Autodesk®
3ds Max®

2008

Network Administrator's Guide

Autodesk®

Disclaimer

Contents

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." In either case you can refer to the "System Requirements" chapter for technical requirements.

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 the 3ds Max 2008 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 on more systems than the number of licenses you have purchased (for example, purchasing 25 licenses but installing on 40 workstations). At any one time, 3ds Max 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 3ds Max 2008 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 10 .

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 10 .

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 3ds Max 2008 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 2008 Install DVD.

> **NOTE** If Autorun does not start the 3ds Max 2008 Installation Wizard, navigate to your DVD-ROM. Click the *Setup.exe* file to open the Installation Wizard.

2   In the 3ds Max 2008 Installation wizard, click Install Tools and Utilities.

3   On the Welcome to the 3ds Max 2008 Installation wizard page, click Next.

4   On the Readme/Samples and Tutorials page you can:
    - ■ Click View Readme to view late-breaking information for this release.

    - ■ Click View Tutorials to open the folder of tutorial scene files that you can copy to your computer. Use these scene files to complete the tutorials (found in the Help menu of 3ds Max 2008).

    Click Next to continue with the install.

5   On the Select the Items to Install page, make sure Network License Manager is selected and click Next.

6   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.

7   On the Review - Configure - Install page, click Configure.

8   If multiple tools and utilities are selected, click the Network License Manager tab.

9   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.

10 On the On Line Access Tools page, click Next to install the Network License Manager and any other selected tools and utilities.

11 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 email 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 2008 Install DVD.

NOTE If Autorun does not start the 3ds Max 2008 Installation Wizard, navigate to your DVD-ROM. Click the *Setup.exe* file to open the Installation Wizard.

2 In the 3ds Max 2008 Installation wizard, click Install Tools and Utilities.

3 On the Welcome to the 3ds Max 2008 Installation wizard page, click Next.

4 On the Readme/Samples and Tutorials page you can:

- Click View Readme to view late-breaking information for this release.

- Click View Tutorials to open the folder of tutorial scene files that you can copy to your computer. Use these scene files to complete the tutorials (found in the Help menu of 3ds Max 2008).

Click Next to continue with the install.

5 On the Select the Items to Install page, make sure Network License Activation Utility is selected and click Next.

6 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.

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7 On the Review - Configure - Install page, click Configure.

8 If multiple tools and utilities are selected, click the Network License Activation Utility tab.

9 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.

10 On the On Line Access Tools page, click Next to install the Network License Activation Utility and any other selected tools and utilities.

11 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 ➤ 3ds Max 2008 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.

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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 [...] 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 *lmtools.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.

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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 3ds Max 2008 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 3ds Max 2008 Installation wizard during the creation of a client deployment.

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

To create your network share

1 On the desktop of a network server, create a folder named *Deployments*.

2 Right-click the *Deployments* folder and click Sharing and Security (or Sharing).

3 In the *<folder name>* Properties dialog box, Sharing tab, select Share This Folder.

4 Specify a Share Name, such as *Autodesk* or *MyDeployments*, if necessary.

5 Click the Permissions button. In the Permissions dialog box 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 *Autodesk* folder. Name each folder with the pertinent product name.

How to Use the Installation Wizard to Set Up a Deployment

You can create a deployment directly from the 3ds Max 2008 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 a *Typical* client setup type and *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 2008 Install DVD.

   NOTE If Autorun does not start the 3ds Max 2008 Installation Wizard, navigate to your DVD-ROM. Click the *Setup.exe* file to open the Installation Wizard.

2 In the 3ds Max 2008 Installation wizard, click Create Deployments.

3 On the Welcome to the 3ds Max 2008 Installation wizard page, click Next.

4 On the Readme/Samples and Tutorials page you can:
   ■ Click View Readme to view late-breaking information for this release.

   ■ Click View Tutorials to open the folder of tutorial scene files that you can copy to your computer. Use these scene files to complete the tutorials (found in the Help menu of 3ds Max 2008).

   Click Next to continue with the install.

5 On the Begin Deployment page, you need to specify the following: a deployment location, a deployment name, and if you want the client installation run in silent mode.
   ■ In the deployment location field, enter an existing shared network location where you want to create an administrative image, or click the [...] 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.

- If you want to prevent users from changing your installation settings when they install the product, select Client Installations Will Be Run in Silent Mode.

Click Next.

6 On the Select the Products to Install page, choose the product you want deploy and click Next.

7 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.

8 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 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.

9 On the Write to Log page, choose to create the following: a network log and/or a client log.

- 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.

For more information regarding log files, refer to Specify Log File Locations on page 25 .

Click Next.

10 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.

11 On the Deployment Complete page, click Finish.

To use the Installation wizard to create a configured deployment

1 Insert the 3ds Max 2008 Install DVD.

> **NOTE** If Autorun does not start the 3ds Max 2008 Installation Wizard, navigate to your DVD-ROM. Click the *Setup.exe* file to open the Installation Wizard.

2 In the 3ds Max 2008 Installation wizard, click Create Deployments.

3 On the Welcome to the 3ds Max 2008 Installation wizard page, click Next.

4 On the Readme/Samples and Tutorials page you can:

■ Click View Readme to view late-breaking information for this release.

■ Click View Tutorials to open the folder of tutorial scene files that you can copy to your computer. Use these scene files to complete the tutorials (found in the Help menu of 3ds Max 2008).

Click Next to continue with the install.

5 On the Begin Deployment page, you need to specify the following: a deployment location, a deployment name, and if you want the client installation run in silent mode.

■ In the deployment location field, enter an existing shared network location where you want to create an administrative image, or click the [...] 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.

■ If you want to prevent users from changing your installation settings when they install the product, select Client Installations Will Be Run in Silent Mode.

Click Next.

6 On the Select the Products to Install page, choose the product you want deploy and click Next.

7 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.

8 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 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.

9 On the Write to Log page, choose to create the following: a network log and/or a client log.

■ 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.

For more information regarding log files, refer to Specify Log File Locations on page 25 .

Click Next.

10 On the Review - Configure - Create Deployment page, click Configure to make changes to the administrative image.

11 On the Select the Installation Type page, you can choose to make the following configuration changes:

- Typical - Installs the most common application features.

- Custom - It is recommended that you select Typical since the only Custom option you have is to not install the desktop shortcut. It is simpler to delete the Desktop Shortcut on the desktop after the install if you do not want it.

NOTE Product Installation Path - Specifies the drive and location where 3ds Max will be installed.

Click Next to proceed with the configuration process.

12 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 26 .

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

Click Next.

13 On the Install Additional Files page, click Next.

14 On the Include Service Packs page, click Next.

15 Click Create Deployment.

16 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 11 (for example: \\Server1\Autodesk\deployment\Autodesk 3ds Max 2008). 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 the network license server. Refer to the *3ds Max 2008 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.

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

Hardware and software requirements for the location of the administrative image

Hardware/Software	Requirement	Notes
Hard disk	2 GB (recommended)	The location where you create the administrative image must be a shared location so that users can access the administrative image.

Hardware and software requirements for the network license server

Hardware/Software	Requirement	Notes
Operating system	Windows Server 2003 Windows XP Professional, Service Pack 2	The Network License Manager supports Ethernet network configurations only.

Hardware and software requirements for the network license server

Hardware/Software	Requirement	Notes
	Windows 2000 Server Edition Windows 2000, Service Pack 4	The redundant license server model is supported only on Windows 2000 Server Edition and Windows 2003 Server.
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 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 21 .

☐ 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 25 .

☐ 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 26 .

☐ You have an idea whether you'll perform a typical or custom installation. See Select the Installation Type on page 31 .

☐ You have determined whether additional files will be included with your deployment, such as script files. See Install Additional Files (optional) on page 32 .

☐ 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 32 .

☐ 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 37 .

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 3ds Max 2008 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

1   On a network server, create a folder named *Deployments*.

2   Right-click the *Deployments* folder. Click Sharing and Security (or Sharing).

3   In the Properties dialog box, Sharing tab, select Share This Folder.

4   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.

5   Click OK to close the Properties dialog box.

6   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

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.

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 2008 Install DVD.

NOTE If Autorun does not start the 3ds Max 2008 Installation Wizard, navigate to your DVD-ROM. Click the *Setup.exe* file to open the Installation Wizard.

2 In the 3ds Max 2008 Installation wizard, click Create Deployments.

Create a Deployment

As you begin a deployment, you need to select a deployment location, choose a deployment name, and specify whether is active for client installations.
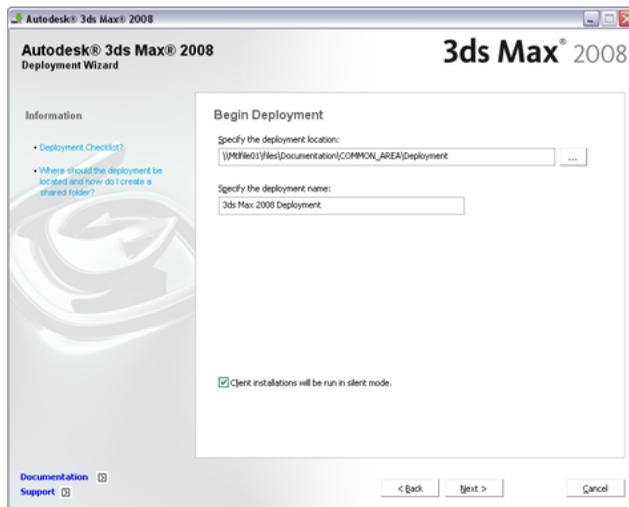
Silent mode When silent mode is active and a user initiates the deployment, the installation proceeds without any explicit user input. No dialog boxes are presented that require interaction from the user.

To create a deployment

1 On the Begin Deployment page, enter a deployment location or click the [...] button to browse your drive for a location.

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 .

2 In the Specify 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.

3 If you want to prevent users from changing your installation settings when they install the product, make sure Client Installations Will Be Run in Silent Mode is active.

4 Click Next.

Enter Personal Information

The Personalize the Products 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 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 Personalize the Products 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.
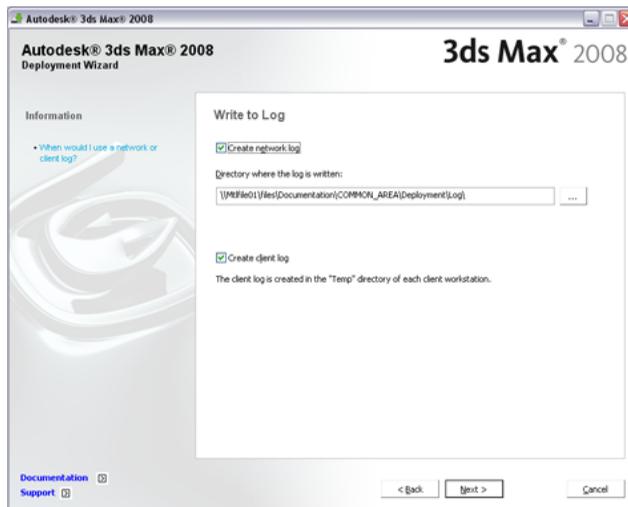
- Network log. The network log file keeps a record of all workstations that run the deployment. On the Write to Log page of the deployment process, you choose whether or not to create a network log file. The log lists the user name, workstation name, and the status of the installation. Refer to this 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 2008.

> **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.

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 se the license server model. For a description of these models see How to Choose a License Server Model on page 3 .

To deploy Autodesk 3ds Max 2008 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 [...] button to locate the server. Click Next.
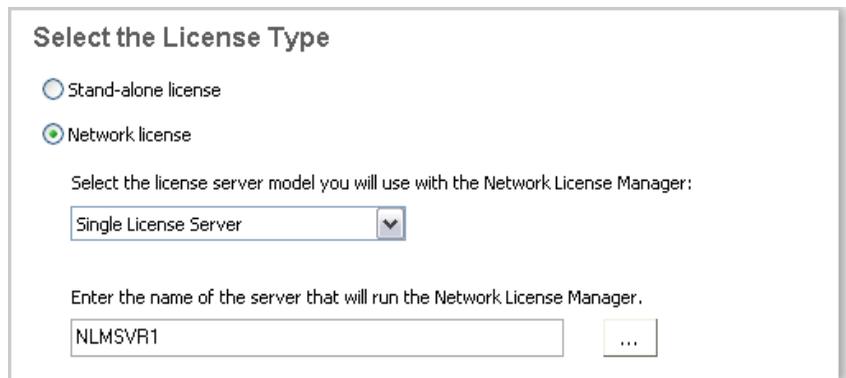
To deploy Autodesk 3ds Max 2008 using a distributed license server model

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 [...] 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.

To deploy Autodesk 3ds Max 2008 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 [...] 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.

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 Type

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

■ Typical. Installs the most common application features. This option is recommended for most users.

■ Custom. Installs only the application features that you select.

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

To deploy a typical installation and specify a product location

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

2 Enter the path on the client workstation where you want to install the program, for example C:\Program Files\3ds Max 2008, or click the [...] button to specify the install location.

3 Click Next.

To deploy a custom installation and specify a product location

1 During the deployment, on the Select the Installation Type page, select the Custom option as the type of installation that you want.
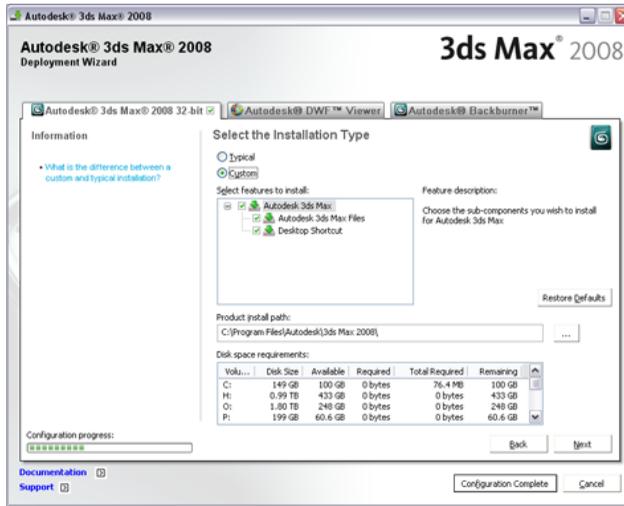
2 It is recommended that you keep the list of default options listed in the Select Features To Install list.

If you wish to remove the desktop shortcut from the install, you can always do so easily after the install.

3 Enter the path on the client workstation where you want to install the program, for example C:\Program Files\3ds Max 2008, or click the [...] button to specify the install location.

4 Click Next.

Install Additional Files (optional)

For information on installing additional files, refer to the *Autodesk 3ds Max 2008 Readme*.

Include Service Packs (optional)

During the deployment process, you can choose to include service packs that have been posted for your product.
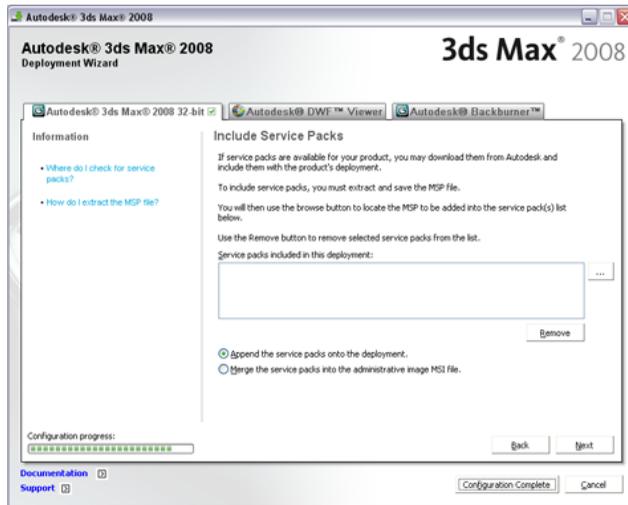
When you include a service pack, you can also specify how it will be handled. You can choose from the following;

- **Append the Service Pack 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 extract an MSP file from a service pack

1 Download the service pack from the Autodesk product support site.

2 Review the service pack *Readme* file for information about patch usage.

3 Open a Windows command prompt and enter the patch file name followed by the /e switch and a target file name, such as:

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

where <ProductSP1.exe> is the name of the downloaded patch and <ProductSP1.msp> is the name of the extracted file. Using './' in front of

the extraction file name places the extracted file in the same folder as the original executable.

> **NOTE** To find out if a service pack is available, visit the Autodesk Product Support page at *http://support.autodesk.com/*.

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 [...] 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.
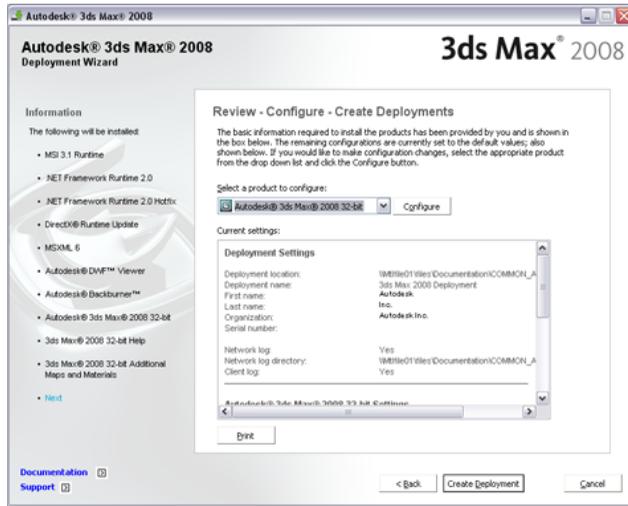
2 If you want to change any selections you made for the deployment, click the Configure button.

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.

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 37 .

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 ➤ 3ds Max 2008 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 Double-click the Modify *<deployment name>* shortcut in the shared folder. 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 email 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 3ds Max 2008, all components are removed in the process. This means that even if you have previously added or removed components, or if you have reinstalled or repaired the program, uninstalling removes all program installation files from your system.

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 3ds Max 2008, and then click Change/Remove.

3   When the Installation wizard opens, choose Uninstall 3ds Max 2008.

4   On the Uninstall 3ds Max 2008 page, click Next to remove 3ds Max 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 2008.
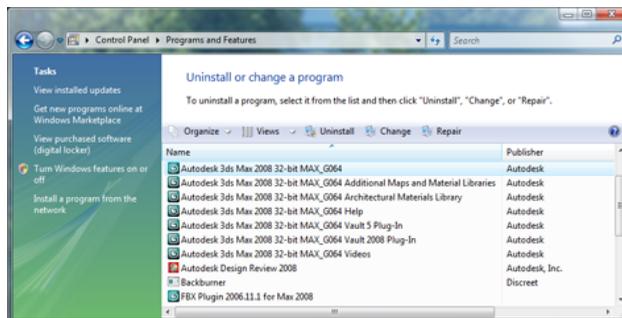
You can also select other components of Autodesk 3ds Max using the same procedure, such as the Help or Additional Maps and Materials. Select the corresponding item from the list.

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 3ds Max. 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.

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