

## Setting Up MAXScript OLE Automation

As I saw a time ago that their is **incomplete instructions** into the *MAXScript Reference* on how to setup **MAXScript OLE Automation**, and as I see so it's still zero help or discussions on this online, I presume or at least hope that this document could help to those who need this nice Max feature.

If the title sounds alien to you it's probably you never need this Max feature. If you already read the same named topic into the *MAXScript Reference* and you're here to search for additional help, then probably you already face problems with supplied instructions into the official documentations, and you have a good day to find this doc.

First, lets simplify this topic with a few more intro words, just in case you not sure did you need that kind of information.

So, note that 3ds Max allows **OLE Automation** into 2 directions - as **OLE Server** and as **OLE Client**. Using Max as OLE Client give us access to external COM visible applications, while registering Max as OLE Server allows us to control 3ds Max from external applications (such as DotNet for example).

We can use 3ds Max as **OLE Client** using the native `createOLEObject()` function **without any additional setups**. But if we need our Max as **OLE Server** we **should register** it with Windows as an OLE Automation Server.

The needful Registry file (**MAXScript.reg**) is included into Max scripts *Examples* folder and also the source code of that file is included into the *MAXScript Reference*.

**But the included instructions are uncompleted(!)  
and this is the purpose of this document.**

I start to think that no one use this feature, else how to explain the fact that the documentation stay incomplete so many years (from the Max 4 where the OLE Automation is added) and their is zero forums subjects online.

Well, as the help on this subject totally missing and let presume for that reason you are here and read this doc, or just there at least one person who will need this info, then it's worth the time to write this tip.

So, let see what the official instruction said:

1. Open the Maxscript.reg file that ships with 3ds Max in Notepad or some other text editor.
2. Edit this registry entry file to make sure it references the correct 3ds Max executable. Make sure the last line specifies the correct location for your 3ds Max executable. The supplied Maxscript.reg file points to c:\3dsmax\3dsmax.exe by default.
3. Save the file and exit the editor.
4. Locate the Maxscript.reg registry file in Windows Explorer and double-click it.

And let see the code of the MAXScript.reg file:

```
REGEDIT
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;;;
;
; 1. Change the path in the last line of this file to point at your
;     current 3ds max executable directory, then
; 2. Double click this file in Windows Explorer
;
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;;;
;
; registration info MAX.Application (defaults to MAX.Application.4)

HKEY_CLASSES_ROOT\MAX.Application = OLE Automation MAX Application
HKEY_CLASSES_ROOT\MAX.Application\Clsid = {7FA22CB1-D26F-11d0-B260-00A0240CEEA3}
HKEY_CLASSES_ROOT\MAX.Application\CurVer = MAX.Application.4

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;; registration info MAX 4.0

; (Application Object)
HKEY_CLASSES_ROOT\MAX.Application.4 = OLE Automation MAX 4.0
Application
HKEY_CLASSES_ROOT\MAX.Application.4\Clsid = {7FA22CB1-D26F-11d0-B260-00A0240CEEA3}

HKEY_CLASSES_ROOT\CLSID\{7FA22CB1-D26F-11d0-B260-00A0240CEEA3} = OLE
Automation MAX 4.0 Application
HKEY_CLASSES_ROOT\CLSID\{7FA22CB1-D26F-11d0-B260-00A0240CEEA3}
\ProgID = MAX.Application.4
HKEY_CLASSES_ROOT\CLSID\{7FA22CB1-D26F-11d0-B260-00A0240CEEA3}
\VersionIndependentProgID = MAX.Application
HKEY_CLASSES_ROOT\CLSID\{7FA22CB1-D26F-11d0-B260-00A0240CEEA3}
\LocalServer32 = C:\3dsmax4\3dsmax.exe
```

Well, obviously all notes about the Max version is abs omitted. If we follow this with **full trust** as is, i.e. only edit the last key and replace the path only, then... hardly will be a big surprise to see that we done nothing. Your Max will be COM visible **ONLY** if by chance is version 4 :) Whether someone can tell me where is the logic to register an arbitrary Max version? Of course, not. We cannot connect to 3ds Max as OLE Server using an arbitrary version. Don't even register more than one server, but this is one of the limitations of that feature.

Shortly, that part of instruction (currently still missed) is **important! We can't complete correct our registration** procedure without supplying correct Max version. Changing only the path is a kind of bad joke.

As summary I'll put an example .reg code for 3ds Max 9, plus will mark (with red color) all pointers that should be edited.

REGEDIT

```
;;;;;;;;;;;;;
;
; 1. Change the path in the last line to point at your
;     current 3ds Max executable directory,
; 2. [Fix] Set version number to your current 3ds Max version
;     inside all keys where the version is present,
; 3. Save the file, and then
; 4. Double click this file in Windows Explorer
;
;
;
; registration info MAX.Application (defaults to MAX.Application.9)

HKEY_CLASSES_ROOT\MAX.Application = OLE Automation MAX Application
HKEY_CLASSES_ROOT\MAX.Application\Clsid = {7FA22CB1-D26F-11d0-B260-
00A0240CEEA3}
HKEY_CLASSES_ROOT\MAX.Application\CurVer = MAX.Application.9

; (Application Object)
HKEY_CLASSES_ROOT\MAX.Application.9 = OLE Automation MAX 9.0
Application
HKEY_CLASSES_ROOT\MAX.Application.9\Clsid = {7FA22CB1-D26F-11d0-
B260-00A0240CEEA3}

HKEY_CLASSES_ROOT\CLSID\{7FA22CB1-D26F-11d0-B260-00A0240CEEA3} = OLE
Automation MAX 9.0 Application
HKEY_CLASSES_ROOT\CLSID\{7FA22CB1-D26F-11d0-B260-00A0240CEEA3}
\ProgID = MAX.Application.9
HKEY_CLASSES_ROOT\CLSID\{7FA22CB1-D26F-11d0-B260-00A0240CEEA3}
\VersionIndependentProgID = MAX.Application
HKEY_CLASSES_ROOT\CLSID\{7FA22CB1-D26F-11d0-B260-00A0240CEEA3}
\LocalServer32 = C:\3dsmax9\3dsmax.exe
```

Note that the version number of 3ds Max 2008 is 10, 3ds Max 2009 is 11 and so on.

Well, that's it. I hope am not sound too hard. The "*holes*" into the docs is something normal. Also is normal missing staffs to be more than we expect. And this is not something against max scripts docs, this is the usual at all.

However lets hope this doc help somebody who need to setup and use this nice Max feature.

Regards,  
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