

Output Statistics

To output statistics, check **Render Statistics** option in your RenderMan RIS ROP's **Options | Statistics** Tab:

? Unknown Attachment

By default, it uses the Disk File's path and base name.

You can view the output xml file with any web browser. See [Diagnostics](#) for more information.

- **File:** Generate a .stats file
- **XML File:** Generate an XML file for viewing in a browser
- **IO Trace Filename:** A detailed input/output report saved as XML
- **Stylesheet:** The stylesheet used for formatting an XML file
- **Shader Profile:** Profile for custom shader output
- **Displace Ratios:** Suppress reporting of displacement values when divided by the max displacement fall inside this range
- **Maximum Displacement:** The number of warnings for displacement values to print before stopping, 0 means all values reported
- **Enable Texture Statistics:** Allows finer grained reporting of texture usage
- **Track Asset Objects:** Tracks scene entities