

**Autodesk®
3ds Max®**

2009



**Autodesk®
3ds Max®**

Design 2009



Autodesk®

© 2008 Autodesk, Inc. All rights reserved. Except as otherwise permitted by Autodesk, Inc., this publication, or parts thereof, may not be reproduced in any form, by any method, for any purpose.

Certain materials included in this publication are reprinted with the permission of the copyright holder.

Portions Copyright © 2005 Microsoft Corporation. All rights reserved.

Portions Copyright Max HTR created 2003-2005 by Motion Analysis.

REALVIZ Copyright © 2006 REALVIZ S.A. All rights reserved.

Portions of this software JSR-184 Exporter Copyright © 2004 Digital Element, Inc.

JPEG software is copyright © 1991-1998, Thomas G. Lane. All Rights Reserved. This software is based in part on the work of the Independent JPEG Group.

Portions Copyright © 2005 Blur Studio, Inc.

Portions Copyright © 1999-2005 Joseph Alter, Inc. Credit to Joe Alter, Gonzalo Rueda, and Dean Edmonds.

Certain patents licensed from Viewpoint Corporation.

This product includes Radiance software (<http://radsite.lbl.gov/radiance>) developed by the Lawrence Berkeley National Laboratory (<http://www.lbl.gov>). Copyright © 1990-2005. The Regents of the University of California through Lawrence Berkeley National Laboratory. All rights reserved.

Portions Copyright © 1990-2007 Info-ZIP. All rights reserved.

For the purposes of this copyright and license, "Info-ZIP" is defined as the following set of individuals: Mark Adler, John Bush, Karl Davis, Harald Denker, Jean-Michel Dubois, Jean-loup Gailly, Hunter Goatley, Ed Gordon, Ian Gorman, Chris Herborth, Dirk Haase, Greg Hartwig, Robert Heath, Jonathan Hudson, Paul Kienitz, David Kirschbaum, Johnny Lee, Onno van der Linden, Igor Mandrichenko, Steve P. Miller, Sergio Monesi, Keith Owens, George Petrov, Greg Roelofs, Kai Uwe Rommel, Steve Salisbury, Dave Smith, Steven M. Schweda, Christian Spieler, Cosmin Truta, Antoine Verheijen, Paul von Behren, Rich Wales, Mike White. This software is provided "as is," without warranty of any kind, express or implied. In no event shall Info-ZIP or its contributors be held liable for any direct, indirect, incidental, special or consequential damages arising out of the use of or inability to use this software. Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the above disclaimer and the following restrictions: 1) Redistributions of source code (in whole or in part) must retain the above copyright notice, definition, disclaimer, and this list of conditions. 2) Redistributions in binary form (compiled executables and libraries) must reproduce the above copyright notice, definition, disclaimer, and this list of conditions in documentation and/or other materials provided with the distribution. The sole exception to this condition is redistribution of a standard UnZipSFX binary (including SFXWiz) as part of a self-extracting archive; that is permitted without inclusion of this license, as long as the normal SFX banner has not been removed from the binary or disabled. 3) Altered versions—including, but not limited to, ports to new operating systems, existing ports with new graphical interfaces, versions with modified or added functionality, and dynamic, shared, or static library versions not from Info-ZIP—must be plainly marked as such and must not be misrepresented as being the original source or, if binaries, compiled from the original source. Such altered versions also must not be misrepresented as being Info-ZIP releases—including, but not limited to, labeling of the altered versions with the names "Info-ZIP" (or any variation thereof, including, but not limited to, different capitalizations), "Pocket UnZip," "WiZ" or "MacZip" without the explicit permission of Info-ZIP. Such altered versions are further prohibited from misrepresentative use of the Zip-Bugs or Info-ZIP e-mail addresses or the Info-ZIP URL(s), such as to imply Info-ZIP will provide support for the altered versions. 4) Info-ZIP retains the right to use the names "Info-ZIP," "Zip," "UnZip," "UnZipSFX," "WiZ," "Pocket UnZip," "Pocket Zip," and "MacZip" for its own source and binary releases.

Portions relating to OpenEXR Bitmap I/O Plugin © 2003-2005 SplutterFish, LLC.

Portions relating to OpenEXR © 2003 Industrial Light and Magic a division of Lucas Digital Ltd. LLC.

Portions relating to Zlib © 1995-2004 Jean-loup Gailly and Mark Alder

Portions Copyright © 2000-2005 Size8 Software, Inc.

Portions Copyright © 1988-1997 Sam Leffler.

Portions Copyright © 1991-1997 Silicon Graphics, Inc. Permissions to use, copy, modify, distribute, and sell this software and its documentation for any purpose is hereby granted without fee, provided that (i) the above copyright notices and this permission notice appear in all copies of the software and related documentation, and (ii) the names of Sam Leffler and Silicon Graphics may not be used in any advertising or publicity relating to the software without the specific, prior written permission of Sam Leffler and Silicon Graphics.

Portions Copyright © 2006 IntegrityWare, Inc.

Portions © Copyright 1999-2005 Havok.com Inc. (or its licensors). All Rights Reserved. See <http://www.havok.com> for details.

Portions Copyright © MAX2Obj and Obj2Max created 1996-2001 by Harald A. Blab.

Portions developed by Digimation, Inc. for the exclusive use of Autodesk, Inc.

Portions Copyright 1998-2003 by Neil Hodgson. All Rights Reserved. Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation.

Portions of this software, Point Cache 2 are copyright © 2005-2006 Blizzard Entertainment, Inc.

Portions Copyright © 2003 ATI Technologies, Inc. All Rights Reserved. Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and derivative works and that both the copyright notice and this permission notice appear in support documentation, and that the name of ATI Technologies, Inc. not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission.

Portions Copyright © 1994 F. Kenton Musgrave.

Portions of this software are Copyright © 1991-1994 by Arthur D. Applegate. All Rights Reserved. No part of this source code may be copied, modified or reproduced in any form without retaining the above copyright notice. This source code, or source code derived from it, may not be redistributed without express written permission of the author.

Portions Copyright © 1995, 1996 Guy Eric Schalnat, Group 42, Inc.

Portions Copyright © 1996, 1997 Andreas Dilger.

Portions Copyright © 1989, 1991, 1993 Aladdin Enterprises. All rights reserved.

Portions Copyright © 1999, 2000 NVIDIA Corporation. This file is provided without support, instructions or implied warranty of any kind. NVIDIA makes no guarantee of its fitness for a particular purpose and is not liable under any circumstances for any damages or loss whatsoever arising from the use or inability to use this file or items derived from it.

Portions Copyright © 2006 NVIDIA Corporation.

Portions Copyright 1990-1991 by Thomas Knoll. Copyright 1992-1995 by Adobe Systems, Inc.

Portions Copyright 1993-1996, Adobe Systems, Incorporated. All rights reserved worldwide.

This software contains source code provided by mental images GmbH.

Portions Copyright Guruware OBJio © 2007 <http://www.guruware.at>

Portions Copyright Orbaz Technologies © 2007

Portions Copyright Mathew Kaustinen © 2007

Disclaimer

THIS PUBLICATION AND THE INFORMATION CONTAINED HEREIN IS MADE AVAILABLE BY AUTODESK, INC. "AS IS." AUTODESK, INC. DISCLAIMS ALL WARRANTIES, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE REGARDING THESE MATERIALS.

Contents

Chapter 1	Quick Start to Network Administration	1
	How to Use this Guide	1
	Differences Between 3ds Max and 3ds Max Design	1
	How to Prepare for Deployment	2
	How to Choose a License	2
	How to Choose a License Server Model	3
	How to Set Up a License Server	4
	How to Install the Network License Manager	4
	How to Install and Use the Network License Activation Utility	5
	How to Configure Your License Server	8
	How to Set Up and Distribute the Program	9
	How to Create a Network Share	10
	How to Use the Installation Wizard to Set Up a Deployment	10
	How to Deploy This Program	14
Chapter 2	System Requirements	17
	System Requirements for This Program	17
Chapter 3	Details on Deploying the Program	19
	Preliminary Tasks for a Network Deployment	19
	Minimize Chances of Installation Failure	20

Create Shared Folders for Your Deployments	21
Install and Activate Tools and Utilities	22
Use the Installation Wizard to Set Up a Deployment	22
Start the Deployment Process	23
Create a Deployment	23
Enter Personal Information	25
Specify Log File Locations	26
Silent Mode	27
Customer Involvement Program (CIP)	27
mental ray Satellites	28
Select a License Type	29
Select a License Server Model (Network License Only)	29
Select the Installation Location	34
Install Additional Files (optional)	34
Include Service Packs (optional)	36
Final Review and Complete Setup	37
Register the Product	40
Modify a Deployment (optional)	41
Point Users to the Administrative Image	42
Uninstall the Program	42
Glossary	45
Index	47

Quick Start to Network Administration



Network deployment of this program requires careful planning and execution. This section gives you quick, step-by-step instructions about how to prepare for deployment, set up a license server, and set up and distribute the program.

If you are not familiar with network administration and deployment, you should read the entire *Network Administrator's Guide* before you attempt to deploy and administer the program over a network.

How to Use this Guide

If you are comfortable with network deployments you can simply read this first chapter “Quick Start to Network Administration.” If you require more details about creating and modifying deployments see [Details on Deploying the Program](#) on page 19. In either case you can refer to [System Requirements](#) on page 17 for the system requirements pertaining to the administrative image and the network license server. Refer to your product *Installation Guide* for client station system requirements.

Differences Between 3ds Max and 3ds Max Design

Though this guide is shared between 3ds Max and 3ds Max Design there are a some key differences between these two products: As 3ds Max Design is intended for architecture and visualization customers, the tutorials and movies that are included show typical applications and scenarios for these customers. In addition, 3ds Max Design contains Exposure™ lighting analysis technology,

which is designed specifically for architecture and visualization work flows. To learn more about Exposure lighting analysis, refer to the *3ds Max Design Help*.

The tutorials and movies included with 3ds Max demonstrate 3D pipelines typically employed by artists and animators in entertainment, gaming and related fields. In addition, 3ds Max ships with the SDK which can be used to add your own plug-ins to your 3ds Max pipeline. The only difference that you will notice during the install procedure is that you cannot install the SDK with 3ds Max Design.

How to Prepare for Deployment

To prepare for a deployment, you need to choose an installation type and a license server model.

How to Choose a License

When you set up your deployment, you need to choose the type of installation to deploy. In your product Installation wizard, you specify one of the following installation types:

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 or 3ds Max Design 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, your product will run on the maximum number of systems for which you have licenses. This means you get a true floating license.

Multi-Seat Stand-Alone installation (Stand-Alone option) Choose this type of installation for stand-alone installations where a single serial number is used for multiple seats. Multi-seat stand-alone installations do not rely upon a Network License Manager to manage product licenses; however, you can still use the Installation wizard to create administrative images and create deployments. Registration data is gathered on the Register Today pages.

Registration and activation is more automated for multi-seat stand-alone installations. After the first activation using the multi-seat stand-alone serial number, activation occurs automatically for all workstations based on this deployment, as long as your systems are connected to the Internet.

Stand-Alone installation (Stand-Alone option) Choose this type of installation for stand-alone installations where a single serial number is 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.

If you choose one of the Stand-Alone installation types, you can proceed to the section [How to Set Up and Distribute the Program](#) on page 9.

How to Choose a License Server Model

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

TIP If you are deploying a stand-alone or multi-seat stand-alone installation type, you do not use a license server model. Proceed to [How to Set Up and Distribute the Program](#) on page 9.

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 *Network Licensing Guide*. It is strongly recommended that you read that guide before you deploy

the program. You can find the *Network Licensing Guide* by clicking the Documentation link at the lower left corner of the Installation wizard and in the Help system.

How to Set Up a License Server

If you are planning to have users run the program using network licenses, you need to use the Network License Manager and the Network License Activation utility.

The Network License Manager helps you configure and manage license servers. The Network License Activation utility helps you get licenses and register them over the Internet.

How to Install the Network License Manager

The Network License Manager is used to configure and manage the license servers.

To install your Network License Manager

- 1 Insert the 3ds Max or 3ds Max Design Install DVD.

NOTE If Autorun does not start the Installation Wizard, navigate to your DVD-ROM. Click the *Setup.exe* file to open the Installation Wizard.

- 2 On the main page of the Installation wizard, click Install Tools and Utilities.
- 3 On the Select the Items to Install page, make sure Network License Manager is selected and click Next.

NOTE By default all of the tools and utilities are selected that apply to your machine (32- or 64-bit). Deselect any tools you do not want to install.

- 4 Review the Autodesk software license agreement for your country or region. You must accept this agreement to proceed with the installation. Choose your country or region, click I Accept, and then click Next.

NOTE If you do not agree to the terms of the license and wish to terminate the installation, click Cancel.

- 5 On the Review - Configure - Install page, click Configure.
- 6 If multiple tools and utilities are selected, click the Network License Manager tab.
- 7 On the Set Up Network License Manager page, either accept the default installation path (*C:\Program Files\Autodesk Network License Manager*) or click Browse to specify a different path. If you enter a path that does not exist, a new folder is created using the name and location you provide. Click Next.

WARNING Do not install the Network License Manager on a remote drive. When you install the Network License Manager files, you must provide a path to a local drive. You must specify the drive letter; the universal naming convention (UNC) is not supported.

- 8 Click Configuration Complete.
- 9 Click Install.
- 10 When the Installation Complete page displays, click Finish.

How to Install and Use the Network License Activation Utility

With the Network License Activation utility, you can obtain licenses over the Internet, which saves time and effort in setting up a network-licensed version of the program. In addition, you can register your product, get automated support by e-mail if you cannot obtain a license over the Internet, and save and migrate license files automatically.

To install your Network License Activation utility

- 1 Insert the 3ds Max or 3ds Max Design Install DVD.

NOTE If Autorun does not start the Installation Wizard, navigate to your DVD-ROM. Click the *Setup.exe* file to open the Installation Wizard.

- 2 In the Installation wizard, click Install Tools and Utilities.
- 3 On the Select the Items to Install page, make sure Network License Activation Utility is selected and click Next.

NOTE By default all of the tools and utilities are selected that apply to your machine (32- or 64-bit). Deselect any tools you do not want to install.

- 4 Review the Autodesk software license agreement for your country or region. You must accept this agreement to proceed with the installation. Choose your country or region, click I Accept, and then click Next.

NOTE If you do not agree to the terms of the license and wish to terminate the installation, click Cancel.

- 5 On the Review - Configure - Install page, click Configure.
- 6 If multiple tools and utilities are selected, click the Network License Activation Utility tab.
- 7 On the Set Up Network License Activation Utility page, either accept the default installation path (*C:\Program Files\Autodesk Network License Activation Utility*) or click Browse to specify a different path. If you enter a path that does not exist, a new folder is created using the name and location you provide. Click Next.
- 8 When the Installation Complete page displays, click Finish.

To use your Network License Activation utility

- 1 On the Start menu (Windows), click All Programs (or Programs) ► Autodesk ► Network License Manager ► Autodesk 3ds Max 2009 or Autodesk 3ds Max Design 2009 Network License Activation Utility.
- 2 On the Obtain a Network License page, review how this utility works and the requirements for using it, and then click Next.
- 3 On the Server Information page, enter the product serial number.

NOTE If you are modifying an existing license file or obtaining a new license for an existing product, your previously entered information might be displayed. Make sure that the serial number that is displayed is the one you want to license. If it is not, enter the correct product serial number.

- 4 In the License Server Model section, click a license server model. For more information about each license server model, click the ? button.
- 5 In the Server Host Name box, enter a server host name or click the Browse button to locate the name of each server you plan to use.

- 6 In the Host ID box, for each server host name you entered in the previous step, click Lookup to have the utility automatically locate the host ID for the server, or enter the host ID manually.

NOTE If your server has more than one network adapter, select the one that corresponds to a physical network adapter. To determine which adapters are physical, enter `ipconfig /all` at a Windows command prompt and view the Description field above each physical address. If there is more than one physical network adapter, you can use any one of them, as long as it was listed when you ran `ipconfig /all`. Logical devices such as VPN adapters, PPP adapters, and modems may be listed but are not usable for licensing.

- 7 If you chose Distributed Server in step 4, the Seats box is displayed. In the Seats box, enter the number of seats for each license server, and then click Next.
- 8 On the Confirm Server Information page, review the server information you entered, and click Next.
- 9 If the Register and License Your Autodesk Product page is displayed, do all of the following, and then click Next.
 - In the This Product is To Be Registered To option, select Company or Individual.
 - In the Select Country or Region section, select your country or region of residence.
 - In the Is This an Upgrade section, select Yes or No.
- 10 If the Registration Information page is displayed, enter your registration information, and then click Next.
- 11 If the Confirm Information page is displayed, review your registration information, and then click Next.
- 12 If the Connecting page is displayed, click Next to connect to the Internet to obtain your network license.
- 13 On the Licenses Received page, in the Save License File for *[computer name]* dialog box, enter the location where you want to save your license file, or click Browse to navigate to the location.

NOTE It is recommended that you save your license file to the location where you installed the Network License Manager.

- 14 If you have an existing license file from another Autodesk product, select one of the following options:
 - Insert the New License Information Into It. Adds the new license information into the existing license file.
 - Overwrite the Existing License File. Replaces the entire contents of the existing license file with the new license information. Select this option *only* if you no longer require any part of the existing license file contents.
- 15 Click Next.
- 16 On the License Activation Successful page, click Print to save a printed copy of the license information, or click Done to complete the transaction and exit the Network Activation utility.

How to Configure Your License Server

You configure a license server so that you can manage the Autodesk product licenses you received when you ran the Network License Activation utility. Configure the license server with the *lmttools.exe* utility.

To configure your license server

You should be logged in with Administrator rights when working with the LMTOOLS utility.

- 1 Do one of the following:
 - Click Start menu (Windows XP & 2000) ► All Programs (or Programs) ► Autodesk ► Network License Manager ► LMTOOLS.
 - Right-click the LMTOOLS icon (Windows Vista) on the desktop and choose Run As Administrator.
- 2 In the Lmtools program, on the Service/License File tab, select the Configure Using Services option.
- 3 Click the Config Services tab.
- 4 On the Config Services tab, in the Service Name list, select a service name or do one of the following:
 - If a service name is selected, verify that it is the one you want to use to manage licenses.

- If no service name exists, enter the service name you want to use to manage licenses.

NOTE If you have more than one software vendor using FLEXlm® for license management, the Service Name list contains more than one option.

- 5 In the Path to Lmgrd.exe File box, enter the path to the Network License Manager daemon (*lmgrd.exe*), or click Browse to locate the file.
By default, this daemon is installed in the *\Program Files\Autodesk Network License Manager* folder.
- 6 In the Path to the License File box, enter the path to your license file, or click Browse to locate the file.
- 7 In the Path to the Debug Log File box, enter a path to create a debug log, or click Browse to locate an existing log file.
- 8 To run *lmgrd.exe* as a service, select Use Services.
- 9 To automatically start *lmgrd.exe* when the system starts, select Start Server at Power Up.
- 10 Click Save Service to save the new configuration under the service name you selected in step 4. Then click Yes.
- 11 Click the Start/Stop/Reread tab.
- 12 On the Start/Stop/Reread tab, do one of the following:
 - If a service has not yet been defined for Autodesk, click Start Server to start the license server.
 - If a service for Autodesk is already defined and running, click ReRead to refresh the Network License Manager with any changes made to the license file or Options file.
The license server starts running and is ready to respond to client requests.
- 13 Close *lmtools.exe*.

How to Set Up and Distribute the Program

Once you have prepared for deployment and you have used the Network License Manager and the Network License Activation utility, you are ready to

set up and distribute this program by using the Installation wizard and choosing a deployment method.

How to Create a Network Share

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. Create a network share that will be used by the Installation wizard during the creation of a client deployment. For full details on doing so, see [Create Shared Folders for Your Deployments](#) on page 21.

How to Use the Installation Wizard to Set Up a Deployment

You can create a deployment directly from the Autodesk 3ds Max 2009 or Autodesk 3ds Max Design 2009 Installation wizard. From the deployment, users can install the program on their computers.

NOTE The following procedure illustrates just one of the ways you can set up a deployment. This procedure details a *single-server* network deployment with *no* customizations. For further information about setting up deployments, see [Use the Installation Wizard to Set Up a Deployment](#) on page 22.

To use the Installation wizard to create a default deployment

- 1 Insert the 3ds Max or 3ds Max Design Install DVD.

NOTE If Autorun does not start the Installation Wizard, navigate to your DVD-ROM. Click the *Setup.exe* file to open the Installation Wizard.

- 2 In the Installation Wizard, click Create Deployments.
- 3 On the Begin Deployment page, you need to specify the following: a deployment location, a deployment name, and determine whether you want to create a 32- or 64-bit deployment.
 - In the deployment location field, enter an existing shared network location where you want to create an administrative image, or click the Browse button to navigate to a location where there is a shared network location. Users install the program from this location.

NOTE If you do not know how to create a network share, see [How to Create a Network Share](#) on page 10.

- In the deployment name field, enter the new deployment's name. The name you enter here is the name of the shortcut your users will access to install the product.
- Under This Is To Be A, choose whether your deployment is going to be installed on 32-bit or a 64-bit target operating system. This selection does not identify the system your deployment was created on; it identifies your target system.

Click Next.

- 4 On the Select the Products to Install page, choose the product you want deploy and click Next.
- 5 Review the Autodesk software license agreement for your country or region. You must accept this agreement to proceed with the installation. Choose your country or region, click I Accept, and then click Next.

NOTE If you do not agree to the terms of the license and wish to terminate the installation, click Cancel.

- 6 On the Personalize the Products page, enter your user information and click Next.
The information you enter here is permanent and is displayed in the 3ds Max or 3ds Max Design window (accessed by using Help ► About) on your computer. Because you can't change this information later without uninstalling the product, make sure you enter the correct information now.
- 7 On the General Deployment Settings page, choose if you want the deployment to create a network log and/or a client log, run the client installation in silent mode, and if you want users to participate in the Customer Involvement program.
 - When you choose to create a network log file, you also have to specify where the log file is created by entering either a valid UNC (universal naming convention) path or hard-coded path on your network. The network log file is optional.

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.

- Choose whether you want a client log file created.
- If you want to prevent users from changing installation settings when they install, select Silent mode.

For more information regarding log files, refer to [Specify Log File Locations](#) on page 26.

Click Next.

- 8 On the Review - Configure - Create Deployment page, click Create Deployment.

By clicking Create Deployment, the wizard creates an administrative image in the shared folder using the deployment options listed in the Current Settings field.

- 9 On the Deployment Complete page, click Finish.

To use the Installation wizard to create a configured deployment

- 1 Insert the 3ds Max or 3ds Max Design Install DVD.

NOTE If Autorun does not start the Installation Wizard, navigate to your DVD-ROM. Click the *Setup.exe* file to open the Installation Wizard.

- 2 In the Installation Wizard, click Create Deployments.
- 3 On the Begin Deployment page, you need to specify the following: a deployment location, a deployment name, and determine whether you want to create a 32- or 64-bit deployment.
 - In the deployment location field, enter an existing shared network location where you want to create an administrative image, or click the Browse button to navigate to a location where there is a shared network location. Users install the program from this location.

NOTE If you do not know how to create a network share, see [How to Create a Network Share](#) on page 10.

- In the deployment name field, enter the new deployment's name. The name you enter here is the name of the shortcut your users will access to install the product.
- Under This Is To Be A, choose whether your deployment is going to be installed on 32-bit or a 64-bit target operating system. This selection does not identify the system your deployment was created on; it identifies your target system.

Click Next.

- 4 On the Select the Products to Install page, choose the product you want deploy and click Next.
- 5 Review the Autodesk software license agreement for your country or region. You must accept this agreement to proceed with the installation. Choose your country or region, click I Accept, and then click Next.

NOTE If you do not agree to the terms of the license and wish to terminate the installation, click Cancel.

- 6 On the Personalize the Products page, enter your user information and click Next.

The information you enter here is permanent and is displayed in the 3ds Max or 3ds Max Design window (accessed by using Help ► About) on your computer. Because you can't change this information later without uninstalling the product, make sure you enter the correct information now.

- 7 On the General Deployment Settings page, choose if you want the deployment to create a network log and/or a client log, run the client installation in silent mode, and if you want users to participate in the Customer Involvement program.

- When you choose to create a network log file, you also have to specify where the log file is created by entering either a valid UNC (universal naming convention) path or hard-coded path on your network. The network log file is optional.

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.

- Choose whether you want a client log file created.

- If you want to prevent users from changing installation settings when they install, select Silent mode.

For more information regarding log files, refer to [Specify Log File Locations](#) on page 26.

Click Next.

- 8 On the Review - Configure - Create Deployment page, click Configure to make changes to the administrative image.
- 9 On the Select the License Type page, select Network License and make to following settings: the license server model and the server name where the Network License Manager will run.
 - You can choose from one of three license server models, but for this example leave it set to Single License Server.

NOTE For complete instructions on all installation and server types, see [Select a License Type](#) on page 29.

- Enter the name of the server that will run the Network License Manager, or click the Browse button to locate the server.

Click Next.

- 10 You can specify the Product Installation Path. This path specifies the drive and location where your product will be installed.
Click Next to proceed with the configuration process.
- 11 On the mental ray Satellite tab you can change the Satellite TCP port used for mental ray rendering. See [mental ray Satellites](#) on page 28. Click Next when you are finished.
- 12 On the Install Additional Files page, click Next.
- 13 On the Include Service Packs page, click Next.
- 14 Click Create Deployment.
- 15 On the Deployment Complete page, click Finish.

How to Deploy This Program

You can deploy the program after creating a network share. To deploy the program, users launch the shortcut that you created in the Deployment wizard,

in step 3 of the procedure [How to Use the Installation Wizard to Set Up a Deployment](#) on page 10 (for example:

\\Server1\Autodesk\deployment\Autodesk 3ds Max 2009). The program is installed on the users' local computers, and a product icon appears on their desktop.

NOTE Users must have Read permissions to access the network share and administrative permissions on the workstation where this program is installed.

System Requirements

2

This section contains the system requirements for the location of the administrative image that you create and of the network license server. Refer to the *Autodesk 3ds Max 2009 and Autodesk 3ds Max Design 2009 Installation Guide* for client station system requirements.

System Requirements for This Program

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.

Whether the Windows operating system is the 32-bit or the 64-bit version is automatically detected when installing 3ds Max or 3ds Max Design. The appropriate version of 3ds Max or 3ds Max Design will be installed. The 64-bit version of your product cannot be installed on a 32-bit version of Windows, though you can deploy the 64-bit version of 3ds Max or 3ds Max Design from a 32-bit machine.

See the following tables for administrative image, license server, and client workstation system requirements.

Hardware and software requirements for the location of the administrative image

Hardware/Software	Requirement	Notes
Hard disk	1 GB or above (recommended)	The location where you create the administrative image must be a shared location so

Hardware and software requirements for the location of the administrative image

Hardware/Software	Requirement	Notes
		that users can access the administrative image.

Hardware and software requirements for the network license server

Hardware/Software	Requirement	Notes
Operating system	Windows Vista 32-bit Windows XP 32-bit Windows 2003 Server Edition Windows 2000 Professional Windows 2000 Server Edition	The Network License Manager supports Ethernet network configurations only.
Computer/processor	Pentium III or later 450 Mhz (minimum)	
Network interface card	Compatible with existing Ethernet network infrastructure	The Network License Manager supports multiple network interface cards.
Communication protocol	TCP/IP	The Network License Manager uses TCP packet types.

Details on Deploying the Program

3

In this section, you'll find more detailed information about using the Installation wizard to create or modify deployments.

Preliminary Tasks for a Network Deployment

Installing this program on a network requires careful planning and execution. The deployment checklist gives you a quick summary of the type of information you should be familiar with during your deployments.

Deployment Checklist

- You have reviewed the system requirements. You must make sure that your network, servers, and client workstations meet the system requirements. See [System Requirements for This Program](#) on page 17.
- You have installed and activated any supporting tools and utilities. See [Install and Activate Tools and Utilities](#) on page 22.
- You have Identified where deployments will reside such as a shared folder for each program you plan to deploy. See [Create Shared Folders for Your Deployments](#) on page 21.
- You have closed all other programs and disabled anti-virus software. See [Minimize Chances of Installation Failure](#) on page 20.

Deployment Checklist

- You have specified whether you want to create log files which contain deployment and installation data. See [Specify Log File Locations](#) on page 26.
- You understand the type of license you've purchased. If you plan a network license deployment, you should also be familiar with the type of license server model you wish to use and the license server name(s). See [Select a License Type](#) on page 29.
- You have specified an install location if the default location is not suitable for your needs. See [Select the Installation Location](#) on page 34.
- You have determined whether additional files will be included with your deployment, such as script files. See [Install Additional Files \(optional\)](#) on page 34.
- You have checked for service packs that might be available for your product. If a service pack is available, you've downloaded it and extracted an MSP file. See [Include Service Packs \(optional\)](#) on page 36.
- You have used consistent registration data and know how you're going to personalize the program(s) during registration. See [Register the Product](#) on page 40.

When you have completed these tasks, you are ready to create a deployment from the Installation wizard.

Minimize Chances of Installation Failure

The installation process of Autodesk 3ds Max 2009 or Autodesk 3ds Max Design 2009 may stop if some applications, such as Microsoft® Outlook® or virus checking programs, are running when you are creating a deployment. Close all running applications and temporarily disable virus checking utilities.

Create Shared Folders for Your Deployments

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.

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 name of product you plan to deploy. This is also beneficial if you plan to deploy multiple products.

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.

To create a shared folder (or network share)

- 1 On a network server, create a folder named *Deployments*.
- 2 Right-click the *Deployments* folder and click Share and Security (or Sharing). In Vista, right-click the *Deployments* folder and then click Share. Click the Permissions button to make sure Full Control is active.
- 3 In the Properties dialog box, Sharing tab, select Share This Folder. In Vista, in the Properties dialog box, select Sharing and then Advanced Sharing.
- 4 Specify a Share Name, such as MyDeployments, if necessary.
- 5 Click the Permissions button. In the Permissions dialog box, click the Permissions button. Make sure Full Control is active. Click OK. This is important when creating your deployment images.
- 6 Click OK to close the Properties dialog box.
- 7 For each product you plan to install, create a subfolder in the *Deployments* folder. Name each folder with the pertinent product name.

Install and Activate Tools and Utilities

Several supporting tools and utilities are necessary if you plan to have users run the program(s) with network licenses. Ancillary programs you might install include:

- Network License Manager
- Network License Activation Utility
- CAD Manager Tools
- SAMreport Lite

You install these items from the Install Tools and Utilities section of the Installation Wizard. Refer to the *Autodesk 3ds Max 2009 and Autodesk 3ds Max Design 2009 Installation Guide* for complete details.

Refer to the *Network Licensing Guide* for detailed information about how to set up your license servers. The *Network Licensing Guide* is available on the Documentation link of the Installation wizard and in the Help system.

Use the Installation Wizard to Set Up a Deployment

The deployment process is initiated from the Installation wizard. Deployments are created from which users can install the program on their computers. You make choices during the deployment process to create various client deployment images and deployment types that meet user requirements and company needs.

The deployment process lets you do any of the following:

- Create a deployment.
- Apply a patch to a deployment.
- Add customized files to a deployment.
- Allow users access to online resources.

NOTE Because the deployment process provides you with numerous options for creating and customizing your deployments, there are many deployment pages you need to complete and choices you must make. You should set aside ample time to complete the deployment process in one sitting.

Start the Deployment Process

Once you have started the Installation wizard, you initiate the deployment process to set up a deployment.

To start the deployment process

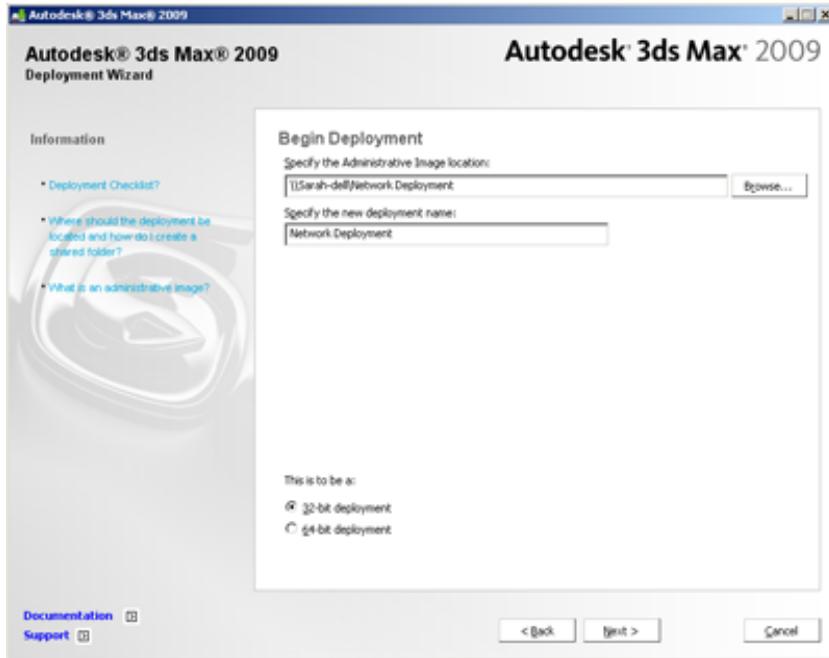
- 1 Insert the 3ds Max or 3ds Max Design Install DVD.

NOTE If Autorun does not start the Installation Wizard, navigate to your DVD-ROM. Click the *Setup.exe* file to open the Installation Wizard.

- 2 In the Installation Wizard, click Create Deployments.

Create a Deployment

As you begin a deployment, you need to select the location of your Administrative image, a deployment name, and if your target systems are 32 or 64-bit operating systems.



To create a deployment

- 1 In the Installation Wizard, click Create Deployments.
- 2 On the Begin Deployment page, enter the location of your Administrative image or click the Browse button to locate your image. Enter your deployment's name, and if your target systems are 32 or 64-bit operating systems.

NOTE The deployment location should be a shared network folder. To create a shared folder, see [Create Shared Folders for Your Deployments](#) on page 21.

- 3 On the Select the Products to Include in the Deployment page, select the products and click Next.
- 4 Review the Autodesk software license agreement for your country or region. You must accept this agreement to proceed with the deployment. Choose your country or region, click I Accept, and then click Next.

NOTE If you do not agree to the terms of the license and want to terminate the deployment process, click Cancel.

- 5 On the Product and User Information page, enter the serial number and requested personalization data. Click Next.
- 6 On the General Deployment Settings page, choose whether or not you want to create a network log and its location, and a client log. You can also run the client's installation in silent mode and if you want users to participate in the Customer Involvement Program. Click Next.
- 7 If you do not want to make configuration changes on the Review - Configure - Install page, click Create Deployment. Then select Yes, to continue installing using the default configuration.
- 8 Select the Register products online link to register and activate your product, or click Finish and register and activate later.

Enter Personal Information

The Product and User Information page is used to personalize the program for your company. The information you enter here is permanent and is displayed in the About 3ds Max or 3ds Max Design window (accessed by using Help ► About) on all workstations that install your deployment. Because you can't change this information later without uninstalling the product, make sure you enter the correct information now.

You must also enter your product serial number in order to run the product. The product serial number is located on the product packaging. The serial number must contain a three-digit prefix followed by an eight-digit number.

To enter your personal information and serial number

- 1 On the The Product and User Information page, enter the requested personalization data.

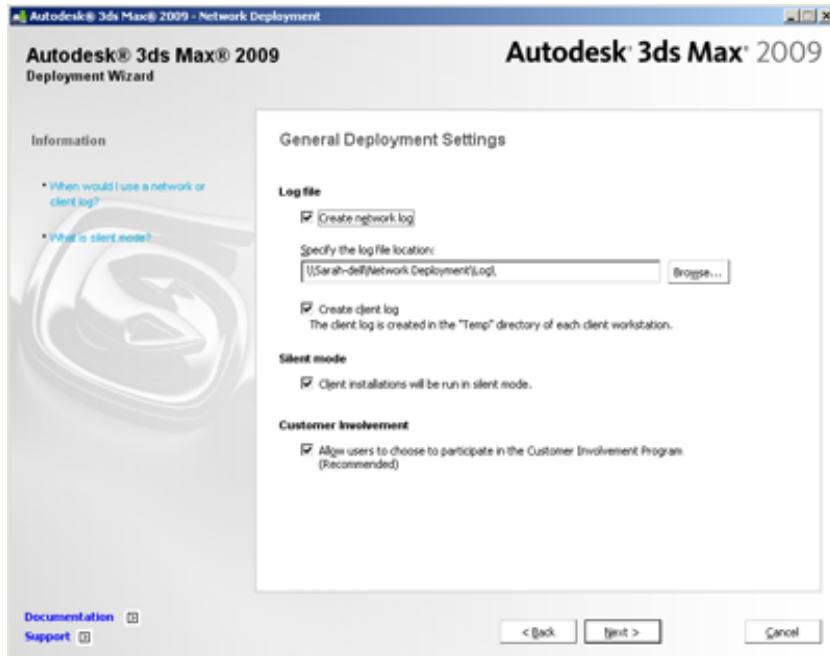
NOTE Although it is required that you enter information in each box on this page, you can enter any information that you want to convey to users who install the deployment.

- 2 Enter your product serial number.

3 Click Next.

Specify Log File Locations

The program has two types of log files with which you can monitor information about deployments and installations.



- Network log. The network log file keeps a record of all workstations that run the deployment. On the Write to Log page of the deployment process, 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 may have encountered during installation (for example, low disk 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\3ds Max 2009.

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.

- 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 client log is named with the same name you chose for your deployment.

To specify a log file location

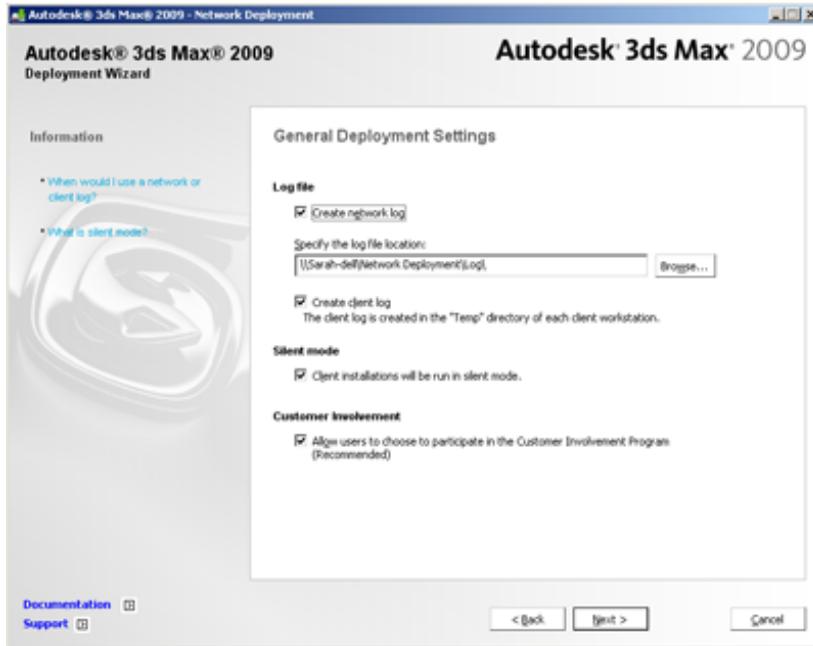
- 1 While creating a deployment, on the Write to Log page, select the check box next to the Create Network Log box. Enter the name of the folder where you want the network log to be located.
- 2 If you want to create a client log, select the Create Client Log option.
- 3 Click Next.

Silent Mode

When silent mode is active and a user initiates the deployment, the installation proceeds without any explicit user input. No dialog boxes are presented that require interaction from the user.

Customer Involvement Program (CIP)

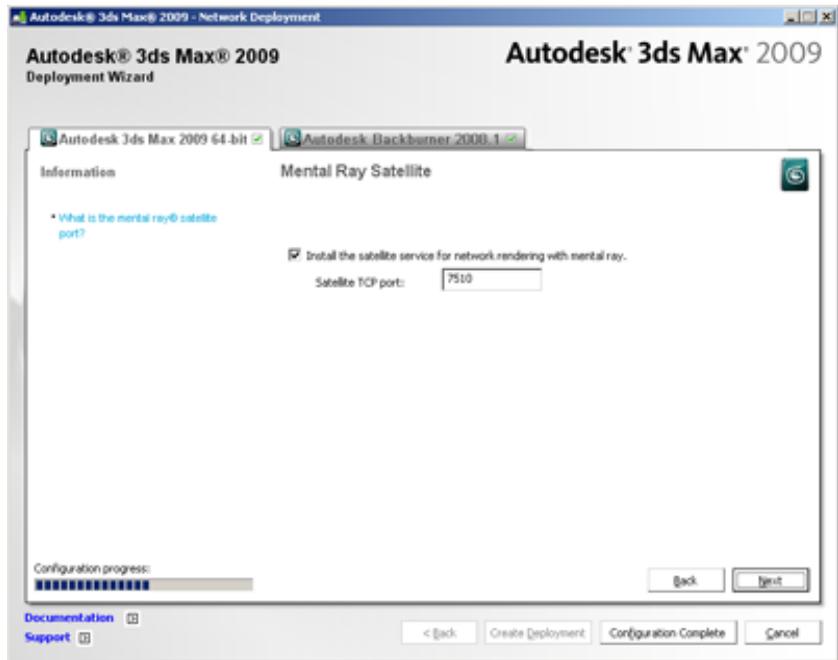
If you choose to have your clients participate in the Customer Involvement Program, 3ds Max or 3ds Max Design will automatically send Autodesk information about system configuration, what features you use most, any problems that you encounter, and other information helpful to the future direction of the product.



NOTE You can also enable or disable the Customer Involvement Program from the CAD Manager Control utility.

mental ray Satellites

A port is selected by default for mental ray® network rendering. If the default value does not suit your needs, you can change it to any numerical value between 1 and 65535 but you should do so with caution. Speak with your system administrator before assigning a new number. You can reset to the default value by entering 0 in the port field.



Select a License Type

When you set up your deployment, you need to choose the type of installation to deploy based on the type of software license you've purchased. You can purchase one of three types of product licenses: network, multi-seat stand-alone, and stand-alone. You choose Network License for a network license and you choose Stand-Alone License for both Multi-Seat Stand-Alone and Stand-Alone Licenses. For a complete description of the license types see [How to Choose a License](#) on page 2.

Select a License Server Model (Network License Only)

If you chose Network License as your license type, you also need to see the license server model. For a description of these models see [How to Choose a License Server Model](#) on page 3.

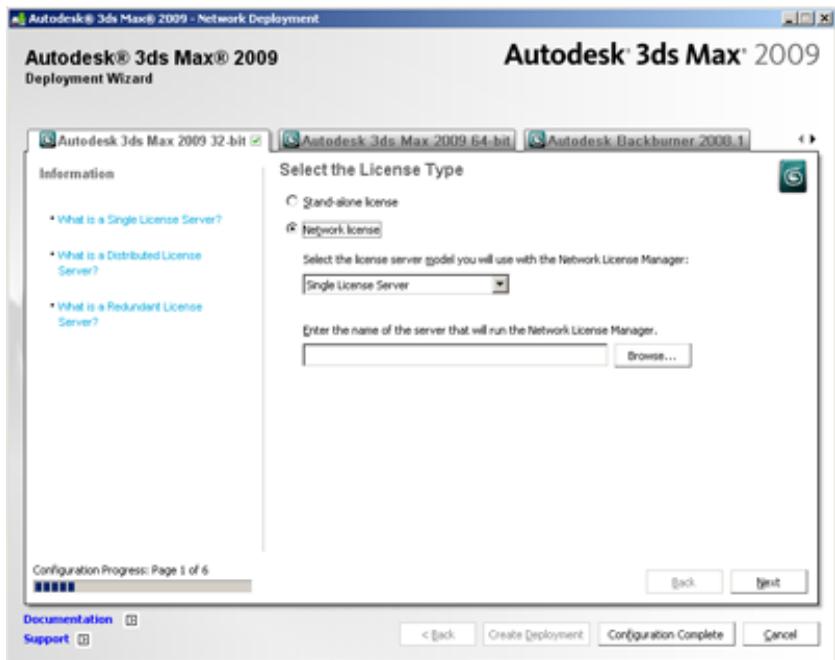
To deploy your product using a single license server model

- 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.

For detailed information about license server models, see “License Server Models” in the *Network Licensing Guide*, located in the Help system and on the Documentation link of the Installation wizard.

- 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.



To deploy your product 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.

For detailed information about license server models, see “License Server Models” in the *Network Licensing Guide*, located in the Help system and on the Documentation link of the Installation wizard.

- 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.

Select the License Type

Stand-alone license

Network license

Select the license server model you will use with the Network License Manager:

Distributed License Server

Enter the name of one of the servers that will run the Network License Manager utility, and then click Add to add the server to the server pool. Continue adding server names until all the distributed license servers are listed.

Server name: NLMSVR2 ... Add

Server pool: NLMSVR1

Move Up

Move Down

Remove

To deploy your product 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.

For detailed information about license server models, see “License Server Models” in the *Network Licensing Guide*, located in the Help system and on the Documentation link of the Installation wizard.

- 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.

Select the License Type

Stand-alone license

Network license

Select the license server model you will use with the Network License Manager:

Redundant License Server

Enter the name of the three servers that will form the redundant server pool.

First server name:
NLMSVR1

Second server name:
NLMSVR2

Third server name:
NLMSVR3

NOTE If you are not sure how to obtain the server host name, see “Plan Your License Server Configuration” in the *Network Licensing Guide*. The *Network Licensing Guide* is located in the Help system and on the Documentation link of the Installation wizard.

To deploy a multi-seat stand-alone or stand-alone license

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

Select the License Type

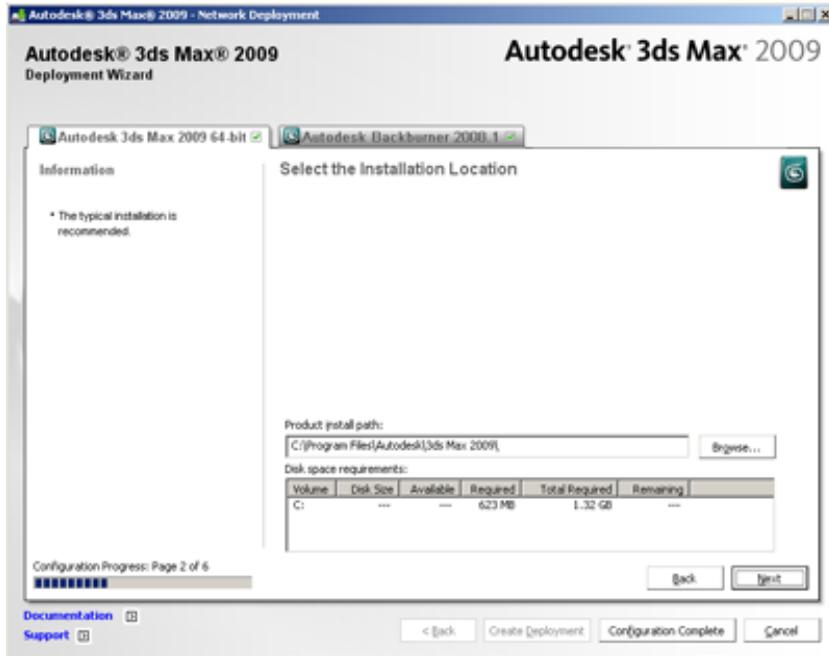
Stand-alone license

Network license

- 2 Click Next.

Select the Installation Location

Enter the path on the client workstation where you want to install the program, for example C:\Program Files\Autodesk\3ds Max 2009, or click the Browse button to specify the install location.



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:

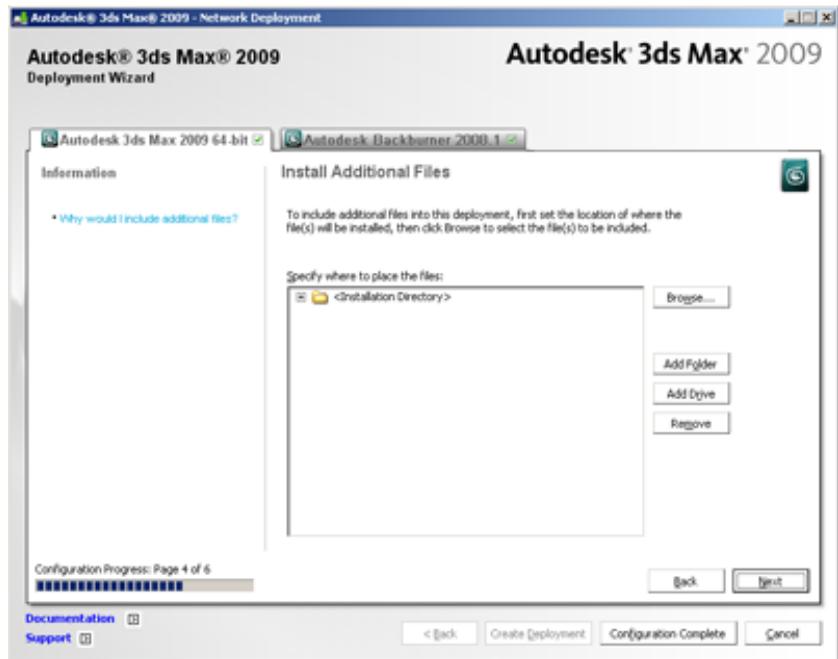
- Specify additional files to include with your deployment.
- Install different types of files to different workstation directories.
- Add subfolders under the installation folder.

- Add files to the same location as program files.
- 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.

To install additional files

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



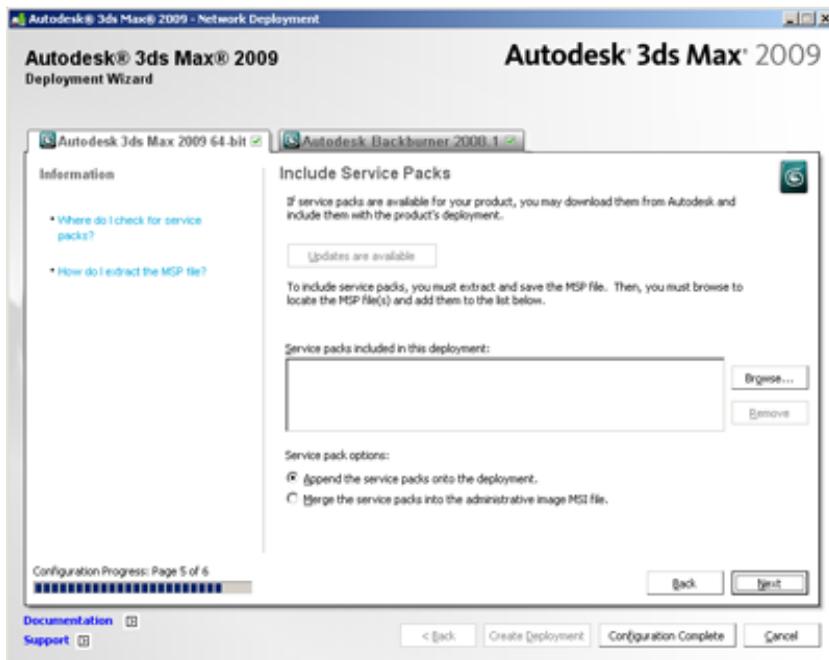
- 2 Do any of the following:
 - Click Browse to open the Add Files dialog box, where you can select files to add to the installation directory.
 - Click Add Folder to create a new folder in the installation directory.
 - Click Add Drive to add a drive name to the file location structure. The drive name 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.

Include Service Packs (optional)

During the deployment process, you can choose to include service packs that have been posted for your product. The installer automatically checks autodesk.com for available updates. If updates are available, a link is displayed (Updates are available). If no updates are available, the link is not displayed.



When you include a service pack, you can also specify how it will be handled. You can choose from the following;

- **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 Pack 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 admin image. Multiple service packs may be included in a single admin image.

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.

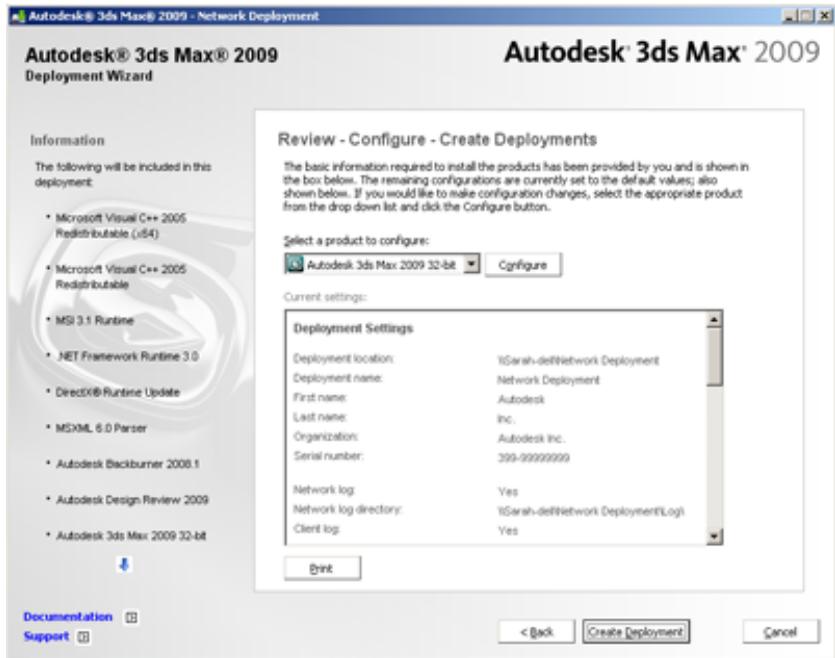
- 1 On the Include Service Packs page, click the Browse button.
- 2 In the Open dialog box, locate the service pack you want to include with the deployment.
- 3 Select the MSP file and click Open.
- 4 Specify whether you want to append the service pack on to the deployment or merge the service pack into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

Final Review and Complete Setup

To complete your deployment setup, confirm the settings you selected.

To confirm and complete the setup of a network deployment

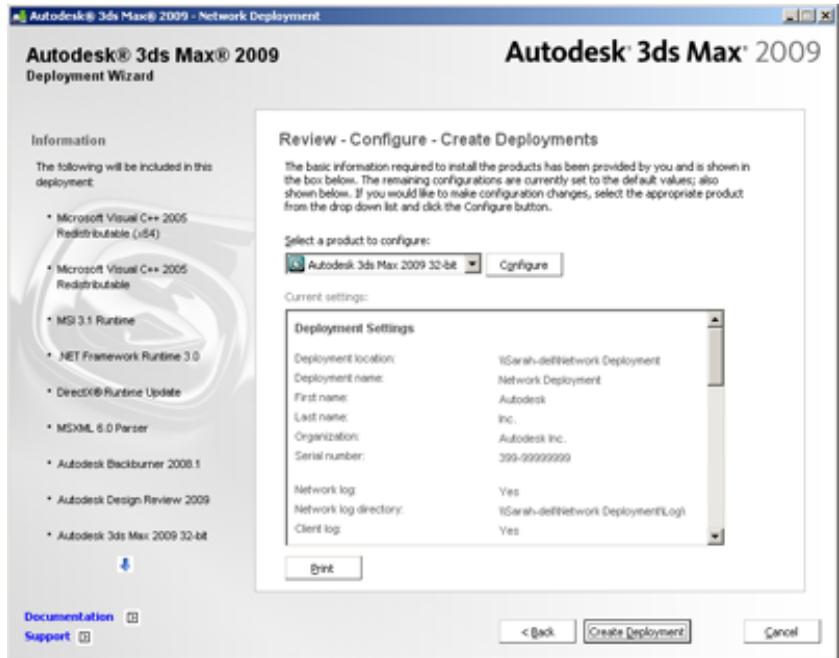
- 1 After making all your deployment settings, on the Review - Configure - Create Deployments page, scroll the list of current settings and verify your installation selections.



- 2 If you want to change any selections you made for the deployment, click the Configure button.
- 3 If you want a hardcopy of the installation information displayed on this page, click the Print button.
- 4 If you are ready to complete the deployment, click Create Deployment.
- 5 On the Deployment Complete page, click Finish.

To confirm and complete the setup of a multi-seat stand-alone deployment

- 1 After making all your deployment settings, on the Review - Configure - Create Deployments page, scroll the list of current settings and verify your installation selections.



- 2 If you want to change any selections you made for the deployment, click the Configure button.
- 3 If you want a hardcopy of the installation information displayed on this page, click the Print button.
- 4 If you are ready to complete the deployment, click Create Deployment.
- 5 On the Deployment Complete page, click Register Products Online.

Register all products. Use the link below to register the products online. If you do not have Internet access you may register the products during the activation process.

[Register products online](#)

Click Finish to exit.

Registration at this stage ensures that consistent data is being used to streamline product activation. When a user installs from this deployment

and runs the product, registration data is automatically referenced and the product gets activated. See [Register the Product](#) on page 40.

- 6 Click Finish.

You have created an Autodesk product deployment with precise options that are specific to your group of users. You can now inform those using this deployment where the administrative image is located so that they can install the program.

Register the Product

It is very important that the registration data (for example, your company name and contact information) you supply when registering and activating your products is consistent across all Autodesk products that you install. If you enter this data incorrectly or inconsistently, you can run into activation problems.

The way products are registered depends upon the type of license you selected while creating the deployment. In order to receive an activation code, your product must be registered.

To register a network licensed deployment

- 1 On the Start menu (Windows), click All Programs (or Programs) ► Autodesk ► Network License Manager ► Autodesk 3ds Max 2009 or Autodesk 3ds Max Design 2009 Network License Activation Utility.
- 2 On the Obtain a Network License page, review how this utility works and the requirements for using it, and then click Next.
- 3 Follow the on-screen instructions to complete the registration and activation.

To register a multi-seat stand-alone licensed deployment

- 1 On the Deployment Complete page, click Register Products Online.

Register all products. Use the link below to register the products online. If you do not have Internet access you may register the products during the activation process.

[Register products online](#)

Click Finish to exit.

The Register Today page is displayed. You complete Register Today at this point so that all users have the same default registration information.

- 2 In the Register Today wizard, follow the on-screen instructions to complete the registration.

NOTE This process only registers the product. If users are connected to the Internet, activation will occur automatically when the product is started.

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 select 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.
This re-opens the Installation wizard.
- 3 Click through the deployment pages and make the necessary changes.
- 4 After all the modifications have been made, click Create Deployment.

Point Users to the Administrative Image

When you have completed the deployment process, you are ready to have users install the newly created or modified deployment. You need to notify your users of the shortcut that was created in the administrative image. The shortcut is the same name that you chose in [Create a Deployment](#) on page 23.

To point users to the administrative image

- The simplest method of notifying users how to install the deployment is to e-mail them with instructions about using the shortcut. At a minimum, the instructions need to include the location of the deployment and instructions about double-clicking the shortcut to the deployment.

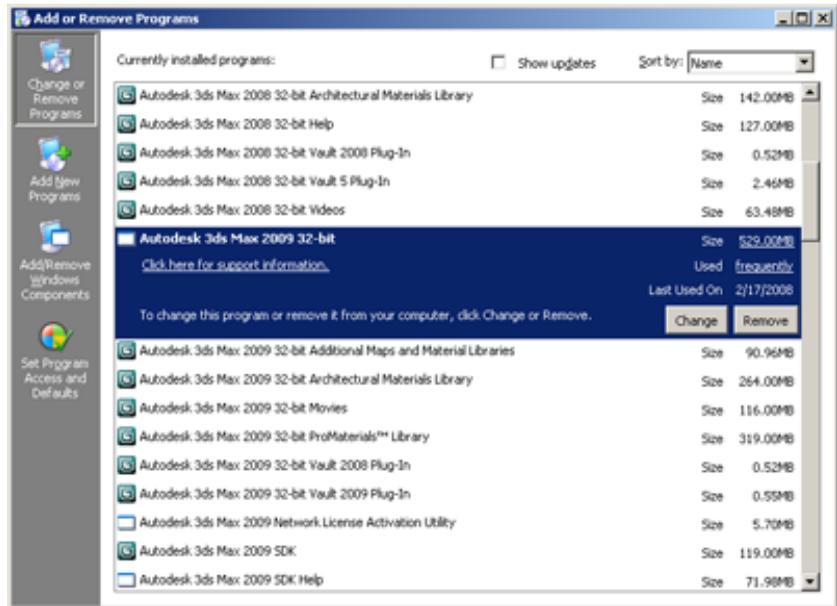
Uninstall the Program

When you uninstall your product, most components are removed in the process. Refer to the *Autodesk 3ds Max 2009* or *Autodesk 3ds Max Design 2009 Readme* for further information about removing these files.

NOTE If you plan to modify an administrative image at a later date (for example, by adding a patch to it), do not remove that image.

To uninstall the program (Windows Except Vista)

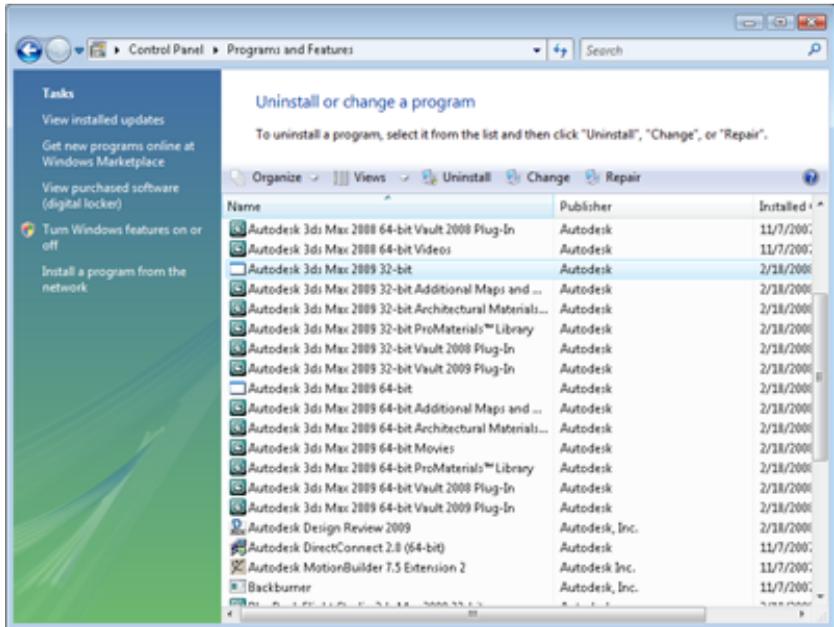
- 1 In the Windows Control Panel, click Add or Remove Programs.
- 2 In the Add/Remove Programs window, select Autodesk 3ds Max 2009 or Autodesk 3ds Max Design 2009, and then click Change/Remove.



- 3 When the Installation wizard opens, choose Uninstall Autodesk 3ds Max 2009 or Autodesk 3ds Max Design 2009.
- 4 On the Uninstall Autodesk 3ds Max 2009 or Autodesk 3ds Max Design 2009 page, click Next to remove your product from the system.
- 5 When informed that the product has been successfully uninstalled, click Finish.

To uninstall program (Windows Vista Classic View)

- 1 Select Start menu > Control Panel > Program and Features
- 2 In the Uninstall or Change Program window, select Autodesk 3ds Max 2009 or Autodesk 3ds Max Design 2009.



You can also select other components of 3ds Max or 3ds Max Design using the same procedure, such as the Additional Maps and Materials. Select the corresponding item from the list.

The Installation Wizard re-opens in Maintenance Mode.

- 3 Click Uninstall.
- 4 Follow the prompts.
- 5 Click Finish.

NOTE Autodesk programs that you use with the program (such as Autodesk Backburner) are not removed automatically when you uninstall your product. You must uninstall them separately using Add or Remove Programs.

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.

administrative image A collection of shared file resources created by the Deployment wizard and used by deployments to install the program to network workstations. Service packs (patches) can be applied to an administrative image using the Deployment wizard.

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.

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

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

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 MSIEXEC 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.

patch A software update to an application.

service pack Autodesk terminology for an application patch.

transform See MST.

Index

3ds Max and 3ds Max Design,
differences 1

A

activation 2–3, 29
 multi-seat stand-alone
 installations 2
 of stand-alone installation types 29
 stand-alone installations 3
administrative images 10, 12, 17, 37,
 42, 45
 creating 10, 12
 defined 45
 file for. *See* acad.msi file
 merging service packs into 37
 pointing users to (deployment
 shortcut) 42
 system requirements 17
Autodesk products 7, 10, 25, 40, 42
 network registration 7
 personalizing 25
 registering 7, 40
 serial numbers 10
 uninstalling 42

B

browsers 17

C

CIP (Customer Involvement Program) 27
client installations 10, 12
 specifying location 10, 12
client log file 26–27
 location 26–27
client workstations 17
 system requirements 17
communication protocols 17
computers 17

configuring 8, 12
 installation with Installation
 wizard 12
 license servers 8
custom installations 25
 selecting 25
Customer Involvement Program 27

D

deploying Autodesk products 45
 defined 45
deployment of Autodesk products 9
distributing deployments 9
Deployment wizard 2, 10, 22–23
 creating deployments 2
 setting up deployments 10, 22–23
 tasks 22
deployments 17
 system requirements 17
deployments of Autodesk products 2,
 10, 19, 22–23, 36–38, 41
 assigning. *See* assigning deployments
 using group policies
 confirming setup information 37–
 38
 creating (setting up) 2, 10, 22–23
 file for. *See* MST (Microsoft Transform)
 files
 including service packs 36–37
 modifying 23, 41
 overview 19
 starting 23
directories 34
 adding to installations 34
distributed license server model 3, 31
 defined 3
 selecting 31

E

Ethernet network configurations 18

F

files 34, 45
 adding to installations 34
 MSP files 45
 MST files 45
FLEXIm tools 45
folders 1, 34
 adding to installations 34
 source directory 1

H

hard disks 17
 system requirements 17
 See also drives
hardware 17
 network system requirements 17
host ID (license server) 7
 entering 7

I

installation 34
 adding files to 34
installation images 45
 defined 45
installation information 10, 12, 37–38
 log files 12
 saving 10, 37–38
installation location 34
installation packages. *See* software
 installation packages
installation types 2
Installation wizard 10, 12
 configured installations 12
 setting up deployments 10, 12
installing 19
 preliminary tasks 19
installing utilities 4–5
 Network License Activation utility 5

Network License Manager 4
Internet Explorer (Microsoft) 17

L

license files 6–8
 insert new file options 8
 modifying 6
 overwriting existing file options 8
 save location 7
license servers 3, 8–9, 17, 30–32
 See also network license installations
 configuring 8
 models 3, 30–32
 saving configurations 9
 system requirements 17
lmgrd.exe (license manager daemon) 9
 path to 9
 running as a service 9
 starting on system startup 9
location, install 34
log files 26
 types 26
 See also client log file
 See also network log files

M

memory (RAM) 17
 system requirements 17
Microsoft Installer (MSI) files 45
 defined 45
Microsoft Internet Explorer 17
Microsoft Patch (MSP) files 45
 defined 45
Microsoft Systems Management Server. *See*
 SMS (Systems Management
 Server)
Microsoft Windows operating
 systems 17
modifying 23, 41
 deployments 23, 41
monitors 17
MSI (Microsoft Installer) files 45
Msiexec.exe file 45

MSP (Microsoft patch) files 45
defined 45
MST (Microsoft Transform) files 45
multi-seat stand-alone installations 2–
3, 29, 33, 46
license server model 3
selecting 2, 33

N

network adapters 7, 17
selecting 7
network administration, Quick Start 1
network deployments. *See* deployments of
Autodesk products
network installations 2, 10, 17, 19, 29–
32, 37–38
confirming setup 37–38
preliminary tasks 19
saving installation information 10,
37–38
system requirements 17
types 2, 29–32
selecting 2, 30–32
Network License Activation utility 5–6
installing 5–6
network license installations 2, 29–32
license server models 30–32
selecting 2, 30–32
Network License Manager 4, 18, 29
installing 4
stand-alone installation types
and 29
system requirements 18
Network Licensing Guide, accessing 3
network log files 10, 26–27
location 10, 26–27
network shares 10
creating 10

O

OpenGL driver 17
operating systems 17
system requirements 17

P

patches (service packs) 36–37, 46
including in deployment 36–37
personal information 10, 12, 25
entering 10, 12, 25
physical network adapters 7
selecting 7
pointing devices 17
system requirements 17
processors 17

Q

Quick Start 1
network administration 1

R

RAM 17
system requirements 17
redundant license server model 3, 32
defined 3
selecting 32
Register Today pages (Deployment) 40
completing 40
registering and activating Autodesk
products 7, 40
rules. *See* collections (of Autodesk software
distribution rules) (SMS)

S

saving 10, 37–38
installation information 10, 37–38
serial numbers (for Autodesk
products) 10
entering 10
single license server model 3, 30
defined 3
selecting 30
SMS (Systems Management Server)
collections. *See* collections (of
Autodesk software
distribution rules)

- software installation packages. *See* SMS packages
- software installation packages 45
 - MSI files. *See acad.msi file*
 - MST files 45
 - SMS. *See* SMS packages
- software installation requirements 17
- stand-alone installations 3, 29, 33, 40
 - registering 40
 - selecting 3, 33
- starting 9, 23
 - deployment process 23
 - lmgrd.exe license manager daemon
 - on system startup 9
- system requirements 17
 - network deployments 17

T

- TCP/IP protocol 18
- transform files (MST files) 45

U

- uninstalling 42
 - programs 42
- uninstalling the program 42

V

- video monitors 17

W

- web browsers 17
- Windows operating systems 17
 - system requirements 17
- wizards 12
 - Installation wizard 12
- workstations 17
 - system requirements 17