

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 \$RDIR 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 specify 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, except for \${RMANTREE}, which defaults to /usr/local/prman. 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 *PhotoRealistic RenderMan*. Note that there are also various display drivers that also read defaults from this file.

Parameter	Default
/dirmap/zone/linux-x86	NFS
/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
/display/dsomappping	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	
/display/socket/itapp	it
/display/socket/itport	4001
/display/socket/socketapp	it
/display/socket/socketport	4001
/display/standarddsopath	\${RMANTREE} /lib/plugins/
This tells RenderMan where to look for <i>display driver</i> plugins	
/display/texture/compression	none
Sets the compression algorithm to be used for the internal texture driver when creating OpenEXR format textures. The default value is none. Alternate values are rle, zip, piz, pxr24, b44, or b44a	

/display/tiff/rowsperstrip	32
Tiff files are composed of strips containing part of the image. Strips may also be compressed individually. These strips contain rows and this setting can define the number of rows in each strip	
/display/tiff/compression	zip
Sets the compression algorithm to be used for the internal tiff driver. The default value is zip. Alternate values are zip, packbits, paxarlog, lzw, deflate, or none.	
/displaytype/framebuffer /displaytype/file	#{RMANFB-it} tiff
Allows a one level translation of the display type framebuffer or file, as specified in an RiDisplay call, to an alternate display type. The default translations for file is tiff, and 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
/errorpath	#{RMANTREE} /etc/messages
Sets the directory where the error message files are to be found. The renderer and tools will look in this directory when reporting errors.	
/licenseserver	empty
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
This sets the tile or bucket size for rendering images. This can often be overridden from bridge applications but farm rendering may rely on this setting and may affect distributed rendering. Larger bucket sizes are more efficient but consume more memory. This is equivalent to: <pre>RiOption("limits", "bucketsize", (RtPointer)&*bs*, RI_NULL);</pre>	
/prman/checkpoint/interval	0
/prman/constantmemorylimit	1
/prman/gridsize	256
/prman/lpe/user2	Albedo, DiffuseAlbedo, SubsurfaceAlbedo, HairAlbedo
/prman/matrixcachememory	102400
/prman/ptexturamaxfiles	128
/prman/ptexturememory	1048576
/prman/raytrace/geocachememory	2097152
/prman/recover/verbosity	3
/prman/shading/debug	0
/prman/shadingrate	1.0
/prman/statistics/filename	stdout
/prman/statistics/maxdispwarnings	100
/prman/statistics/patterntimerlevel	1

/prman/statistics/profilestylesheet	\${RMANTREE} /etc/statsview /rmProfileEmbed _1.0.xml
/prman/statistics/radioevictwarnratio	.01
/prman/statistics/stylesheet	\${RMANTREE} /etc/statsview /rmanStatsEmbe d_2.0.xml
/prman/statistics/xmlfilename	<i>empty</i>
/prman/textureformat	tiff
/prman/texture/maxfiles *maximum on Windows is 2048	512
/prman/texturememory	2097152
/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
/texturepath	.:@