfer an Autodesk product license between computers.
	<b>NOTE</b> The utility will not be installed on unlocked versions of 3ds Max.
Migrate Custom Settings	Migrates custom settings and files from previous version of your product to this version.
Initial Setup	Allows users to perform some basic customization of 3ds Max (online content, workspaces) based on their units system, industry, and commonly used task-based tools.
Reference Manager	Allows users to view and edit the paths of externally referenced files associated with a drawing.
Samples	Contains various feature sample files.
Tutorials	Contains tutorials.
Dictionaries	Contains multi-language dictionaries.
Fonts	Contains 3ds Max fonts and TrueType fonts.
Autodesk Seek	Autodesk Seek.
	<b>NOTE</b> Seek will only be installed in the English version of 3ds Max.
Welcome Screen	Contains learning resources to help discover the product.
License Transfer Utility	Allows users to transfer an Autodesk product license between computers.
	<b>NOTE</b> The utility will not be installed on unlocked versions of 3ds Max.
Migrate Custom Settings	Migrates custom settings and files from a previous version of your product to this version.

Initial Setup	Allows users to perform some basic customization of 3ds Max (online content, workspaces) based on their units system, industry, and commonly used task-based tools.
Samples	Contains various feature sample files.

- *Install Optional Tools.* Specify whether to install 3ds Max Express Tools Volumes 1-9 which contains a library of productivity tools designed to help you extend the power of 3ds Max.
- *Product Install Path.* Specify the drive and location where you want to install the product.

Click Next.

- 11 On the Select Installation Folders for Support Content page, choose the location for your support content. For more information about support file locations and options, see [Select Installation Folders for Support Content](#) on page 56. Click Next.
- 12 On the Define Search Paths and File Locations page, specify the necessary search paths, file names, and file locations. Click Next.

---

**WARNING** Do not remove the DRV path. Always add paths as secondary paths.

---

- 13 On the Install Additional Files page, specify the installation location and the filenames of any additional files you want to include in the deployment. Click Next.
- 14 On the Specify User Preferences page, specify whether to display the Welcome Screen, whether to require Internet Explorer, the default publish format, the default profile name, and whether to create a desktop shortcut. Click Next.
- 15 On the Include Service Packs page specify whether to include any available service packs. The installer automatically checks *autodesk.com* for available updates.
- 16 On the Configure InfoCenter Communications Center page, specify whether to allow users access to the latest information and product discussions through live updates from Autodesk, Information and CAD Manager channels, and RSS feeds. Click Next.

- 17 On the Configure Access to Online Resources page, you can set up access to online tools such as DesignCenter, Subscription Center, and Online Help. You can also specify Customer Error Reporting settings, and allow users to customize InfoCenter searches. Click Next.
- 18 On the Configuration Complete page, select a product tab to configure another product, or click Configuration Complete to review your settings.
- 19 On the Create Deployment page, click Create Deployment. To retain a copy of your deployment settings, click Copy to Clipboard.
- 20 On the Deployment Complete page, click Finish.

## Modify a Deployment (Optional)

After a deployment is created, it may be necessary to modify the deployment for some client workstations. You can apply a patch or include various custom files that are not part of the base administrative image. You can also perform modifications such as changing the installation directory from drive C to drive D.

### To modify a deployment

- 1 Open the shared network folder where you originally chose to place your product deployment.
- 2 In the Tools folder, double-click the Create & Modify a Deployment shortcut.  
The deployment wizard is redisplayed.
- 3 Click through the deployment pages and make the necessary changes.
- 4 Click Create Deployment.

## Point Users to the Administrative Image

When you are done creating the deployment, users can install the program using the shortcut located with the administrative image. The shortcut name matches the deployment name that you specified in the deployment wizard. Notify users of the location of the administrative image, instruct them to double-click the shortcut, and provide any other necessary instructions.

# Distributing an Autodesk Program

# 4

You can choose from several methods of distributing an Autodesk program. Network sharing is the default method.

## Use Scripts to Deploy the Program

A script executes a command or a set of commands. Scripts are similar to batch files but are more flexible. Installation scripts are most useful for stand-alone installation of programs on computers that are connected to a network. Scripts are also useful for installing service packs, extensions, and object enablers on a network.

You create a script by using a text editor such as Notepad and then saving it in ASCII format in a file with the file extension *.vbs*. The script consists of one or more commands, as well as command switches that specify options, and flags that modify the options. An installation script also contains path names.

An installation script points to the location of the product's *setup.exe* file. You must point to the *setup.exe* file on your product disc. For example:

*Autodesk product CDROM1\setup.exe*

In order for 3ds Max to run properly, the following software and prerequisites must be installed and met on the computer where the program is being installed:

- Microsoft Internet Explorer version 6.0 Service Pack 1 or later (You can download Microsoft Internet Explorer from the Microsoft website by visiting [www.microsoft.com](http://www.microsoft.com))
- Microsoft Scripting Engine

The sample scripts in this section are based on Microsoft Scripting Engine 5.6, which works with both VBScripts and JavaScript. If you don't have the scripting engine installed, you can download it for free from the Microsoft website at [www.msdn.microsoft.com/scripting](http://www.msdn.microsoft.com/scripting). Sample scripts and Help files are also available there for download.

- Administrative permissions

## A Sample Installation Script

The sample script in this section installs the program in a typical configuration. To make it easy to copy this sample script and substitute your own information, the same names are used throughout for variable items. The log file name is based on the product being installed. You can either use the log file name in the script or change it to something else.

Serial number prefix: 123

Serial number: 12345678

First name: My First Name

Last name: My Last Name

Organization: Organization

A sample script for a silent installation of this program uses the syntax shown in this section.

### Scripted installation for the AutoCAD

```
' Scripted installation for AutoCAD 2011 - English
option explicit
'
```

```

' Create variables
dim shell
dim productType
dim strADSKFirstName
dim strADSKLastName
dim strADSKOrganization
dim strADSKSNPrefix
dim strADSKSNNumber
dim strADSKProdKey
dim strLocale
dim strACADStandaloneNetworkType
dim strADSKLicenseServerType
dim strADSKLicenseType
dim strADSKServerName
dim strADSKServerPath
dim strADSKServerHostID
dim strADSKPath
dim strSourcePath
'

' Script initialization
Set shell = CreateObject("WScript.Shell")

productType = "ACAD"
'

' Name and Organization information
strADSKFirstName = "My First Name"
strADSKLastName = "My Last Name"
strADSKOrganization = "Organization"
'

' Serial Number information
strADSKSNPrefix = "123"
strADSKSNNumber = "12345678"
strADSKProdKey="ABCDE"
'Locale information, for example en-US = US English, de-DE =
Deutschland German, ja-JP = Japan Japanese
strLocale="" ' en-US, de-DE, ja-JP

```

```

'
' Source to install from (e.g. D: is assumed to be Install Media)

strSourcePath = "D:\"
'
' Destination to install to
strADSKPath = Shell.ExpandEnvironmentStrings("%ProgramFiles%") +
  "\Autodesk\" + "AutoCAD 2011"
If strLocale <> "" Then strADSKPath = strADSKPath + " " + strLocale
strADSKPath = strADSKPath + "\"

'''''' Uncomment the relevant version of your installation - De
fault is Standalone
' For Standalone
RunStandaloneInstall()
'
' For Single Network License Server
RunSingleLicenseServerInstall()
'
' End of Script
Wscript.quit()
'

Function RunStandaloneInstall
  shell.run DefaultCommand(),2,1
end function
'

Function RunSingleLicenseServerInstall
' Update with the correct information for the license server
strACADStandaloneNetworkType = "3"
strADSKLicenseServerType = "Single Server License"
strADSKLicenseType = "Network License"
strADSKServerPath = "myFlexNetServer"
' HOSTID or MAC address
strADSKServerHOSTID = "000000000000"
'
' Consolidate the two values
strADSKServerPath = strADSKServerPath & " " & strADSKServerHOSTID
shell.run MakeCommand(),2,1
end function
'

```



```

Function DefaultCommand
    dim retString
    ' /qb for silent install ' /c [key] override parameters for the
    key
    ' /w wait until installation completes before returning to script
    ' /o reboot after install completes

    retString = "" & strSourcePath & "\setup.exe" & "" & " /t /qb
    "
    If strLocale <> "" then
        retString = retString & "/Language " & strLocale
    End if
    retString = retString & " /c " & productType & ": "
    retString = retString & "INSTALLDIR=" & "" & strADSKPath & ""
    & " "
    retString = retString & "ACADSERIALPREFIX=" & strADSKSNPrefix & "
    "
    retString = retString & "ACADSERIALNUMBER=" & strADSKSNNumber & "
    "
    retString = retString & "ADLM_PRODKEY=" & strADSKProdKey & " "
    retString = retString & "ACADFIRSTNAME=" & "" & strADSKFirstName
    & "" & " "
    retString = retString & "ACADLASTNAME=" & "" & strADSKLastName
    & "" & " "
    retString = retString & "ACADORGANIZATION=" & "" & strADSKOrgan
    ization & "" & " "
    retString = retString & "InstallLevel=5 "
    DefaultCommand = retString & " "
end function
'

Function MakeCommand
    dim retString
    retString = DefaultCommand() & " "
    retString = retString & "ACADSTANDALONENETWORKTYPE=" & "" &
    strACADStandaloneNetworkType & "" & " "
    retString = retString & "ACADLICENSESERVERTYPE=" & "" & strADSK
    LicenseServerType & "" & " "
    retString = retString & "ACADLICENSETYPE=" & "" & strADSKLicense
    Type & "" & " "
    retString = retString & "ACADSERVERPATH=" & "" & strADSKServer
    Path & "" & " "
    MakeCommand = retString
end function

```

## Scripted installation for AutoCAD LT

```
' Scripted installation for AutoCAD LT 2011
option explicit
'

' Create variables
dim shell
dim productType
dim strADSKFirstName
dim strADSKLastName
dim strADSKOrganization
dim strADSKSNPrefix
dim strADSKSNNumber
dim strADSKProdKey
dim strADSKPath
dim strSourcePath
'

' Script initialization
Set shell = CreateObject("WScript.Shell")
productType = "ACADLT"
'

' Name and Organization information
strADSKFirstName = "My First Name"
strADSKLastName = "My Last Name"
strADSKOrganization = "Organization"
'

' Serial Number information
strADSKSNPrefix = "123"
strADSKSNNumber = "12345678"
strADSKProdKey="ABCDE"
'
```

```

' Source to install from (e.g. D: is assumed to be Install Media)

strSourcePath = "D:\"
'
' Destination to install to
strADSKPath = Shell.ExpandEnvironmentStrings("%ProgramFiles%") +
  "\Autodesk\" + "AutoCAD LT 2011"
strADSKPath = strADSKPath + "\"
RunStandaloneInstall()
' End of Script
Wscript.quit()
function RunStandaloneInstall()
dim retString
'

  retString = "" & strSourcePath & "\setup.exe" & "" & "/w /t
/qb "
  retString = retString & " /c " & productType & ": "
  retString = retString & "INSTALLDIR=" & "" & strADSKPath & ""
  & " "
  retString = retString & "ACADSERIALPREFIX=" & strADSKSNPrefix &
  " "
  retString = retString & "ACADSERIALNUMBER=" & strADSKSNNumber &
  " "
  retString = retString & "ADLM_PRODKEY=" & strADSKProdKey & " "
  retString = retString & "ACADFIRSTNAME=" & "" & strADSKFirstName
  & "" & " "
  retString = retString & "ACADLASTNAME=" & "" & strADSKLastName
  & "" & " "
  retString = retString & "ACADORGANIZATION=" & "" & strADSKOrgan
  ization & "" & " "
  retString = retString & "InstallLevel=5 "

  shell.run retString,2,1
end function

```

## Use Switches and Flags in Scripts

The following table lists all of the switches and flags that are relevant to installation.

---

**NOTE** You must set the installation switch to `INSTALLDIR=`. If this is not done, programs that run outside 3ds Max (such as the License Transfer utility) are not installed.

---

#### Switches in Installation Scripts

---

Switch	Description
<code>INSTALLDIR=</code>	Specifies the location to install the product.
<code>ACADSERIALPREFIX=</code>	Specifies the numbers that precede the hyphen in the serial number.
<code>ACADSERIALNUMBER=</code>	Specifies the serial number.
<code>INSTALLLEVEL=</code>	Specifies the type of installation: 3=Typical
<code>ACADFIRSTNAME=</code>	Specifies the first name personalization.
<code>ACADLASTNAME=</code>	Specifies the last name personalization.
<code>ACADORGANIZATION=</code>	Specifies the company name.
<code>ADLM_PRODKEY=</code>	Specifies the product key (found on the same label as the serial number).

---

#### User Interface Flags

---

Flag	Description
<code>q</code>	Designates that the installation is performed in silent mode.

---

## Run Scripts

After creating a script, you move it to a server or use a mapped drive letter or a UNC (universal naming convention) path. If you place it on a server for users to run, create a share on the server, and then add users to the share with the rights they need. Because all that users need to do is run the script, provide read-only access to the share directory.

Next (on the same server or on a different server), create a directory for each product you want to install. Choose a location for this directory that won't be changed so that you can point to the MSI files in your scripts. Copy the

product disc(s) to that directory. You may also want to create directories for service packs, extensions, and your own customization tools.

You can use any of the following methods to run an installation script:

- Run the script manually at each individual workstation. To run the installation, paste the script into the Run dialog box or run it from the Windows command prompt.
- Send an email with the UNC path to each user who should run the script. To run the script, the user follows your instructions.
- Email the script to each user with instructions for use.
- Set up the script so that it runs on login.

## Use Group Policies to Run a Deployment

With group policies, you can advertise and install a program by assigning a deployment to computers. A deployment that is assigned to a computer can be used by any user of that computer. Generally, you would assign the deployment to a computer that is used by a large number of users.

---

**NOTE** Autodesk products are designed to be installed on a computer so that any user who logs on to the computer can run the software. If you assign a deployment to a specific user rather than a computer, you may encounter problems when a second specified user tries to install or uninstall a copy of the program.

---

The following outlines the advantages and disadvantages of using group policies.

### Advantages

- Works well with deployment functionality.
- Allows you to add custom files through the deployment wizard.
- Allows deployment to workstations.

### Disadvantages

- Prohibits the passing of command-line parameters to an MSI executable. You must use scripts instead.

- Prohibits customization of application settings, other than what is set while creating a deployment.

In order for 3ds Max to run properly, the following software must be installed on the computer where the program is being installed:

---

#### Available on the product disc

---

Microsoft .NET 3.5 SP1

---

DirectX 9.0C

---

VC++ 2008 SP1 and VC++2005 SP1 runtimes for x86 operating systems; VC++2008 SP1 and VC++2005 SP1 runtimes for x64 for 64-bit operating systems

---

Microsoft National Language Support Downlevel APIs

---

FARO LS

---

Autodesk Design Review 2011 (*Not installed by default*)

---

Macromedia Flash Player 9.0 or later (*Not installed by default*)

---

Autodesk Material Library 2011 and Autodesk Material Library 2011 Base Image Library

---

#### Other

---

Microsoft Internet Explorer version 7.0 Service Pack 1 or later. You can download Microsoft Internet Explorer from the Microsoft website by visiting [www.microsoft.com](http://www.microsoft.com).

---

Microsoft Installer Package (MSI) 4.5

---

Microsoft Windows Media Format 9.5 (prerequisite for 64-bit)

---

There are three main steps to distributing this program through group policies.

- **Create an application distribution share point.** The application distribution share point is created using the deployment wizard. See [Create a Default Deployment](#) on page 69 or [Create a Custom Deployment](#) on page 71 to create a deployment.
- **Assign the deployment to a computer.** See [Use Group Policies to Assign a Deployment to Computers](#) on page 87.

- **Verify the installation.** Confirm that the program has been correctly installed. See [Verify a Group Policy Deployment](#) on page 93.

## Use Group Policies to Assign a Deployment to Computers

Perform the following procedures from a Windows XP workstation or a Windows 2000 or 2003 server that has Group Policy Management Console installed, and has access to the Active Directory server.

---

**NOTE** For more information about Group Policy Management, see <http://technet.microsoft.com/en-us/windowsserver/grouppolicy>.

---

### To assign a deployment to a computer

- 1 Start the Group Policy Management Console (*gpmc.msc*).
- 2 Right-click the organizational unit where you want to create the group policy object. Then select Create and Link a GPO Here and name the Group Policy.
- 3 Edit the policy.
- 4 In the Group Policy Object Editor dialog box, under Software Settings, right-click Software Installation, and click New ► Package.
- 5 In the Open dialog box, navigate to the administrative image's location that you specified in the deployment wizard. Navigate to *AdminImage\<processor type>\<product name folder>*. The processor type is either x86 or x64, depending on the processor type for which you created your deployment.

---

#### Examples

For x86 deployments:

*\\server123\Deployment\AdminImage\x86\acad*

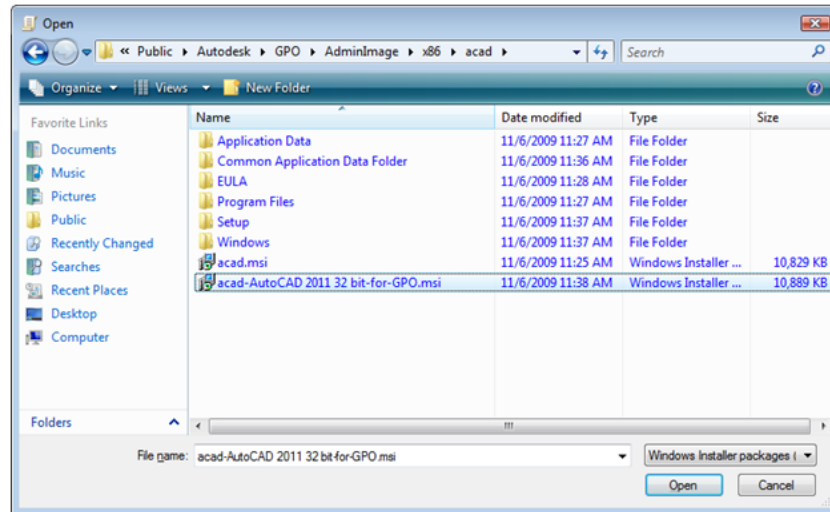
For x64 deployments:

*\\server123\Deployment\AdminImage\x64\acad*

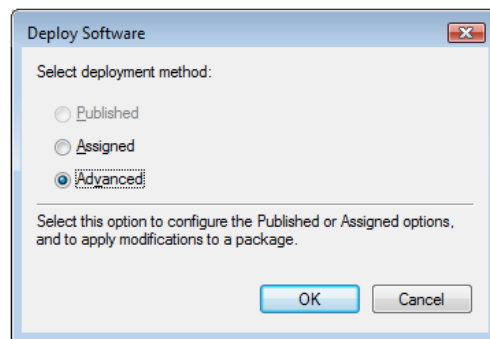
---

- 6 Select the Windows Installer Packages file called *acad-<deployment name>-for-GPO.msi*. Click Open.

If the deployment was called “3ds Max 2011 32 bit,” then the deployment’s the MSI file would be *acad-3ds Max 2011 32 bit-for-GPO.msi*.

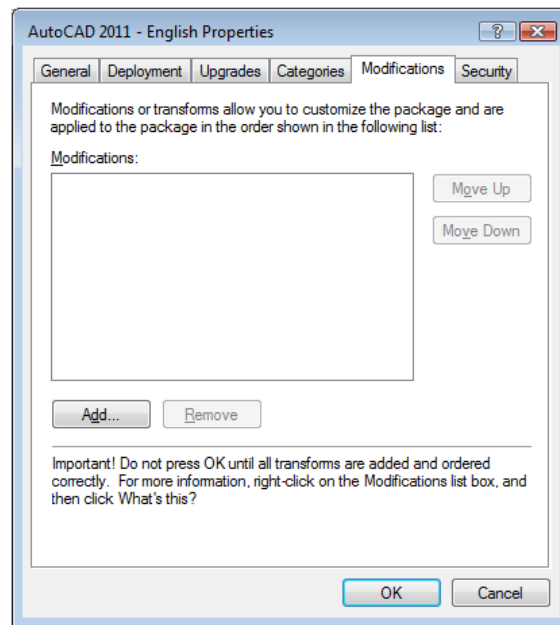


- 7 In the Deploy Software dialog box, select Advanced and click OK.

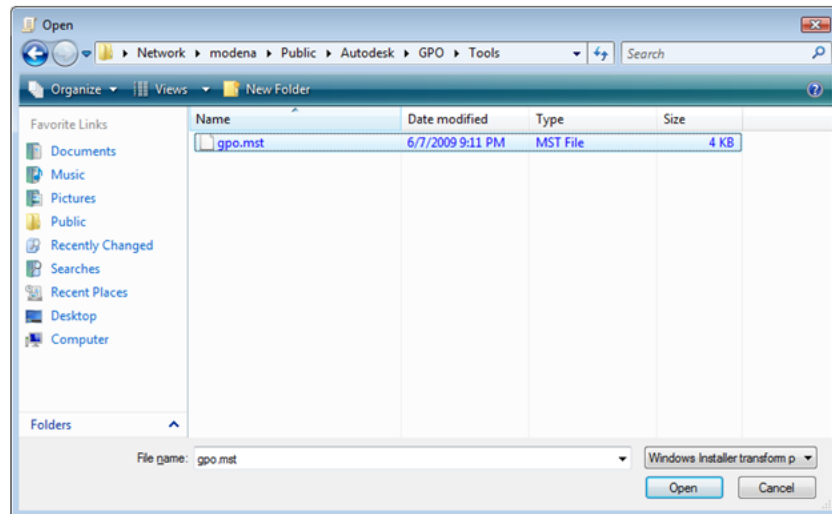


- 8 In the Properties dialog box, Modifications tab, click Add.

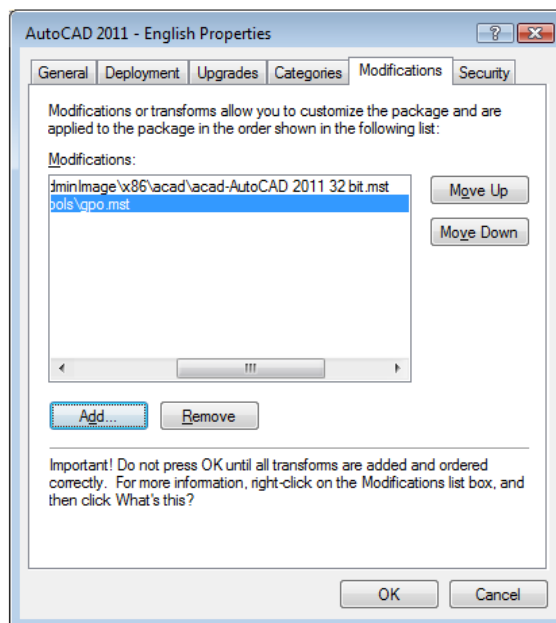




- 9 In the Open dialog box, select the Transform Package file called *acad-  
<deployment name>.mst*). Click Open.
- 10 In the Properties dialog box, Modifications tab, click Add.
- 11 In the Open dialog box, navigate to *<deployment location>\Tools* and select the Transform Package file called *gpo.mst*.



After clicking Open, the Properties dialog should look like the following:



**12** Click OK to complete the package.

## Adding a Language Pack

Next, you will need add a language pack to your package.

### To add a language pack

- 1 In the Group Policy Object Editor dialog box, under Software Settings, right-click Software Installation for the same object, and then click New ► Package.
- 2 In the Open dialog box, navigate to the administrative image's location you specified in the deployment wizard. Navigate to *AdminImage\<processor type>\<locale>\acad*. Click Open.

The *<locale>* used in the examples is *en-us* for US English.

---

### Examples

---

For x86 deployments: `\\server123\Deployment\AdminImage\x86\en-us\acad`

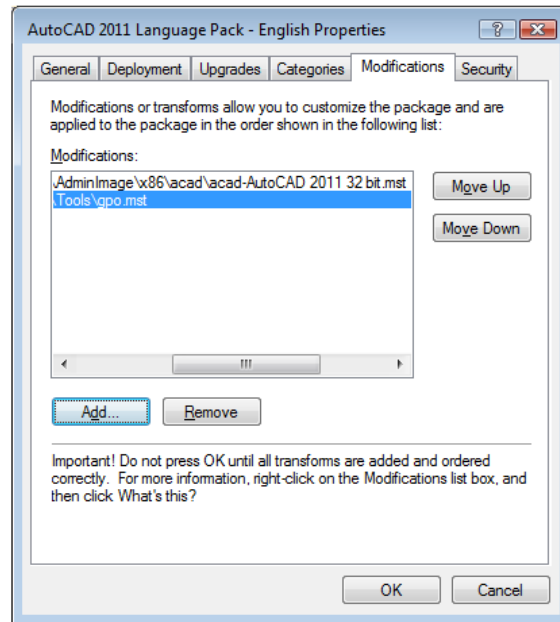
---

For x64 deployments: `\\server123\Deployment\AdminImage\x64\en-us\acad`

---

- 3 In the Deploy Software dialog box select Advanced and click OK.
- 4 In the *<product name>* Properties dialog box, Modifications tab, click Add.
- 5 In the Open dialog box, select the Transform Package file called *acad-<deployment name>.mst* located at *AdminImage\<processor type>\acad*. Click Open.
- 6 In the *<product name>* Properties dialog box, Modifications tab, click Add.
- 7 In the Open dialog box, navigate to *<deployment location>\Tools* and select the Transform Package file called *gpo.mst*.

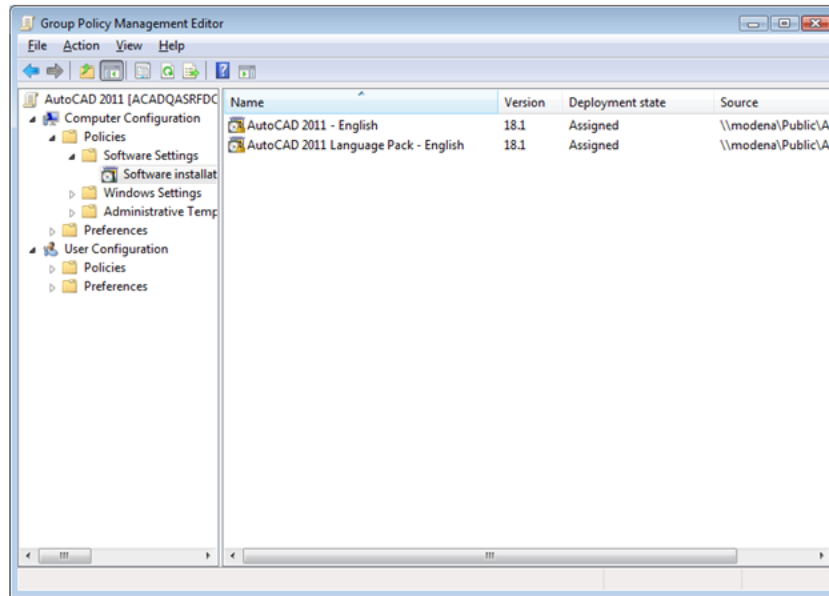
After clicking Open, the Properties dialog box should resemble to the following:



8

9 Click OK to complete the package.

Your final group policy object should resemble the following:



The group policy object is now assigned to all computers that are members of the organizational unit for which the group policy object has been created. The next time a computer in the organizational unit is restarted, the program will be installed and will be available for all users of the computer. See [Verify a Group Policy Deployment](#) on page 93 to confirm that the group policy has been created correctly.

## Verify a Group Policy Deployment

To verify that this deployment has been correctly assigned to a computer, restart a computer that is in the organizational unit for which the group policy was created. The program installation begins before the login prompt is displayed. The operating system displays group policy messages, including a message indicating the installation of any managed software.

After logging in, double-click the program icon on the desktop to complete the installation and start the program.

---

**NOTE** If problems arise, an entry is logged in the system's Event Viewer under Applications.

---

# Use Microsoft System Center Configuration Manager to Install a Deployment

The following information provides details for deploying Autodesk software using Microsoft® System Center Configuration Manager (SCCM). SCCM allows you to manage software distribution to selected target systems through a remote process.

## Introduction

To deploy Autodesk software, you should be familiar with the SCCM/SMS software distribution process. For more information about this topic, consult your Microsoft SCCM documentation and support resources.

## Tasks for Deploying Autodesk Software with SCCM

To deploy Autodesk software with SCCM, it is recommended that you complete the following:

- Identify or create a collection of target systems to receive the software package
- Create a source directory using the Deployment wizard
- Create a SCCM package to deploy to your target systems
- Provide the path for the source files
- Distribute the SCCM package to the distribution points
- Create an advertisement to notify users of the availability of the software package

## Set Up a Source Directory Using the Deployment Wizard

When you use SCCM to deploy Autodesk software, you set up the source directory using the Deployment wizard.

The Deployment wizard creates an administrative image that is used by SCCM to distribute the Autodesk software to the target systems. The location where

you perform the administrative installation becomes the location of the package source directory.

To learn more about deployments and setting up the source directory for Autodesk software, see the following topics in the *Network Administrator's Guide*:

- [Preparing a Deployment](#) on page 41
- [Prepare for a Network Deployment](#) on page 45
- [Create a Default Deployment](#) on page 69
- [Create a Custom Deployment](#) on page 71
- [Modify a Deployment \(Optional\)](#) on page 76

---

**NOTE** It is recommended that you test the deployment created by the Deployment wizard before trying to configure SCCM to deploy the program to ensure that there are no problems with the administrative image and deployment.

---

#### To test the Deployment wizard deployment

- 1 Log on to a Windows XP Professional or Vista workstation as a user who has administrative privileges.
- 2 Navigate to the source directory where your deployment was created.
- 3 Double-click the deployment shortcut created by the Deployment wizard.  
The program will either be installed or error information will be written to the log file at %temp%.

## Create the SCCM Software Installation Package

After creating the source directory using the Deployment wizard, you create the SCCM software installation package. An SCCM package contains the files and instructions that SCCM uses to distribute the software and advertise the package. The Deployment wizard creates the files and instructions, but SCCM must be configured to use these files.

### To create a software installation package using SCCM

- 1 Do one of the following:
  - (Windows XP or Windows Vista) Click Start menu ► All Programs ► Microsoft System Center ► Configuration Manager 2007 ► ConfigMgr Console.
- 2 In the Configuration Manager Console window, expand Software Distribution.
- 3 Right-click Packages ► Distribute ► Software.
- 4 In the Distribute Software wizard, click Next.
- 5 In the Package dialog box, select Create a New Package and Program without a Definition File. Click Next.
- 6 In the Package Identification dialog box, enter the information for Name, Version, Publisher, Language and any comments. Click Next.
- 7 In the Source Files dialog box, make selections to where SCCM retrieves the files and how it manages them. Click Next.

---

**NOTE** In this procedure, “Always Obtain Files from a Source Directory” was selected.

---

- 8 In the Source Directory dialog box, specify the directory where the source files are stored. Click Next.
- 9 In the Distribution Points dialog box, select the distribution point(s). This is the location from which the software package will be deployed to the target systems. Click Next.
- 10 In the Program Identification dialog box, enter the name of your program. This is the name that displays in Add or Remove Programs in the Control Panel. In the Command Line field, enter **AdminImage\setup.exe /W /Q /I AdminImage\<deployment name>.ini /Lang en-US**. In this case, our deployment is named Autodesk 3ds Max 2011/Autodesk 3ds Max Design 2011, so you would enter **AdminImage\setup.exe /W /Q /I AdminImage\Autodesk 3ds Max 2011/Autodesk 3ds Max Design 2011.ini /Lang en-US**. Click Next.

---

**NOTE** The example above assumes the language pack you wish to install is US English. /W is the flag for SMS and SCCM, /Q is the silent install, /I indicates this is a deployment installation.

---



- 11 In the Program Properties dialog box, Program Can Run drop-down list, select how you want your program to install. Your choices are:
  - Only When a User is Logged On
  - Whether or Not a User is Logged On
  - Only When No User is Logged On
- 12 In the After Running drop-down list, select an action to take after the program has deployed. Your choices are
  - No Action Required
  - Program Restarts Computer
  - ConfigMgr Restarts Computer
  - ConfigMgr Logs User Off

---

**NOTE** 3ds Max requires you to restart your system after installation.

---

Click Next.

- 13 In the Advertise Program dialog box, select Yes to advertise the program. Click Next.
- 14 In the Select a Program to Advertise dialog box, select the package you want to advertise. Click Next.
- 15 In the Select Program ► Advertisement Target dialog box, select the collection to which you want to advertise, or create a new collection.
- 16 In the Select Program ► Advertisement Name dialog box, enter or change the name of your advertisement. Add any comments to further describe the advertisement. Click Next.
- 17 In the Select Program ► Advertisement Subcollection dialog box, select one of the following options:
  - Advertise this Program to an Existing Collection
  - Create a New Collection and Advertise this Program to It
- 18 Click Next.
- 19 In the Select Program ► Advertisement Schedule dialog box, if desired, set options to advertise your program at a specific date and time, or set an expiration date. Click Next.

- 20 In the Select Program ➤ Assign Program dialog box, select one of the following options:
- If the installation process is mandatory, select Yes, Assign the Program.
  - If the installation process is optional, select No, Do Not Assign the Program.
- Click Next.
- 21 In the Summary dialog box, verify your advertisement information. Use the back buttons to make any changes. To finish, click Next.

## Distribute the Product Using Imaging Software

The following information is provided for those who use imaging software, such as Norton Ghost, to create a master image to distribute Autodesk products. Once created, the master image is then replicated to other computers throughout your facility.

---

**NOTE** Autodesk does not recommend or support the distribution of 3ds Max using imaging software. However, if you plan to use this method of distribution, please review the following instructions carefully.

---

Care needs to be taken since the use of imaging software can result in the following situations:

- Conflicts with the product licensing
- Incomplete installations and problems with activation

---

**NOTE** If you are experiencing licensing instability in a SATA RAID environment, using imaging software to distribute Autodesk products can cause product activation problems, such as “Activation code limit exceeded” when you attempt to activate.

---

## Use a Master Image to Distribute Multi-Seat Stand-Alone Products to Multiple Systems

You can distribute the product using a master image for a multi-seat stand-alone product.

---

**NOTE** When using Norton Ghost, you must use the *-ib* switch to include the boot sector in your master image. Consult your imaging software for more details on including the boot sector as part of the master image.

---

Master images should not be created if you've previously run Autodesk products on the master computer. Cleaning the system may be necessary.

**To distribute a multi-seat stand-alone product to multiple computers using a master image**

- 1 Create a network deployment for a multi-seat stand-alone product. For more information, see [Create a Custom Deployment](#) on page 71.
- 2 Install 3ds Max from the deployment onto the master computer.
- 3 Do one of the following on the master computer:
  - Create a master image, including the boot sector. Test the product on a machine other than the master computer before distributing the product. Launch the product on the other machine, and register and activate it. Users have a 30-day grace period to register and activate the product on their machines.
  - Launch and customize the product as necessary. Create a master image and distribute it to users. If users' computers are connected to the Internet, the product is automatically activated. Users whose computers are not connected to the Internet have a 7-day grace period to register and activate the product.
- 4 Apply the master image to the target computers.

## Use a Master Image to Distribute Network Licensed Products to Multiple Systems

You can distribute the product using a master image for a network licensed product.

**To distribute a network licensed product to multiple computers using a master image**

- 1 Create a network deployment for a network licensed product. For more information, see [Create a Custom Deployment](#) on page 71.
- 2 Install 3ds Max from the deployment onto the master computer.

---

**NOTE** A license server must be running, and each computer must be connected to the network in order for the product to obtain a license.

---

- 3 After 3ds Max has been installed, use imaging software to create a master image of the system's hard drive.
- 4 Apply the master image to the target computers.

## Restore the Master Image

The following procedure assumes that you have saved a copy of each workstation's *AdLM* folder (and *Product Licenses* folder, if present) to either another workstation or a disc before you reformat the workstation.

### To restore a product using a master image

- 1 Exit the application. Do not run the application again until after you have completed this procedure.
- 2 In Windows Explorer, copy the *AdLM* folder from the appropriate path shown below to a location other than the disc that will be restored.

*C:\Documents and Settings\All Users\Application Data\FLEXnet*

- 3 Reformat the workstation and restore the master image.

---

**NOTE** Do not perform a low-level format of the hard drive.

---

- 4 Copy the *AdLM* folder that you created in step 2 to its original workstation and location on that workstation.

---

**NOTE** When you restore the disc image, any files that were altered are put back in their original state and ready to use again. The license files are preserved, and no reactivation of products is necessary.

---

## Clean a Master System and Restore the Operating System

If you have already run 3ds Max on the master computer, the master computer should be properly cleaned first.

### To clean a master computer and restore the operating system

- 1 Clean the hard drive, including the boot sector.

For example, if you use Norton's GDISK utility, use the following command:

*gdisk 1 /diskwipe*

Where *1* is the hard disk that is being wiped.

---

**NOTE** If you use a utility other than Norton Ghost, make sure that it cleans the boot sector; otherwise, you will not be able to activate Autodesk products.

---

- 2 Create a new partition and use the restore disc or product disc to install the operating system.



# Troubleshooting

# 5

This section provides solutions to installation issues and answers to commonly asked questions that may arise while installing your product(s). Additional troubleshooting information and support is also available at <http://autodesk.com/servicesandsupport>

## General Installation Issues

This section outlines common issues and their solutions that may arise while performing a general install of your product(s).

### How can I check my graphics card driver to see if it needs to be updated?

It is recommended that you verify and update your graphics card driver to optimize your program. Use the following procedure to identify your current graphics card driver.

#### To identify your graphics card driver

- 1 Start 3ds Max.
- 2 At the command line, enter **3dconfig**.
- 3 In the Adaptive Degradation and Performance Tuning dialog box, click View Tune Log.
- 4 Review the 3D Device section for information about your system's graphics card driver and driver version.

#### To identify your graphics card driver

- 1 On the Start menu (Windows), click Settings ➤ Control Panel.
- 2 Click the Display icon to access the Display Properties.  
In Vista, click Settings ➤ Control Panel ➤ Personalization ➤ Display Settings.
- 3 Open the Settings tab and click the Advanced button.
- 4 Click the Adapter tab to check the adapter type.
- 5 Click the Properties button and open the Driver tab to check driver version and see if newer drivers are available.

---

**TIP** Many newer graphic cards offer tabbed pages where you can learn more precise information about your specific graphic card. If specific tab pages are present, refer to them instead of the Adapter tab.

---

## What is the text editor used for?

The text editor you designate during installation is used for editing text files such as PGP and CUS dictionary files while you are running your product.

## What is the difference between a stand-alone license and a network license?

Stand-alone licensed products are registered and activated to an individual workstation. While the software can be installed on multiple systems in your facility, the license only allows one system to be operational. If you need to run more systems, you need to purchase more stand-alone licensed products, or consider converting to network licenses.

Network licensed products rely on the Network License Manager to keep track of software licenses. The software can be installed and run on multiple systems, up to the maximum number of licenses you've purchased. The Network License Manager "checks out" licenses until they are all in use. No further systems can run the program until a license is "checked in." If you need to run more systems, you can purchase additional licenses for the Network License Manager to maintain.



## What is the benefit of using a network licensed version of the software?

Network licensed products are recommended for large drafting/design facilities, classrooms, and lab environments. The main advantage is that you can install products on more systems than the number of licenses you have purchased (for example, purchasing 25 licenses but installing on 40 workstations). At any one time, products will run on the maximum number of systems for which you have licenses. This means you get a true floating license. If software needs to be run on more systems, additional licenses can be purchased.

## What features get installed during a Typical or Custom installation?

A Typical installation includes all of the following features. If you choose to do a Custom installation, you can pick and choose from the feature list below.

A Typical installation also includes the Express Tools library. The library provides additional productivity tools.

CAD Standards	Contains tools for reviewing design files for compliance with your standards.
Database	Contains database access tools.
Dictionaries	Contains multi-language dictionaries.
Drawing Encryption	Allows you to use the Security Options dialog box to protect a drawing with a password.
Express Tools	Contains 3ds Max support tools and utilities (not supported by Autodesk).
Fonts	Contains 3ds Max fonts and TrueType fonts.
Autodesk Seek	Autodesk Seek. <b>NOTE</b> Seek will only be installed in the English version of 3ds Max.
Welcome Screen	Contains learning resources to help discover the product.

License Transfer Utility	Allows users to transfer an Autodesk product license between computers. <hr/> <b>NOTE</b> The utility will not be installed on unlocked versions of 3ds Max. <hr/>
Migrate Custom Settings	Migrates custom settings and files from previous version of your product to this version.
Initial Setup	Allows users to perform some basic customization of 3ds Max (online content, workspaces) based on their units system, industry, and commonly used task-based tools.
Reference Manager	Allows users to view and edit the paths of externally referenced files associated with a drawing.
Samples	Contains various feature sample files.
Tutorials	Contains tutorials.
<hr/>	
Dictionaries	Contains multi-language dictionaries.
Fonts	Contains 3ds Max fonts and TrueType fonts.
Autodesk Seek	Autodesk Seek. <hr/> <b>NOTE</b> Seek will only be installed in the English version of 3ds Max. <hr/>
Welcome Screen	Contains learning resources to help discover the product.
License Transfer Utility	Allows users to transfer an Autodesk product license between computers. <hr/> <b>NOTE</b> The utility will not be installed on unlocked versions of 3ds Max. <hr/>
Migrate Custom Settings	Migrates custom settings and files from a previous version of your product to this version.
Initial Setup	Allows users to perform some basic customization of 3ds Max (online content, workspaces) based on their units system, industry, and commonly used task-based tools.

## How do I access my documentation?

Documentation in the form of a Help file is available on the product media or as a web-based (online) Help file. The complete Help system is installed during the product installation process. During the installation process, you can access specific installation and licensing topics by clicking on the links in the left-panel of the installation wizard dialogs, or by selecting the Read the Documentation or Documentation links in the installation wizards.

Help files include User's and Customization Guides, a Command Reference, New Features Workshop, developer documentation, learning and training tutorials, and other learning resources. A product *Readme* is also available that contains late-breaking information on your product. The *Readme* is also available from the Installation Complete page.

## What is SAMreport-Lite?

SAMreport-Lite is a report generator that helps you monitor the usage of applications that use FLEXnet™. SAMreport-Lite complements FLEXnet by providing a graphical user interface (GUI) from which to run usage reports. SAMreport-Lite can help you make better decisions about your software assets. For more information, see the *SAMreport-Lite User's Guide* in Help.

## Deployment Issues

This section outlines common issues and their solutions with regards to software deployments.

## Is there a checklist I can refer to when performing a deployment?

The *3ds Max* Installation guide contains a checklist that describes preliminary actions of the deployment process. See [Prepare for a Network Deployment](#) on page 45.

## Where should deployments be located?

*Shared folders* are required for both network license and multi-seat stand-alone methods of installation. The shared folder (*network share*) is created before you run the installation wizard and is where product deployments are stored.

*Shared folders* are required for multi-seat stand-alone methods of installation. The shared folder (*network share*) is created before you run the installation wizard and is where product deployments are stored.

It is recommended that you name the network share folder *Deployments* on the desktop of the system where you want deployments stored. You can then add subfolders inside the shared *Deployments* folder that clearly convey the names of products you plan to deploy. For example, any subfolders that are placed inside a shared folder are automatically shared.

---

**TIP** You must have Full Control permissions set for your shared folder when you are creating your deployment images. Read permissions are necessary to access the network share and administrative permissions on the workstation where the program is deployed.

---

## What are the default search paths and file location settings?

On the Select Installation Folders for Support Content page of the deployment wizard, you can choose where your support content gets installed by specifying a folder other than the user profile folder. Support files include drivers, menus, and optional, user-defined settings such as dictionary and customization files.

When an install path for support content is specified, it will be populated into the corresponding search paths on the Define Search Paths and File Locations page.

---

Support File Search Path	Specifies the folders in which the program should look for text fonts, customization files, plug-ins, drawings to insert, linetypes, and hatch patterns that are not in the current folder.
Customization Files	Specifies the names and locations of various types of files. <b>Main Customization File:</b> Specifies the default location of the main customization file ( <i>acad.cui</i> ).

---

	<p>Specifies the default location of the main customization file (<i>acft.cui</i>).</p> <p><b>Enterprise Customization File:</b> Specifies the location of an enterprise customization file.</p> <p><b>Custom Icon Location:</b> Specifies the location for custom icons used in customization files.</p>
Dictionary and Font Files	<p>Specifies a number of optional settings.</p> <p><b>Custom Dictionary File:</b> Specifies a custom dictionary to use (if you have one).</p> <p><b>Alternate Font File:</b> Specifies the location of the font file to use if the original font cannot be located and an alternate font is not specified in the font mapping file.</p> <p><b>Font Mapping File:</b> Specifies the location of the file that defines how to convert fonts that cannot be found.</p>
Printer Support File Path	<p>Specifies search path settings for printer support files.</p> <p><b>Printer Configuration Search Path:</b> Specifies the path for printer configuration files (PC3 files).</p> <p><b>Printer Description File Search Path:</b> Specifies the path for files with a <i>.pmp</i> file extension, or printer description files.</p> <p><b>Plot Style Table Search Path:</b> Specifies the path for files with an <i>.stb</i> or <i>.ctb</i> extension, or plot style table files (both named plot style tables and color-dependent plot style tables).</p>
Automatic Save File Location	<p>Specifies the path for the file created when you select Automatic Save on the Open and Save tab.</p>
Color Book Locations	<p>Specifies the path for color book files that can be used when specifying colors in the Select Color dialog box. You can define multiple folders for each path specified. This option is saved with the user profile.</p>
Data Sources Location	<p>Specifies the path for database source files. Changes to this setting do not take effect until you close and restart the program.</p>
Template Settings	<p>Specifies the drawing template settings.</p>

**Drawing Template File Location:**

Specifies the path to locate drawing template files used by the Start Up wizard and New dialog box.

**Sheet Set Template File Location:**

Specifies the path to locate sheet set template files used by the Create Sheet Set wizard.

**Default Template File Name for QNEW:**

Specifies the drawing template file used by the QNEW command.

**Default Template for Sheet Creation and Page Setup****Overrides:**

Specifies the default template file that is used for creating new sheets and for storing page setup overrides that can be applied to Publish operations from the Sheet Set Manager.

Tool Palette File Locations	Specifies the path for tool palette support files.
Log File Locations	Specifies the path for the log file created when you select Maintain a Log File on the Open and Save tab.
Plot and Publish Log File Location	Specifies the path for the log file that is created if you select the Automatically Save Plot and Publish Log option on the Plot and Publish tab of the OPTION command.
Temporary Drawing File Location	Specifies the location to store temporary files. This program creates temporary files and then deletes them when you exit the program. If you plan to run the program from a write-protected folder (for example, if you are working on a network or opening files from a disc), specify an alternate location for your temporary files. The folder you specify must not be write-protected.
Temporary External Reference File Location	Specifies the location of external reference (xref) files. This location is used for the copy of the xref when you select Enabled with Copy in the Demand Load Xrefs list on the Open and Save tab.
Texture Maps Search Path	Specifies the folders to search for rendering texture maps.

i-drop Associated File Location	Specifies the location of data files associated with i-drop content. When the location is not specified, the location of the current drawing file is used.
---------------------------------	--

## How will changing the support file locations affect my search paths?

When a different install path for support content is specified, it will be populated into the correspondent search paths on the Define Search Paths and File Locations page. If one is not specified, the first search path will replace the install path. The table below outlines the specific search paths that can be affected by resetting your support file install paths.

Install path	Search paths and file locations
Support	<ul style="list-style-type: none"> <li>■ Support file search path</li> <li>■ Customization files &gt; Main customization files</li> <li>■ Custom dictionary file</li> <li>■ Font mapping file</li> <li>■ Color Book locations</li> <li>■ Tool palette file locations</li> <li>■ Action Recorder settings. Action Recording file location</li> <li>■ DGN mapping setup locations</li> </ul>
Plotter	<ul style="list-style-type: none"> <li>■ Printer support file path</li> </ul> <p>Printer configuration search path Printer description file search path Plot style table search path</p>
Data links	<ul style="list-style-type: none"> <li>■ Data source location</li> </ul>
Templates	<ul style="list-style-type: none"> <li>■ Template settings</li> </ul> <p>Drawing template file location Sheet Set template file location Default templates for sheet creation and page setup overrides</p>

Install path	Search paths and file locations
Rendering	<ul style="list-style-type: none"> <li>■ Texture maps search path (all three paths should be replaced by the install path values with proper sub folders)</li> </ul>

## Along with defining search paths and file location, can files be added?

Using the Add button, you can set paths to folders where files are stored. You cannot add specific files.

## Where can I check if service packs are available for my software?

To find out if a patch or Service Pack is available for your product, visit 3ds Max Support page at <http://autodesk.com/servicesandsupport>.

## How do I extract an MSP file?

A Microsoft Patch (MSP) file is usually contained in a Service Pack executable that you download from 3ds Max Support website. To extract the MSP file from the executable, run the patch program from the Windows command prompt using the `/e` switch.

Pay particular attention to the location where the files are extracted. For details about using the patch file, review the *Readme* file for that patch.

## Can Online Resource settings be modified later?

Yes. If you want to change the state of online resources after a product is installed, you can do that from the CAD Manager Control utility. The CAD Manager Control utility is installed separately from 3ds Max.



From the installation wizard, select Install Tools and Utilities and then select the CAD Manager Control utility. After installation is complete, you can open the utility from the Start menu. Do one of the following:

- (Windows XP or Windows Vista) click All Programs ➤ Autodesk ➤ CAD Manager Tools ➤ CAD Manager Control Utility.

## Where can I learn about InfoCenter?

You can use InfoCenter to enter a question for help, display the Communication Center panel for product updates and announcements, or display the Favorites panel to access saved topics. For more information, refer to [Configure InfoCenter Communication Center \(Optional\)](#) on page 64.

## What are information channels?

The Communication Center component of InfoCenter allows you to receive announcements from various information channels. Through information channels, you can receive the following:

- Product Support information, including maintenance patch notifications.
- Subscription Center announcements and subscription program news, as well as links to e-Learning Lessons, if you are an Autodesk subscription member.
- Notifications of new articles and tips posted on Autodesk websites.

## What are the benefits to enabling CAD Manager Channels?

CAD Manager Channels allow access to Internet-based content and information feeds from a specified feed location.

## What are RSS feeds and how do they benefit my installation?

An RSS feed is a live link you initiate by subscribing to someone's website. Once subscribed, the primary benefit is a constantly updating stream of content that is delivered to your system in the form of summarized articles, forum threads, blog posts, and so on. RSS stands for Rich Site Summary (or Really Simple Syndication).

## Where can I learn about InfoCenter search locations?

You can use InfoCenter to search multiple sources (for example, Help and specified files) at one time, or choose to search a single file or location.

For more information, refer to [Configure InfoCenter Communication Center \(Optional\)](#) on page 64.

## How do I set or customize search locations?

InfoCenter Search and Communication Center settings can be set in the InfoCenter Settings dialog box or in the CAD Manager Control utility. You must use the CAD Manager Control utility to specify CAD Manager Channel settings.

See [Configure InfoCenter Communication Center \(Optional\)](#) on page 64 for more information regarding the settings you can configure.

## Networking Issues

This section outlines common issues and their solutions with regards to performing a network installation or configuring your network license server(s).

## When installing tools and utilities, which selections are applicable for a multi-seat stand-alone installation?

Since a multi-seat stand-alone licensed product does not rely upon a license server to manage or activate the license, the only tool that is beneficial is the Autodesk CAD Manager tool.

You need the CAD Manager tool if you want to make changes to CAD Manager Channels.

## **When installing tools and utilities, which selections are applicable for a stand-alone installation?**

The Autodesk CAD Manager tool is the only tool that is beneficial to a stand-alone licensed product. With the CAD Manager tool, you can modify CAD Manager Channels.

## **Where do I find my server name?**

When installing a network licensed product, you must specify the name of the server that will run the Network License Manager. If you don't know the server name, you can quickly find it by opening a Windows command prompt on the system that will be the Network License Manager. At the prompt, enter `ipconfig /all` and note the Host Name entry.

## **When specifying user workstation settings, I am given the option to specify a profile. What are profiles?**

Profiles are created on the Profiles tab of the Options dialog box. Profiles can contain configuration settings for just about anything that is not a drawing based system variable. For example, a profile can contain things like support paths, grip settings, and plot settings.

When you specify a profile on the Specify User Preferences page during the deployment process, it ensures that all workstations that use that deployment to install the product will be configured the same way.

## **Can I create custom desktop shortcuts?**

You can choose to create custom desktop shortcuts that use command line switches to specify several options when you start the program. For example, command line switches can be set to run a script during program launch, create a drawing based on a template or prototype drawing, or designate a workspace that should be restored on startup.

For more information, see *Customize Startup* in the *AutoCAD User's Guide*.

## What happens when you choose to append or merge service packs?

When you append a service pack, the service pack is applied to the current deployment only. Multiple service packs may be appended to a deployment. The service pack file is included in the deployment and the service pack is applied after the product is deployed.

When you merge a service pack, the service pack is merged into the administrative image. Once merged, a service pack may not be removed from the administrative image. Multiple service packs may be included in a single administrative image.

You can choose to append or merge service packs from the Include Service Packs page when creating a deployment.

## What is an administrative image (MSI) file?

An *administrative image* is a collection of shared file resources created during the deployment process and is used by deployments to install the program to networked workstations. Service packs (patches) can be applied to an administrative image when you create the deployment. A *.msi* file is a Microsoft Installer file.

## What is the impact of selecting all products for the administrative image, and can I add products later?

If you elect to include all products in your deployment, the administrative image will be larger. You should select all products only when you create multiple deployments from this image and prefer not to use the installation disc. If there are products you rarely or never use, and you do not expect to create additional deployments, you should only select a subset of products.

You can still create a deployment at a later date, and include additional products, but you need to create a new administrative image. You need the installation disc to do so.

## Uninstall and Maintenance Issues

This section outlines common issues and their solutions with regards to adding and removing features, reinstalling or repairing your installation, and uninstalling products.

### When adding or removing features, how can I tell what features get installed by default?

To quickly see what gets installed during a Typical, default installation, click the Restore Defaults button on the Add/Remove Features page.

CAD Standards	Contains tools for reviewing design files for compliance with your standards.
Database	Contains database access tools.
Dictionaries	Contains multi-language dictionaries.
Drawing Encryption	Allows you to use the Security Options dialog box to protect a drawing with a password.
Express Tools	Contains 3ds Max support tools and utilities (not supported by Autodesk).
Fonts	Contains 3ds Max fonts and TrueType fonts.
Autodesk Seek	Autodesk Seek. <b>NOTE</b> Seek will only be installed in the English version of 3ds Max.
Welcome Screen	Contains learning resources to help discover the product.
License Transfer Utility	Allows users to transfer an Autodesk product license between computers. <b>NOTE</b> The utility will not be installed on unlocked versions of 3ds Max.
Migrate Custom Settings	Migrates custom settings and files from previous version of your product to this version.

Initial Setup	Allows users to perform some basic customization of 3ds Max (online content, workspaces) based on their units system, industry, and commonly used task-based tools.
Reference Manager	Allows users to view and edit the paths of externally referenced files associated with a drawing.
Samples	Contains various feature sample files.
Tutorials	Contains tutorials.
Dictionaries	Contains multi-language dictionaries.
Fonts	Contains 3ds Max fonts and TrueType fonts.
Autodesk Seek	Autodesk Seek. <b>NOTE</b> Seek will only be installed in the English version of 3ds Max.
Welcome Screen	Contains learning resources to help discover the product.
License Transfer Utility	Allows users to transfer an Autodesk product license between computers. <b>NOTE</b> The utility will not be installed on unlocked versions of 3ds Max.
Migrate Custom Settings	Migrates custom settings and files from a previous version of your product to this version.
Initial Setup	Allows users to perform some basic customization of 3ds Max (online content, workspaces) based on their units system, industry, and commonly used task-based tools.
Samples	Contains various feature sample files.

## **Is it possible to change the installation folder when adding or removing features?**

Once your product is installed, you cannot change the installation path from the Add/Remove Features page. Changing the path while adding features results in program corruption, so it is not an option.

## **When should I reinstall the product instead of a repair?**

You should reinstall your product if you accidentally delete or alter files that are required by the program. Missing or altered files adversely affect the performance of your product and cause error messages when you try to execute a command or find a file.

If an attempt to repair an installation fails, reinstalling is the next best option.

## **Do I need my original disc(s) to reinstall my product?**

When performing a reinstall of the product, you are prompted to load your original disc(s). Installation data is cached locally on your drive and that data is reused when reinstalling.

## **After repairing my installation, is it possible to recover my settings?**

Custom settings can be exported and later re-imported to the same system in case you have to repair the installation of your program.

For more detailed information regarding exporting and importing custom settings, see [Migrate Custom Settings and Files from Previous Releases](#).

## **When I uninstall my software, what files are left on my system?**

If you uninstall the product, some files remain on your system such as files you created or edited (drawings or custom menus).

Your license file also stays on your workstation when you uninstall your product. If you reinstall on the same workstation, the license information remains valid and you do not have to reactivate the product.



# Glossary

**activate** Part of the Autodesk software registration process, it allows you to run a product in compliance with the product's end-user license agreement.

**Active Directory** A directory service from Microsoft that is part of Windows 2000 and Windows 2003 Server that manages the identities and relationships that make up network environments.

**administrative image** A collection of shared file resources created by the deployment wizard and used by deployments to install the program to network workstations.

**advertising** A pull technology that notifies users of an updated software product that is available for installation. Users typically double-click a shortcut (or do a similar operation) to complete the installation of the advertised product.

**deploy** The process of installing an Autodesk product to one or more computers on a network.

**deployment** A link to a unique MST (Microsoft Transform) file that serves as a basis for an installation. Using the deployment wizard, administrators can create multiple deployments that result in different types of installations for users.

**directory service** A network service that identifies all resources on a network and makes them accessible to users and applications. Resources include email addresses, computers, and peripheral devices such as printers. Ideally, the directory service should make the physical network topology and protocols transparent so that a user on a network can access any resource without knowing where or how it is physically connected. Virtually all directory services are based on the X.500 ITU standard.

**FLEXnet** License management technology from Acresto™ Software, Inc.. FLEXnet provides administrative tools that help to simplify management of network licenses. FLEXnet can be used to monitor network license status, reset licenses lost to a system failure, troubleshoot license servers, and update existing license files.

**group policy** Microsoft server technology that provides a way to do push installations and advertising-based installations using standard Microsoft 2000 Server administration components.

**installation image** A deployment that consists of an MSI file, any associated transforms, additional user-specified custom files, and profile and registry settings.

**language family** A set of languages (core product, plus language packs) that are distributed together, typically based on a geographic grouping.

**language pack** A set of installed files that enable the user to work in the application in the language specified by the Language Pack.

**License Transfer utility** Allows you to use an Autodesk product on more than one computer without purchasing a separate license for each computer.

**MSI** Microsoft installer that supports a variety of parameters that can be scripted.

**MSP** Microsoft patch file (see patch).

**MST** Microsoft transform file. Modifies the components installed by the MSI file. For example, the deployment wizard creates an MST file with the settings that you specify. The deployment created by the deployment wizard uses the MST file in conjunction with the MSI file and MSIEEXEC to install the program on local workstations.

**multi-seat stand-alone installation** A type of installation where multiple stand-alone seats of the program are installed using a single serial number.

**network license installation** A type of installation where you install the program to workstations with the files and registry entries that allow the program to communicate with the Network License Manager.

**partial profile** A profile that contains partial registry information corresponding to a subset of the options available from the Files tab of the Options dialog box.

**patch** A software update to an application.

**power user** A user with rights to access and write to the *Program Files* folder and the *HKEY\_Local\_Machine* folder of the registry.

**pull technology** An installation technology that requires user interaction to complete the installation.

**push technology** An installation technology that installs files to a remote desktop without any user interaction.

**SCCM** Microsoft System Center Configuration Manager. A tool that helps administer networked machines by allowing remote configuration, push deployments, and user administration. SCCM is an expensive technology that must be purchased as an additional server.

**scripting** The process of using scripting languages such as VB Script to facilitate the deployment of software packages.

**service pack** Autodesk terminology for an application patch.

**silent mode** An installation that proceeds without any explicit user input. No dialog boxes are presented that require interaction from the user.

**transform** See MST.



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