

## 3ds Max Maps

Below is a list of all of the available 3ds Max maps implemented **natively** for Arnold in MAXtoA.

These are implemented by the MAXtoA\_Shaders.dll

- [Bitmap](#)
- [Particle Age](#)

To use any *other* 3ds Max Map, you can experiment with the **Legacy 3ds Max Map Support** feature as described below

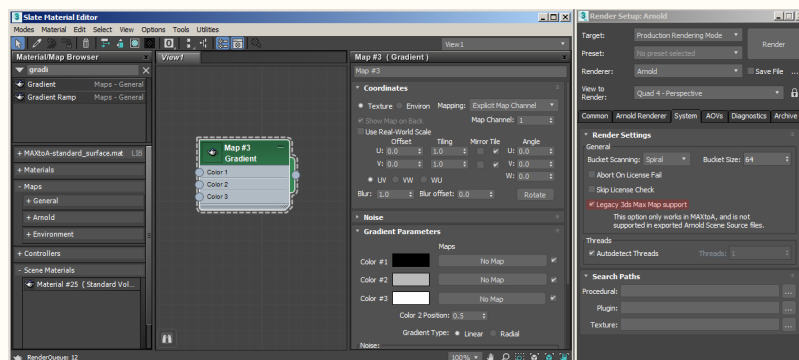
### Using legacy 3ds Max Maps in Arnold



To facilitate the rendering of old scenes, MAXtoA includes a feature to call native C++ max Maps (not Materials!) from within a special Arnold adapter shader.

This allows the use of most legacy 3ds Max Maps with MAXtoA (such as Gradient, Noise, Substance, etc.).

To do this you must enable **Legacy 3ds Max Map support** in the **System** of the **Render Setup** window.



Below are some of the **limitations** when using legacy 3ds Max Maps with MAXtoA:

- This **only** works when rendering inside of 3ds Max itself, since native 3ds Max code is being called.
- For this reason, Legacy 3ds Max Maps can **never** be exported to an **Arnold Scene Source** file, and can not render outside of MAXtoA. This is important if you wish to create Procedural objects, render with kick, or use services like Zync.
- You cannot connect Arnold shaders as inputs to a 3ds Max shader. Everything upstream to a 3ds Max shader must be a 3ds Max shader. For instance, a 3ds Max 'smoke' can connect to an Arnold shader's color, but an Arnold shader cannot connect to a Tile's color parameter.
- Not every Legacy 3ds Max Map is guaranteed to work.
- There can be certain stability issues in ActiveShade when editing certain parameters, because the legacy 3ds Max shader API is in some aspects not thread-safe for both rendering and editing at the same time.