

---

Subject: Max 8+ on OSX?

Posted by [Zion](#) on Fri, 01 Jun 2007 13:28:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Firstly, if this is in the wrong place, move it. Thanks.

Right, i got myself a MacBook Pro for my graphics course that i'm starting in September and i was wondering if i could get 3DS Max working on it.

I've tried Crossover Mac which is a wine type application and does support 3d applications, however the installer prematurely closes after installing dx9.0c (from the installer).

I haven't tried parallels desktop although even if it did install it wouldn't display any 3d images since it doesn't support 3d.

Does anyone here know of a way to get Max working on the unix kernel through a wine type application or emulator? I'd prefer it if Max 8+ worked and that i didn't have to reboot into windows through boot camp.

---