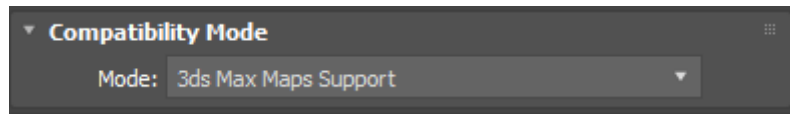


# Compatibility Mode



## Mode

### 3ds Max Maps Support (default)

This enables the support of legacy maps (shaders) in MAXtoA. Previously, an environment variable was required to enable this feature. It allows 3ds Max to process the legacy maps for Arnold. These maps will not work if you are sending your scene to an [Arnold Scene Source](#) file for use as a procedural, or to [Kick](#) the file for rendering.

### Arnold Compliant

Renders Arnold nodes only. Ignores legacy maps (shaders) in MAXtoA.