# RenderMan Preferences

Look for RenderMan preferences in Maya's Preferences window.
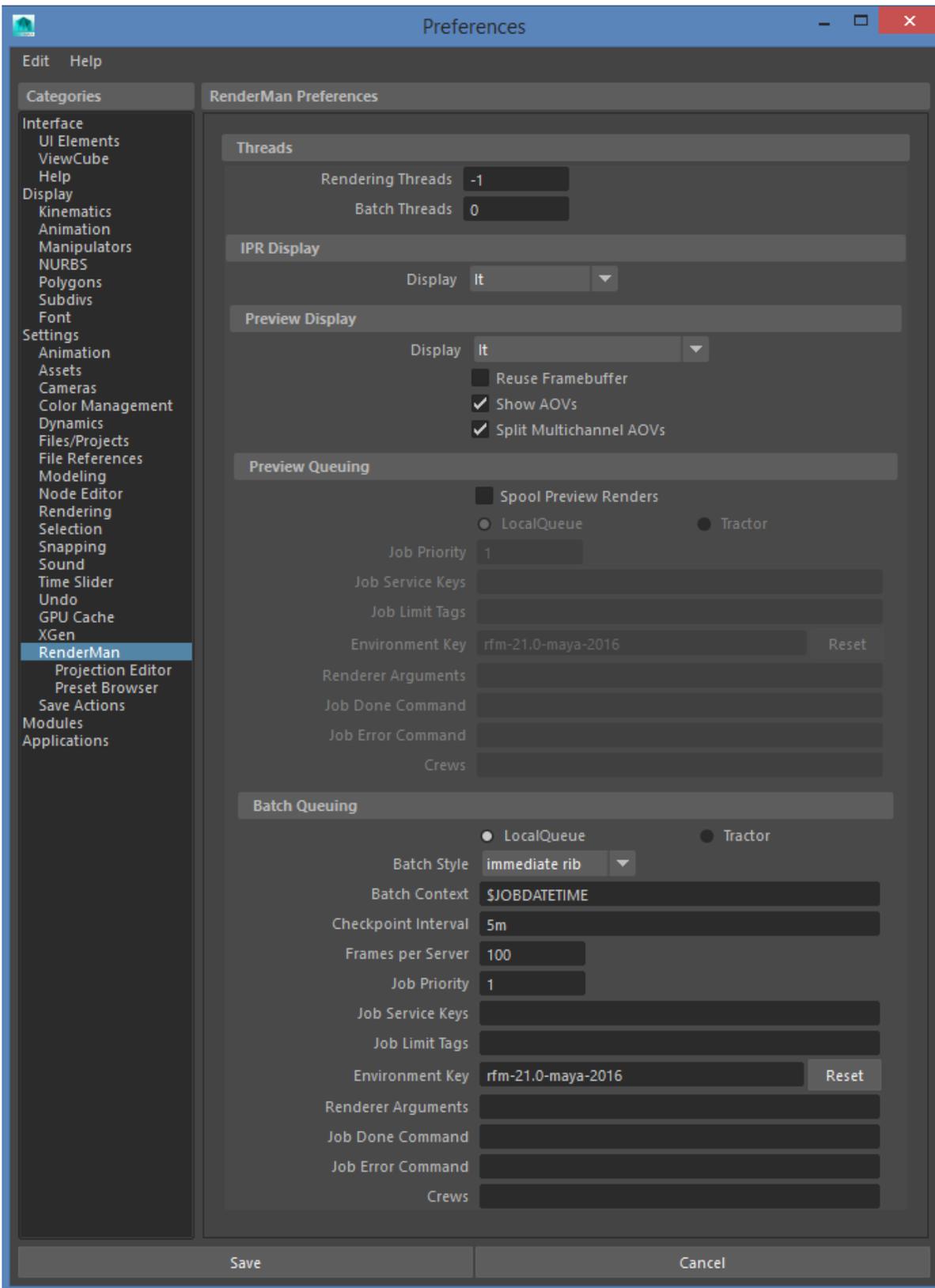
# Threads

### Rendering Threads

The number of threads to use for preview or IPR renders.  A value of 0 indicates that all processors will be used.  Negative values indicate all processors minus the specified number will be used.  The default of -1 allows the user interface to remain responsive.

### Batch Threads

The number of threads to use for batch renders.

# IPR Display

### Display

The display to use for IPR renders.  Choose "It" or Render View.

# Preview Display

### Display

The display to use for preview renders.  Choose "It", Render View, or Use Global Image Format, which renders to disk.

### Reuse Framebuffer

When rendering to "It", this option causes the render to appear on top of the previous render, which is useful when crop rendering.

### Split Multichannel AOVs

Specifies whether multichannel AOVs will appear as separate images when rendered to "It", for easier viewing.

# Preview Queuing

Chose between LocalQueue and Tractor.  Preview Queueing settings only apply to preview renders.  There is a separate section below for batch queuing settings.

### Spool Preview Renders

By default preview renders are not spooled, which means that the render launches directly from maya.  Renders can only be spooled to "It".  Render View requires this option to be turned off.

### Job Priority

This affects how active jobs are assigned to remote servers.  It doesn't affect position in the dispatcher queue.

### Job Service Keys

Attach additional service selectors for your job here.

### Job Limit Tags

Can be used to accumulate job statistics, enforce local global and limits.

### Environment Key

Switch between preset configurations. The ini pref called DefaultEnvKey specifies the default value seen here. Multiple keys can be specified and should be space separated.

These environment keys are recognized by LocalQueue and Tractor:

- rfm-*-maya-* (eg. rfm-21.0-maya-2016)
- prman-* (eg. prman-21.0)
- rmantree=* (eg. rmantree=$RMANTREE)
- rmstree=* (eg. rmstree=$RMSTREE)

### Renderer Arguments

Arguments here will be added to the command line for the renderer.

**Job Done Command**

A command that should be executed when the job is finished

Example: /usr/sbin/Mail -s 'Job done: %j' %u < %f  (%j = job title, %t = task title, %u = user, %f = temporary status file)

**Job Error Command**

A command that should be executed if the job had an error

Example: /usr/sbin/Mail -s 'Job error: %j' %u < %f  (%j = job title, %t = task title, %u = user, %f = temporary status file)

**Crews**

Specifies the list of crews to be used when determining remote server access.

# Batch Queuing

Chose between LocalQueue and Tractor.  Remote queuing settings only apply to Tractor, for LocalQueue all settings are applied locally.

**Batch Style**

- *immediate rib* generates RIB files and renders them on the local client.
- *deferred rib* generates RIB locally (via a mayabatch process) and distributes the RIB files to remote render clients for rendering.
- *remote rib* generates RIB and performs render on remote render clients.

**Batch Context**

A postfix to append to the output directory name of a batch render.  If multiple batch renders of a scene are running simultaneously, this avoids possible collisions.  The default, $JOBDATETIME is a variable that is automatically filled in with a date and time stamp. eg. <maya_project_dir>/renderman/myscene_0705103056.  The format string for $JOBDATETIME is located in RMS.ini, the preference called JobDateTimeFormat.

**Checkpoint Interval**

The number of iterations between updating the image on disk.  In Tractor a task that is told to resume makes use of the check-pointed image.  The interval number can take a suffix to indicate (i)ncrements, (s)econds, (m)inutes, (h)ours, or (d)ays. An exit value can also be specified after a comma. eg. 1m,1h.  Values that are too small will affect rendering performance.

**Frames per Server**

The number of frames to be rendered per server. Only used for remote renders.

**Job Priority**

This affects how active jobs are assigned to remote servers.  It doesn't affect position in the dispatcher queue.

**Job Service Keys**

Attach additional service selectors for your job here.

**Job Limit Tags**

Can be used to accumulate job statistics, enforce local global and limits.

**Environment Key**

Switch between preset configurations. The ini pref called DefaultEnvKey specifies the default value seen here. Multiple keys can be specified and should be space separated.

These environment keys are recognized by LocalQueue and Tractor:

- *rfm-\*-maya-\** (eg. rfm-21.0-maya-2016)
- *prman-\** (eg. prman-21.0)
- *rmantree=\** (eg. rmantree=$RMANTREE)
- *rmstree=\** (eg. rmstree=$RMSTREE)

**Renderer Arguments**

Arguments here will be added to the command line for the renderer.

**Job Done Command**

A command that should be executed when the job is finished

Example: /usr/sbin/Mail -s 'Job done: %j' %u < %f  (%j = job title, %t = task title, %u = user, %f = temporary status file)
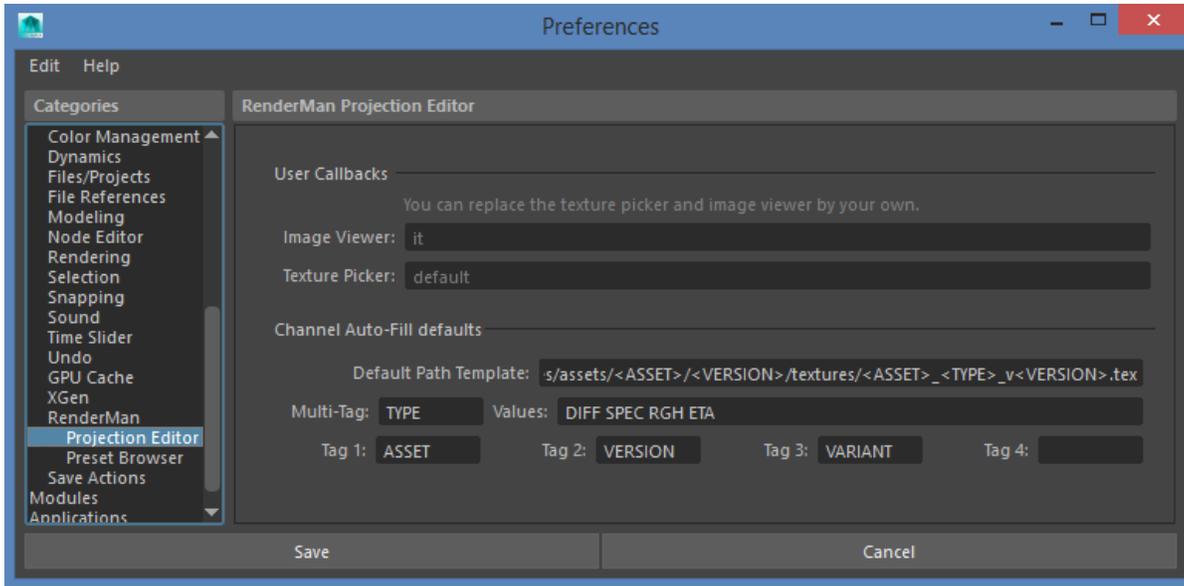
**Job Error Command**

A command that should be executed if the job had an error

Example: /usr/sbin/Mail -s 'Job error: %j' %u < %f  (%j = job title, %t = task title, %u = user, %f = temporary status file)

**Crews**

Specifies the list of crews to be used when determining remote server access.

# Projection Editor



### User Callbacks

#### Image Viewer

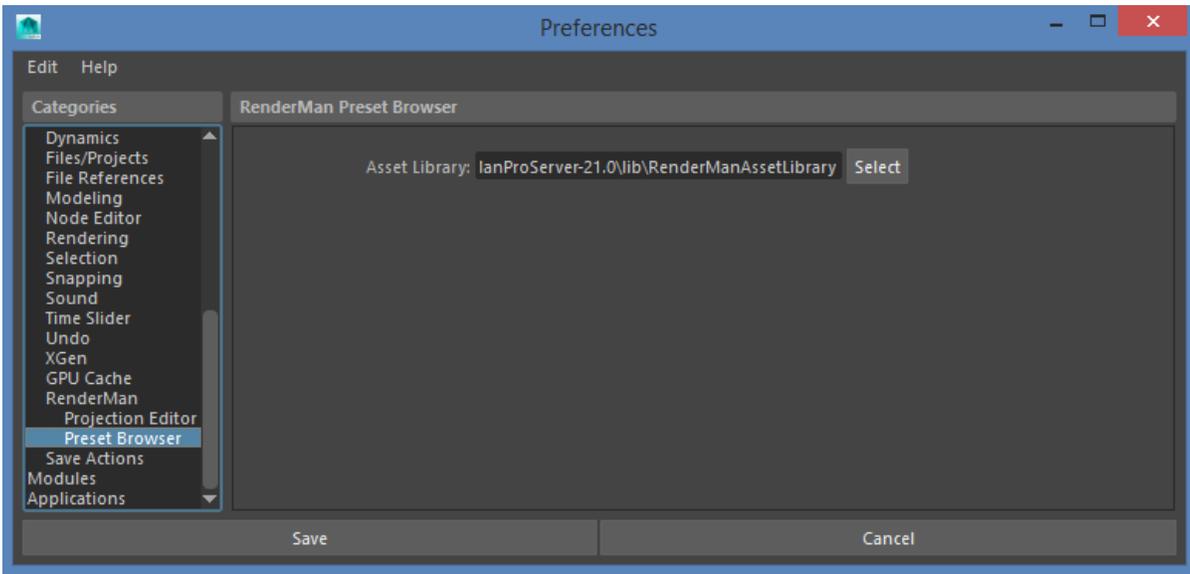Replace the default image viewer by your own.

#### Texture Picker

Replace the default texture picker by your own.

### Channel Auto-Fill defaults

#### Default Path Template

Set a naming convention for textures.

# Preset Browser

**Asset Library**

Change the location where the Preset Browser looks for assets.