

# Rendermn.ini

This file in your installation can be used to provide global settings for your installation or preferences. We highly recommend making a backup of the file.

Parameter	Default
/dirmap/zone/linux-x86	NFS
/dirmap/zone/linux-x86-64	NFS
/dirmap/zone/osx-x86	NFS
/dirmap/zone/osx-x86-64	NFS
/dirmap/zone/windows-x86	UNC
/dirmap/zone/windows-x86-64	UNC
/display/dso/it	\${RMANTREE}/lib/plugins/d_socket.so
/display/dso/slim	\${RMANTREE}/lib/plugins/d_socket.so
/display/dsomappping	d_%s.so
/display/dsopath	/usr/yourdisplaydrivers/etc/
/display/externserver	\${RMANTREE}/etc/dspysrvr
/display/openexr/compression	zips
/display/socket/itapp	it
/display/socket/itport	4001
/display/socket/socketapp	it
/display/socket/socketport	4001
/display/standarddsopath	\${RMANTREE}/lib/plugins/
/display/tiff/rowsperstrip	32
/displaytype/file	tiff
/displaytype/framebuffer	\${RMANFB-it}
/displaytype/pointcloud	pointcloud
/dspyserver	\${RMANTREE}/etc/dspysrvr -hostclient rman-display
/licenseserver	<i>empty</i>
/platform/linux/rtldglobalextension	sog
/prman/bucketsize	16 16
/prman/constantmemorylimit	1
/prman/deepshadow/version	6
/prman/gridsize	256
/prman/lpe/user2	Albedo,DiffuseAlbedo,SubsurfaceAlbedo,HairAlbedo
/prman/matrixcachememory	102400
/prman/ptexturamaxfiles	128
/prman/ptexturememory	1048576
/prman/raytrace/geocachememory	2097152
/prman/recover/verbosity	3
/prman/shading/debug	0
/prman/shadingrate	1.0

/prman/statistics/filename	stdout
/prman/statistics/maxdispwarnings	100
/prman/statistics/patterntimerlevel	1
/prman/statistics/profilestylesheet	\$(RMANTREE)/etc/statsview/rmProfileEmbed_1.0.xml
/prman/statistics/radioevictwarnratio	.01
/prman/statistics/stylesheet	\$(RMANTREE)/etc/statsview/rmanStatsEmbed_2.0.xml
/prman/statistics/xmlfilename	<i>empty</i>
/prman/textureformat	tiff
/prman/texturememory	2097152
/proceduralpath	::@
/rifpath	::@
/rixpluginpath	::@
/shaderpath	::@
/standardproceduralpath	::\$(RMANTREE)/lib/plugins
/standardrifpath	\$(RMANTREE)/lib/plugins
/standardrixpluginpath	\$(RMANTREE)/lib/plugins
/standardshaderpath	\{(RMANTREE)/lib/shaders:\}(RMSTREE)/lib/shaders
/standardtexturepath	\{(RMANTREE)/lib/textures:\}(RMANTREE)/lib/plugins
/texturepath	::@