

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.

Important

All of the settings in the rendermn.ini file are site-configurable, but we highly recommend that rather than editing the file in your installation directory (\$RMANTREE/etc), you create a duplicate file containing your site-specific overrides. The renderer will check for any site-specific .ini files in your \$HOME directory and any directory indicated by the \$RMAN_CONFIG_OVERRIDE environment variable, as well as the current directory. Note that the file in the \$HOME directory can optionally have a leading "." to make it a hidden file.

The configuration file format is a set of lines containing strings. The first string on the line is the name of the default and the rest of the line specifies its default value. Environment variables may be referenced inside the configuration file using the following special syntax:

```
${*environment-variable-name*}
```

Undefined environment variables default to the empty string.

Lines beginning with a # are ignored.

The following is a list of some of the defaults that can be set in configuration files that are relevant to RenderMan. Note that various display drivers also read defaults from this file.

Parameter	Default	Additional Information
/dirmap/zone /linux-x86	NFS	Architecture-specific directory remapping zones.
/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	Default display driver for Pixars Image Tool ('it'). See Display Drivers
/display /dsomapping	d_%s.so	
/display /dsopath	/usr /yourdisplaydrivers/etc/	
/display /externserver	\${RMANTREE}/etc/dspysvr	
/display /openexr /compression	zips	This sets the compression type for the OpenEXR output of renders. Valid options are: rle, zip, zips, piz, pxr24, b44, or b44a. See Display Drivers
/display /openexr /type	float	See Display Drivers
/display /socket/itapp	it	
/display /socket/itport	4001	

/display /socket /socketapp	it	
/display /socket /socketport	4001	
/display /standarddso path	\${RMANTREE}/lib/plugins/	
/displaytype /file	tiff	Allows a one-level translation of the display type file, as specified in an RiDisplay call, to an alternate display type. The default translation for file is tiff.
/displaytype /framebuffer	\${RMANFB-it}	Allows a one-level translation of the display type framebuffer, as specified in an RiDisplay call, to an alternate display type. The default translation for framebuffer is to use the value of the RMANFB environment variable if set, otherwise, it will use x11 or windows, depending on the system.
/displaytype /pointcloud	pointcloud	
/dspyserver	\${RMANTREE}/etc/dspysrvr - hostclient rman-display	
/licenseserver	<i>empty</i>	Specifies a fully qualified name of the license file. Usage of /licenseserver can include either a pointer to a license server machine, e.g. 9010@hostname (where "hostname" is the name of the license server), or an explicit path to a pixar.license file, e.g. \${RMANTREE}/etc/pixar.license. Note that the pixar.license file, in the latter case, can be either a node-locked license or a redirect to a license server.
/platform /linux /rtdglobalextension	sog	
/prman /bucketsize	16 16	
/prman /checkpoint /interval	0	
/prman /constantmemorylimit	1	If constantmemorylimit is 0, memory sizes are per thread. If constantmemorylimit is 1, then they are total sizes.
/prman /deepshadow/version	6	
/prman /gridsize	256	
/prman/lpe /user2	Albedo, DiffuseAlbedo, SubsurfaceAlbedo, HairAlbedo	
/prman /matrixcache memory	102400	If constantmemorylimit is 0, this size is per thread. If constantmemorylimit is 1, this is the total size.
/prman /ptexturamax files	128	
/prman /ptexturememory	1048576	If constantmemorylimit is 0, this size is per thread. If constantmemorylimit is 1, this is the total size.
/prman /raytrace /geocachememory	2097152	If constantmemorylimit is 0, this size is per thread. If constantmemorylimit is 1, this is the total size.

/prman /recover /verbosity	3	
/prman /shading /debug	0	
/prman /shadingrate	1.0	
/prman /statistics /filename	stdout	
/prman /statistics /maxdispwarnings	100	
/prman /statistics /patternlevel	1	
/prman /statistics /profilestylesheet	\${RMANTREE}/etc/statsview/rmProfileEmbedded_1.0.xml	Location of shader profile XML stylesheet (legacy stats).
/prman /statistics /radioevictionratio	.01	The threshold at which the opacity cache code will emit an eviction rate warning (R25006).
/prman /statistics /stylesheet	\${RMANTREE}/etc/statsview/rmanStatsEmbedded_2.0.xml	Location of default XML stylesheet (legacy stats).
/prman /statistics /xmlfilename	<i>empty</i>	Location of XML stats report (legacy stats, RIS only).
/prman /textureformat	tiff	
/prman /texture /maxfiles	512	The maximum on Windows is 2048.
/prman /texturememory	2097152	
/prman /texture /missingudimwarning	1	A value of 1 allows reporting of error TT02041, where a texture atlas cannot be opened if no valid texture maps can be found for it. A value of 0 silences the error.
/proceduralpath	.:@	
/rifpath	.:@	
/rixpluginpath	.:@	
/shaderpath	.:@	
/standardproceduralpath	.:\${RMANTREE}/lib/plugins	
/standardrifpath	\${RMANTREE}/lib/plugins	
/standardrixpluginpath	\${RMANTREE}/lib/plugins	

/standardshaderpath	\${RMANTREE}/lib /shaders:\${RMANTREE}/lib /shaders	
/standardtexturepath	\${RMANTREE}/lib /textures:\${RMANTREE}/lib /plugins	
/stats /configpath	..\${RMANTREE}/etc	Specifies the path to search for the stats configuration file
/stats /listenerpath	..\${RMANTREE}/lib/plugins /listeners	Specifies the path to search for stats listener plugins
/texturepath	..@	