
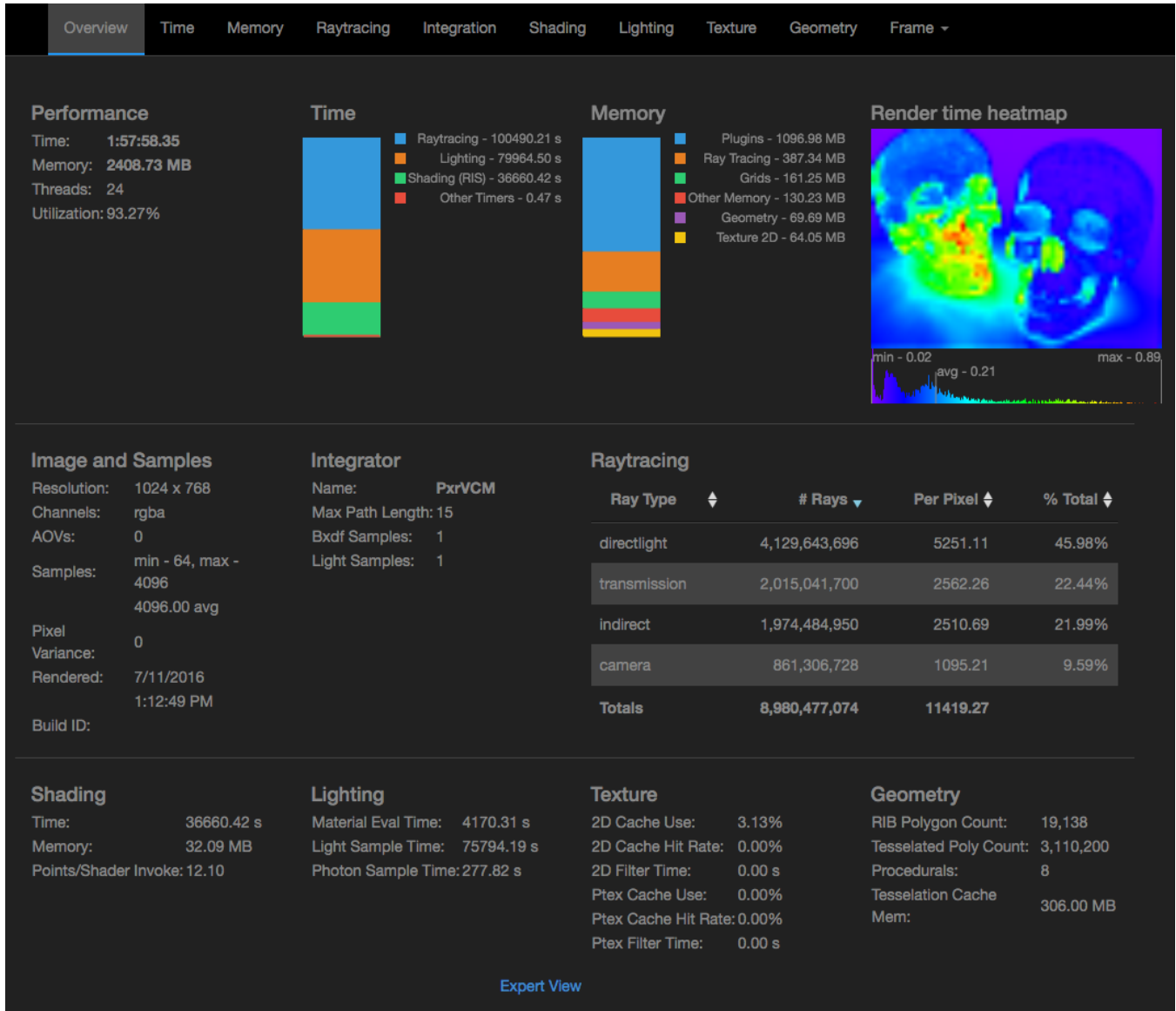


Diagnostics

Special care has been taken with providing users with excellent diagnostic tools in PRMan. A section of stats pages with relevant statistics for rendering has been added. In addition, a modern Javascript-based view of stats files is included for viewing stats from renders. Many web browsers can read this file by dragging and dropping the file into an empty browser window.

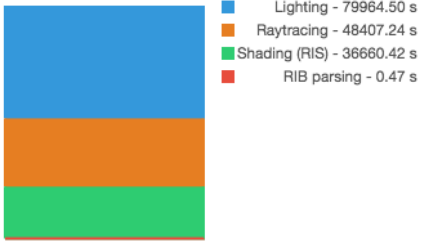
 A render must complete in order to get the completed xml file.



XML Stats Overview Page

This system for viewing stats files decouples the viewing of statistics files from XML data and allows users to easily customize the way they view the data.

Timer	Time spent	% Total
+ Lighting	79964.50 s	50.47%
+ Raytracing	48407.24 s	30.55%
+ Shading (RIS)	36660.42 s	23.14%
+ RIB parsing	0.47 s	0.00%
Unaccounted	-6590.49 s	-4.16%
CPU Time total	158442.15 s	100.0%



CPU Utilization Estimate
 (CPU time = 158442.15 s / 24 Threads) / (Clock time = 7078.35 s) = 93.27% Utilization.

[Expert View](#)

Ray Tracing Statistics

Debugging

At the developer level, PRMan also provides specialized integrators for debugging:

- [PxrDirectLighting](#)
- [PxrDefault](#)
- [PxrDebugShadingContext](#)
- [PxrValidateBxdf](#)