



Quadro Workstation Application for Windows

NVIDIA MAXtreme Release Notes

Software Version 4.00.28

February 2003
NVIDIA Corporation

Notice

Information furnished is believed to be accurate and reliable. However, NVIDIA Corporation assumes no responsibility for the consequences of use of such information or for any infringement of patents or other rights of third parties that may result from its use. No license is granted by implication or otherwise under any patent or patent rights of NVIDIA Corporation. Specifications mentioned in this publication are subject to change without notice. This publication supersedes and replaces all information previously supplied. NVIDIA Corporation products are not authorized for use as critical components in life support devices or systems without express written approval of NVIDIA Corporation.

Trademarks

NVIDIA, the NVIDIA logo, MAXtreme, and Quadro are registered trademarks or trademarks of NVIDIA Corporation in the United States and/or other countries.

AutoDesk, AutoCAD, AutoCAD Architectural Desktop, Discreet, Mechanical Desktop, 3ds max, 3D Studio, 3D Studio MAX, and 3D Studio VIZ are trademarks or registered trademarks of Autodesk, Inc./Autodesk Canada Inc. in the USA and/or other countries. Microsoft, Windows, and Windows NT are registered trademarks of Microsoft Corporation. Other company and product names may be trademarks or registered trademarks of the respective owners with which they are associated.

Copyright

Copyright © 2001-2003 NVIDIA Corporation

NVIDIA Corporation

2701 San Tomas Expressway
Santa Clara, CA 95050

© Registered trademark NVIDIA® Corporation, 2002. All company and/or product names are trademarks and/or registered trademarks of their respective manufacturer.



Table of Contents



. About NVIDIA MAXtreme

Overview	1
Additional Documentation.	1
NVIDIA MAXtreme Features	2
Fog.	2
MAXtremeStereo	2
MAXtremeRender	2
Online Help	2
Release History	3
Supported Languages.	3
User Interface.	3
Online Help	3
Stereo Requirements.	3
Overview of Resolved Issues by Version	4
Issues Resolved in Version 4.00.28	4
Issues Resolved in Version 4.00.27	4
Issues Resolved in Version 4.00.26	4
Issues Resolved in Version 4.00.24	5
Issues Resolved in Version 4.00.21	5
Issues Resolved in Version 4.00.20	5
Issues Resolved in Version 4.00.13	5
Issues Resolved in Version 4.00.09	6
Issues Resolved in Version 4.00.05	6
Issues Resolved in Version 4.00.04	6
Issues Resolved in Version 4.00.03	6
Issues Resolved in Version 4.00.00	6
Other Issues Resolved Between Versions	
4.00.00 and 4.00.05	7
Issues Resolved in Version 3.00.02	7
Known Issues.	7
Spotlight Overshooting.	8
Fog.	8
Stereo	8
MAXtremeStereo	8

ABOUT NVIDIA MAXtreme

- “Overview” on page 1
- “NVIDIA MAXtreme Features” on page 2
- “Release History” on page 3
- “Supported Languages” on page 3
- “Overview of Resolved Issues by Version” on page 4
- “Known Issues” on page 7

Overview

The NVIDIA[®] MAXtreme[™] 3D application driver is a tool that enhances the productivity of Autodesk[®] and Autodesk discreet[®] applications such as 3ds max[™] 5, 3ds max[™] 4, 3D Studio[®] MAX[®], and 3D Studio VIZ[®].

The driver allows you to control the application’s viewport display quality and rendering speed, as well as enable a variety of rendering enhancements.

The NVIDIA MAXtreme 3D driver is optimized for use with the full line of NVIDIA Quadro[®]-based (includes Quadro[®]2 and Quadro[®]4) graphics cards, which increases the capabilities of the driver’s interactive renderer.

You can use the NVIDIA MAXtreme 3D driver configuration dialog box to customize the driver for display quality and speed.

Additional Documentation

Consult the following documentation for further details on MAXtreme system requirements, installation and configuration, and using MAXtreme features.

- NVIDIA MAXtreme *User’s Guide*
- NVIDIA MAXtreme *Online Help*

NVIDIA MAXtreme Features

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

- “Fog” on page 2
- “MAXtremeStereo” on page 2
- “MAXtremeRender” on page 2
- “Online Help” on page 3

Fog

NVIDIA 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

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

MAXtremeRender

Note: The NVIDIA MAXtremeRender feature *only* applies to MAXtreme versions 3.x. Since this feature is incorporated in 3D Studio (3ds max) version 4 and later applications, it is not available as a separate feature in NVIDIA MAXtreme versions 4.x.

Online Help

When you have any NVIDIA MAXtreme dialog box open within an Autodesk application, press **F1** to display online Help about NVIDIA MAXtreme features and configuration options.

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

Release History

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

Table 1.1 NVIDIA MAXtreme Release History

Release	Version	Comments
Release 4	4.00.00 – 4.00.xx	Releases ongoing
Release 3	3.00.00 – 3.00.04	

Supported Languages

User Interface

The NVIDIA MAXtreme user interface supports the following languages:

- English
- French

Online Help

The NVIDIA 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

Stereo Requirements

For stereo-viewing, you must have the following:

- MAXtremeStereo plug-in software installed during the NVIDIA 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 NVIDIA MAXtreme:

- “Issues Resolved in Version 4.00.28” on page 4
- “Issues Resolved in Version 4.00.27” on page 4
- “Issues Resolved in Version 4.00.26” on page 4
- “Issues Resolved in Version 4.00.24” on page 5
- “Issues Resolved in Version 4.00.21” on page 5
- “Issues Resolved in Version 4.00.20” on page 5
- “Issues Resolved in Version 4.00.13” on page 5
- “Issues Resolved in Version 4.00.09” on page 6
- “Issues Resolved in Version 4.00.05” on page 6
- “Issues Resolved in Version 4.00.04” on page 6
- “Issues Resolved in Version 4.00.03” on page 6
- “Issues Resolved in Version 4.00.00” on page 6
- “Other Issues Resolved Between Versions 4.00.00 and 4.00.05” on page 7
- “Issues Resolved in Version 3.00.02” on page 7

Issues Resolved in Version 4.00.28

The following issue has been fixed in MAXtreme version 4.00.28.

- MAXtreme is not drawing Wireframe highlights when SoftSelection is used.

Issues Resolved in Version 4.00.27

The following issue has been fixed in MAXtreme version 4.00.27.

- Under MAXtreme 4.00.26, blue lines occurred while editing mesh with triangle strips enabled.

Issues Resolved in Version 4.00.26

The following issues have all been fixed in MAXtreme version 4.00.26.

- MAXtreme installation doesn't work when both 3ds max 5 *and* 3ds max 4 versions are installed.
- Under Windows XP with Quadro DCC, 3ds max, and Maxtreme Release 4.00.25, the Transform manipulators do not appear properly.
- Under 3ds max 5, MAXtreme is not drawing object axis correctly or in the correct place.
- Model corruption occurs with MAXtreme.

Issues Resolved in Version 4.00.24

The following issue has been fixed in MAXtreme version 4.00.24.

MAXtreme 4.00.23 Edged Faces disappear before selecting Polygons.

Issues Resolved in Version 4.00.21

The following issue has been fixed in MAXtreme version 4.00.21.

Under Quadro 750/900XGL and MAXtreme 4.00.20, 3dsmax performance is low with antialiased lines enabled.

Issues Resolved in Version 4.00.20

The following issues have all been fixed in MAXtreme version 4.00.20.

- Dots Size changes by using wireframe or shaded views.
- Shade selected faces crashes 3dsmax.
- MAXtreme Stereo function loads but can not be enabled.
- System crashes with MAXtreme v. 4.00.14 and 4.00.15.
- 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

The following issues have all been fixed in MAXtreme 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

The following issues have all been fixed in MAXtreme 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 is 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

The following issues have all been fixed in MAXtreme version 3.00.2.

- 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 NVIDIA MAXtreme. These issues may be fixed in a later release.

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

Spotlight Overshooting

NVIDIA 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 NVIDIA 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 NVIDIA 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 NVIDIA 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.