

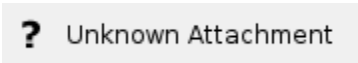
Checkpoints and Recovery

Recovery

There are two ways to enable prman's [recover](#) mode

1. For interactive disk rendering use the `recover` attribute in `PrmanGlobalStatements`:

```
prmanStatements.commandArguments.recover
```



2. For farm rendering there is an environment variable:

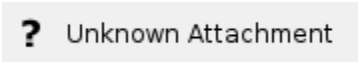
```
setenv RPK_RMAN_RECOVER
```

When the `recover` mode is enabled the `'-recover'` flag will be passed to the `prman` command line. This flag tells `prman` to pick up where an existing render left off instead of blowing away an existing output file. If no output file is found it will do a normal render.

Checkpoints

Render recovery is often used with checkpointing, enabled via the `PrmanGlobalStatements` "checkpoint" options:

```
prmanStatements.options.checkpoint.interval
prmanStatements.options.checkpoint.exitat
prmanStatements.options.checkpoint.keepfiles
prmanStatements.options.checkpoint.command
```



Caveats

Live Rendering

All checkpoint and recover options are ignored during live rendering.

Output Type and Render Post-processing

Because `prman` needs to have the original filename in order to recover a render both checkpoint and recover options are ignored for "color" outputs. Note this means that Katana's normal "copy and convert" post-render process will not run.

Incremental Renders

Incremental renders are not recoverable without checkpointing enabled. With incremental on and checkpoints off the buckets are not written out until the end of the render. See table below:

incremental	checkpoints	recoverable?
on	disabled	NO
on	enabled	YES
off	disabled	YES
off	enabled	YES

Recoverable Render Settings

Recovery and 'keepfiles'

Do not enable the `keepfiles` option for checkpointing if you want to use the `recover` capability.

```
Option "checkpoint" "uniform int keepfiles" [0]
```

The keepfiles option causes prman to save a sequence of checkpoints for debugging purposes giving each checkpoint image a unique file name tagged with increment and elapsed render time. However, when attempting to recover a file prman won't scan your directory for checkpointed files or try to choose one, it will only look for the file by the original render output name.