

3ds Max scanline renderer reported to not work on 48-core machines, crashes Max

We have reports from customers who are using 3ds Max 2013 and Qube, they are unable to render on their 48-core hosts.

It's not restricted to just Qube jobs. Starting Max interactively when logged into the worker and attempting to render a sphere will crash Max.

The only version that was tested was 3ds Max 2013.

From an Autodesk forum posting: <http://forums.autodesk.com/t5/Installation-Hardware-OS/Scanline-render-on-48cores/td-p/4666169>