QUADRO WORKSTATION APPLICATION

ELSA MAXtreme Release Notes

***Based on* Version 4.00.21**

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CHAPTER 1

ABOUT ELSA MAXTREME

This chapter contains the following sections:

- "Overview" on page 1
- "ELSA MAXtreme Features" on page 2
- "Release History" on page 3
- "Supported Languages" on page 3
- "System Requirements" on page 3
- "Overview of Resolved Issues by Version" on page 6
- "Known Issues" on page 8

Overview

ELSA MAXtreme™ is a Quadro™ application utility that is designed to work with 3D Studio applications such as 3ds max 4, 3D Studio MAX 3.*x*, and 3D Studio VIZ 3.*x*. (See "3D Studio Applications" on page 5 for details on version requirements.)

The ELSA MAXtreme 3D driver is highly optimized for use with a graphics card based on an NVIDIA® Quadro or Quadro2 **graphics processing unit (GPU)**, which enhances the capabilities of the interactive renderer.

You can use the ELSA MAXtreme 3D driver configuration dialog box to customize the driver for display quality and speed. For further details, see "Installation, Configuration, And Uninstallation" on page 10.

ELSA MAXtreme Features

The following sections provide an overview of the key features in ELSA MAXtreme:

- "Fog" on page 2
- "MAXtremeStereo" on page 2
- "MAXtremeRender" on page 2
- "Online Help" on page 3

Fog

ELSA MAXtreme supports the rendering of Standard fog into the viewports since version 1.01.00. You can enable this feature from the Configuration dialog box. Currently, only one Linear or Exponential Standard Fog is supported; additional Standard Fogs and all Layered Fogs are ignored.

MAXtremeStereo

ELSA MAXtreme supports stereo viewing within viewports through the MAXtremeStereo plug-in software, which can be installed with the ELSA MAXtreme driver software.

To view your drawings and animations in true stereo, in addition to the "System Requirements" on page 3, you need the requirements in "Stereo Requirements" on page 5.

MAXtremeRender

Note: The ELSA MAXtremeRender feature *only* applies to ELSA MAXtreme versions 3.*x*. Since this feature is incorporated in 3D Studio 4.*x* applications, it is not available as a separate feature in ELSA MAXtreme versions 4.*x*. If you are running ELSA MAXtreme Release 3.*x*, see Appendix A "MAXtremeRender for ELSA MAXtreme 3.x" on page 14.

Online Help

Within the 3D Studio application, when you have any ELSA MAXtreme dialog box open, press **F1** to display online Help, which provides user information about ELSA MAXtreme features and configuration options.

During ELSA MAXtreme installation, MAXtreme Help (a `.chm` file) is usually installed in the 3D Studio Help directory. You can also view the Help outside the application, if needed.

Release History

Table 1.1 contains a summary of the ELSA MAXtreme driver releases and the versions associated with them. Some versions listed may not have been released outside of NVIDIA.

Table 1.1 ELSA MAXtreme Release History

Release	Version	Comments
Release 4	4.00.00 – 4.00.21	Releases ongoing
Release 3	3.00.00 – 3.00.04	

Supported Languages

User Interface

The ELSA MAXtreme user interface supports the following languages:

- English
- French

Online Help

The ELSA MAXtreme online Help supports the following languages:

Arabic	Finnish	Norwegian
Chinese (simplified)	French	Portuguese (Brazil)
Chinese (traditional)	German	Russian
Danish	Italian	Spanish
Dutch	Japanese	Swedish
English	Korean	Thai

System Requirements

Before you install and use ELSA MAXtreme, be sure you have the following prerequisites as explained in these sections:

- "Operating System & Disk Space" on page 4
- "Hardware: Supported NVIDIA Products" on page 4
- "NVIDIA Driver Software" on page 5
- "Software Components" on page 5
- "3D Studio Applications" on page 5
- "Stereo Requirements" on page 5

Operating System & Disk Space

This release of ELSA MAXtreme requires approximately 2.5 MB of disk space and includes drivers for each of the following operating systems:

- Microsoft Windows XP (Home and Professional Editions)
- Microsoft Windows 2000
- Microsoft Windows NT 4.0 (*at least*, Service Pack 4)

Hardware: Supported NVIDIA Products

You need a workstation graphics card based on one of the NVIDIA products *or* an equivalent ELSA graphics card as listed in Table 1.2.

Table 1.2 Supported NVIDIA Products

NVIDIA Workstation Product	Equivalent ELSA Graphics Card (distributed by ELSA)
Quadro™ 4 500 GoGL	
Quadro4 900 XGL Quadro4 750 XGL Quadro4 700 XGL Quadro4 550 XGL Quadro4 200 NVS Quadro4 400 NVS	
Quadro™ DCC	ELSA GLoria DCC
Quadro™ 2 Pro	ELSA GLoria III
Quadro2 MXR	ELSA Synergy III
Quadro2 Go	
Quadro2 EX	ELSA Synergy 2000
Quadro™	ELSA GLoria II

Note: ELSA MAXtreme 3.*xx* and later releases will not run with the ELSA Synergy II graphics card. Older versions (*earlier than Release 3*) of

ELSA MAXtreme can run with the ELSA Synergy II card *and* ELSA driver software.

NVIDIA Driver Software

You need one of the following NVIDIA Drivers:

- NVIDIA Windows NT 4.0 Display Driver (*at least* Version 6.46) *or*
- NVIDIA Windows XP/2000 Display Driver (*at least* Version 6.46)

Software Components

The ELSA MAXtreme **Setup directory** contains the following files:

- **Readme.txt** file
- **Setup.exe** installation program for Windows

  The ELSA MAXtreme Setup program automatically installs the version of ELSA MAXtreme (Release 3 or Release 4) that is compatible with your installed version of the 3D Studio MAX/VIZ application. For details, see 3D Studio Applications below.
- **Other files** required for installation

During ELSA MAXtreme installation, MAXtreme Help (`.chm` file) is usually installed in the 3D Studio Help directory.

3D Studio Applications

You must have *one* of the following 3D Studio applications installed on your computer *before* installing ELSA MAXtreme.

- 3ds max 4
- 3D Studio MAX Release 3
- 3D Studio VIZ Release 3i
- 3D Studio VIZ Release 3

Stereo Requirements

For stereo-viewing, you mst have the following:

- MAXtremeStereo plug-in software installed during the ELSA MAXtreme driver installation
- Stereo shutter glasses

- A display resolution and color depth setting on your computer that is not too high, since twice as much video-memory is required for stereo viewing

Overview of Resolved Issues by Version

This section contains issues that have been resolved for the following releases of ELSA MAXtreme:

- "Issues Resolved in Version 4.00.21" on page 6
- "Issues Resolved in Version 4.00.20" on page 6
- "Issues Resolved in Version 4.00.13" on page 6
- "Issues Resolved in Version 4.00.09" on page 7
- "Issues Resolved in Version 4.00.05" on page 7
- "Issues Resolved in Version 4.00.04" on page 7
- "Issues Resolved in Version 4.00.03" on page 7
- "Issues Resolved in Version 4.00.00" on page 7
- "Other Issues Resolved Between Versions 4.00.00 and 4.00.05" on page 8
- "Issues Resolved in Version 3.00.02" on page 8

Issues Resolved in Version 4.00.21

Fixed: Quadro 750/900XGL, MAXtreme 4.00.20: Bad 3dsmax performance with AA-lines enabled.

Issues Resolved in Version 4.00.20

- Fixed: Dots Size changes by using wireframe or shaded views.
- Fixed: Shade selected faces crashes 3dsmax.
- Fixed: MAXtreme Stereo function loads but can not be enabled.
- Fixed: System crashes with MAXtreme v. 4.00.14 and 4.00.15.
- Fixed: Under MAXtreme v.4.00.14, incorrect shaded viewport is displayed when editing envelopes on a skinned mesh with bones.

Issues Resolved in Version 4.00.13

- Changed installation background tile.

- Fixed problem with MAXtreme displaying incorrect symbols with Line Antialiasing when Rendered Views is enabled.
- Fixed problem with Configuration Dialog not being available after installation of MAXtreme 4.00.07 with non-English language.

Issues Resolved in Version 4.00.09

- MAXtreme displays wrong version information.
- Fixed problem with unavailable transparency in MAXtreme 4.00.03 under 3ds max 4.2 with Quadro DCC-based card.
- Fixed incorrect display of symbols with Line Antialiasing in Rendered Views enabled.
- Fixed problem with MAXtreme not starting on a system installed with both the ELSA GLoria III and the ELSA Synergy II (PCI) cards.
- Fixed problem with MAXtreme 4.00.06 not working.
- In MAXtreme 4.00.05 running in 3ds max 4.2, opacities are not displayed.
- MAXtreme 4.00.05 for 3ds max 4 contains MAXtreme 3.*x* help.
- No Help is available after installing MAXtreme with Regional Setting other than English.

Issues Resolved in Version 4.00.05

Windows NT 4.0: MAXtreme error message occurs in 3D Studio Max 3.1.

Issues Resolved in Version 4.00.04

MAXtreme for 3D Studio MAX contains wrong `MAXtreme.drv` properties

Issues Resolved in Version 4.00.03

- No refresh occurs after moving 3ds max window out of the screen.
- Windows 2000: No hardware detection occurs during MAXtreme Setup.
- Stereo plug-in is missing during custom setup.

Issues Resolved in Version 4.00.00

MAXtreme 4 hangs when maximizing viewport.

Other Issues Resolved Between Versions 4.00.00 and 4.00.05

- MAXtreme animation slows down and system swaps to hard disk (Windows 2000).
- MAXtreme 4.00.01 is missing Lights in 3D Studio MAX rabbit sample (Windows 2000).
- Lighting is incorrect in nTest “Create Tank Scene” (Windows 2000).
- Interactive render test causes MAXtreme to exit (Windows 2000).
- Texture display in incorrect with Background textures (Windows 2000).
- 3D Studio MAX does not start after installing MAXtreme 4.00.00 (Windows 2000).
- After installing MAXtreme, SPECapc Benchmark for 3ds max hangs (Windows NT 4.0).
- Help titles appear in wrong font.

Issues Resolved in Version 3.00.02

- Inappropriate pop-up message appears.
- Cannot install MAXtreme 3.0 RC (Windows 2000 and NT 4.0).
- MAXtreme setup does not install `MAXtreme.drv`.

Known Issues

The following issues are known to exist in the current release of ELSA MAXtreme. These issues may be fixed in a later release.

- “Spotlight Overshooting” on page 8
- “Fog” on page 9
- “Stereo” on page 9
- “MAXtremeStereo” on page 9

Spotlight Overshooting

ELSA MAXtreme does not ignore the Overshoot setting of a Spotlight. When Overshoot is set, the Spotlight casts light in all directions.

Fog

Fogging depends on the environment range of the camera. When the near and far values are equal, everything at this distance should instantly vanish into the fog. In ELSA MAXtreme, there is a small range around this distance where the fog intensity rapidly grows.

When the environment range of the camera is set in such a way that large picture elements are within the fogged range as well as outside, those parts of the picture elements in front of the fogging range should be clear. In ELSA MAXtreme, these picture elements are not completely clear and appear to be fogged.

The **Active** toggle in the **Atmosphere** section of the Environment dialog box is not supported. Supported fog is always rendered as active in the viewports.

Stereo

If the Stereo option is enabled in the ELSA MAXtreme Driver Configuration dialog box, Dual Planes support is not available in stereo-capable resolutions.

MAXtremeStereo

When storing a stereo-paired animation as defined in the Render dialog box, “File Number Base” is ignored. The animation frames are stored with a “File Number Base” of zero.

CHAPTER 2

INSTALLATION, CONFIGURATION, AND UNINSTALLATION

This chapter contains the following sections:

- "Installing ELSA MAXtreme" on page 10
- "Accessing ELSA MAXtreme Driver Settings" on page 10
- "Accessing ELSA MAXtreme Stereo Settings" on page 12
- "Uninstalling ELSA MAXtreme" on page 13

Installing ELSA MAXtreme

1. Be sure you have met the requirements in "System Requirements" on page 3.
2. Verify that you have a 3D Studio application installed on your system; see "3D Studio Applications" on page 5 for details.
3. From the Setup directory, click the **Setup.exe** program and follow the instructions that appear in the dialog prompts.

Note: If the installation program stops processing and generates an error message, try to run it with Administrator access rights.

Accessing ELSA MAXtreme Driver Settings

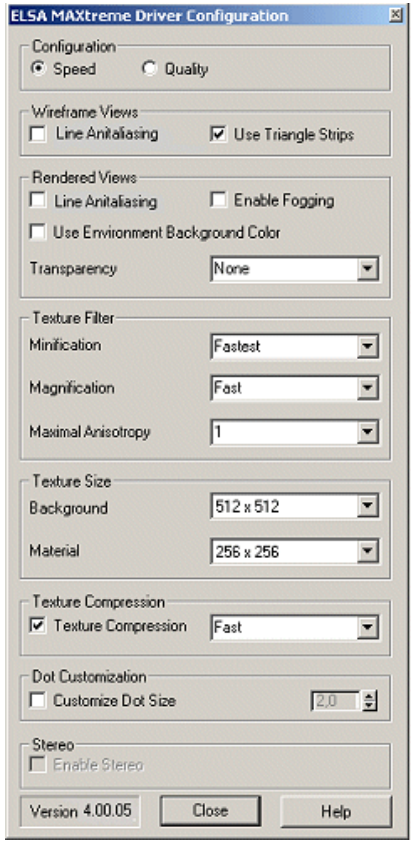
After you have installed ELSA MAXtreme, follow these steps to access the ELSA MAXtreme Configuration dialog box.

1 Start the 3D Studio application from which you will access ELSA MAXtreme.

On first-time use of ELSA MAXtreme, the Driver Configuration dialog box appears (Figure 2.1).

2 Refer to ELSA MAXtreme online Help for details on using the configuration options.

Figure 2.1 ELSA MAXtreme Driver Configuration

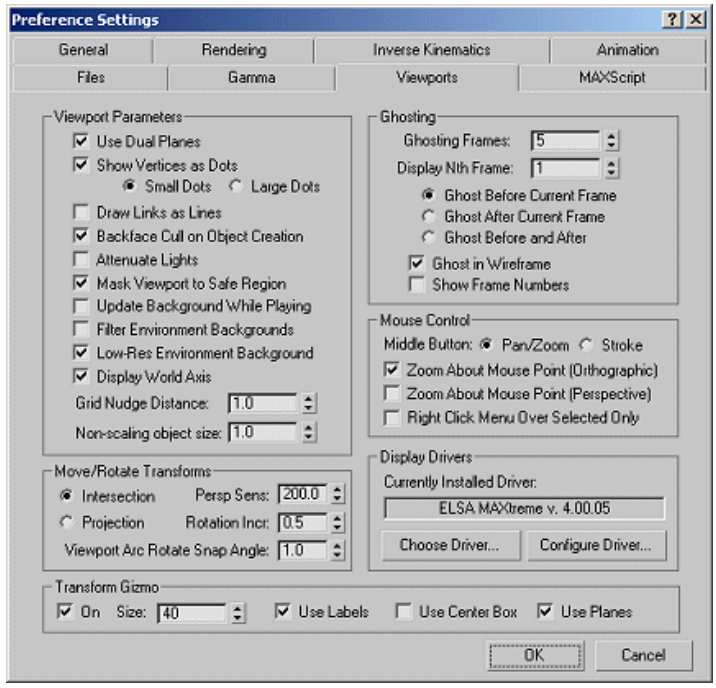


3 To access the ELSA MAXtreme Driver Configuration dialog box *after first-time use*, follow these steps:

Note: If you are running ELSA MAXtreme 3 in a 3D Studio Release 3 application, click the **ELSA MAXtreme** menu, then click **Configuration**. If you are running ELSA MAXtreme 4, follow the steps below.

a Click the **Customize** menu and select **Preferences** to display the Preferences dialog box (Figure 2.2).

Figure 2.2 3ds max Preference Settings



b Click **Configure Driver** in the Display Driver section of the Preferences dialog box to display the ELSA MAXtreme Configuration dialog box (Figure 2.1).

Accessing ELSA MAXtreme Stereo Settings

1. Be sure you have installed ELSA MAXtreme following the guidelines in "System Requirements" on page 3, including "Stereo Requirements" on page 5.
2. Start the 3D Studio application from which you will access ELSA MAXtreme. On first-time use of ELSA MAXtreme, the Driver Configuration dialog box appears (Figure 2.1).
3. Click the **Stereo** check box to enable the option; click **OK** to complete configuration.
4. To access the ELSA MAXtreme Stereo dialog box, follow these steps:

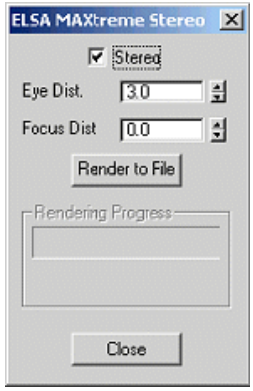
   Note: If you are running ELSA MAXtreme 3 in a 3D Studio Release 3 application, click the **ELSA MAXtreme** menu, then click **Stereo**. If you are running ELSA MAXtreme 4, follow the steps below.

a In the main 3D Studio application window, click the “hammer” icon on the right panel to display the **Utilities** tab.

b Click the **Utilities** tab, then click the **More** tab.

c From the Utilities list box that appears, click **ELSA MAXtremeStereo**, then click **OK**. The ELSA MAXtreme Stereo dialog box appears (Figure 2.3).

Figure 2.3 ELSA MAXtreme Stereo Settings



5 Refer to ELSA MAXtreme online Help for details on using the Stereo configuration options.

Uninstalling ELSA MAXtreme

1 From the Windows desktop, click **Start** > **Settings** > **Control Panel** > **Add/Remove Programs**.

2 Click the **Add/Remove Programs** icon.

3 Click **ELSA MAXtreme** from the list.

4 Click the **Change/Remove** button.

5 Follow the instructions from the InstallShield program to complete uninstallation.

APPENDIX

A

MAXTREMERENDER FOR ELSA MAXTREME 3.*X*

Note: The ELSA MAXtremeRender feature *only* applies to ELSA MAXtreme versions 3.*x*. Since this feature is incorporated in 3D Studio 4.*x* applications, it is not available as a separate feature in ELSA MAXtreme versions 4.*x*.

ELSA MAXtreme versions 3.*x* comes with MAXtremeRender, a utility that allows you to use the current software production renderer to render into a viewport. This method of rendering may not be as fast as using the graphics card hardware engine, but it is easy to use and provides better control of the final rendering.To activate the MAXtremeRender plug-in software, follow these steps:

1. Be sure you have installed ELSA MAXtreme.
2. Start the 3D Studio application from which you will access ELSA MAXtreme.
3. Click the **ELSA MAXtreme** menu, then select **Render**.

   The ELSA MAXtreme Render dialog box appears (Figure A.1). The renderer can be used in **High**, **Medium**, or **Low** Resolution settings. Under **Medium** and **Low** resolution, you can smooth the rendered image by linear interpolation.

Note: Because the software production renderer is relatively slow, the viewports are not always updated automatically. To force an update, use one of two **Update** buttons to update either all rendered viewports or only the active viewport.

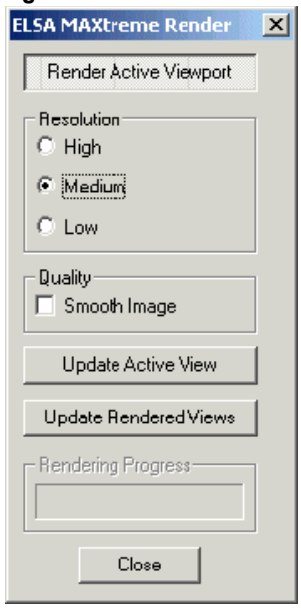



Figure A.1 ELSA MAXtreme Render Settings (Release 3 *only*)