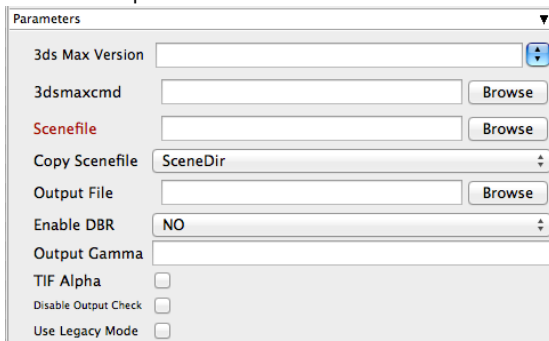# _SimpleCMD_Parameters3dsMax

Parameters Specific to 3dsMax

Click for here for details...

3ds Max Version
Sets the version of 3d Studio Max on the worker. You may also use numeric version numbers, such as "13000" for v2011, "10000" for v2008, "9000" for v9, etc. This should normally be left blank.

3dsmaxcmd
Browse for or enter manually the location of 3dsmaxcmd.exe on the worker - e.g. C:/Program Files/Autodesk/3ds Max 2011/3dsmaxcmd.exe. This should normally be left blank.

Scenefile
Browse or enter manually the location of the scene file to be rendered. This is a required field for submission. Important: Best practice is to ensure the scene file and all of its dependent files such as textures are on network storage accessible by the workers.

Copy Scenefile
Whether or not every instance should create and work with its own copy of the scenefile to workaround an older 3dsmax limitation that would not allow a single copy of a scene file to be loaded by multiple computers at the same time. This limitation may have been resolved by Autodesk in more recent versions, but the options remains for legacy reasons.

Output file
Browse for or manually enter the location of the output file you wish to generate. Important: Best practice is to ensure outputs are written to network storage accessible by the workers. This is normally already defined in the 3dsMax file.

Enable DBR
Enable DBR for mental ray or V-Ray. See also Distributed Renders with mental ray or V-Ray.

Output Gamma
Manually override the scene file gamma setting without opening 3dsMax.

TIF Alpha
Manually override the scene file alpha-channel without opening 3dsMax.

Disable Output Check
Ensures that the 3dsMax filecheck is not enabled. By default, 3dsMax will check for the existence of an output file after a render.

Use Legacy Mode
Use legacy mode (required for 3dsMax prior to v2008. Will *not* work for v2013 and above). Only required if running 3ds Max < 2008.