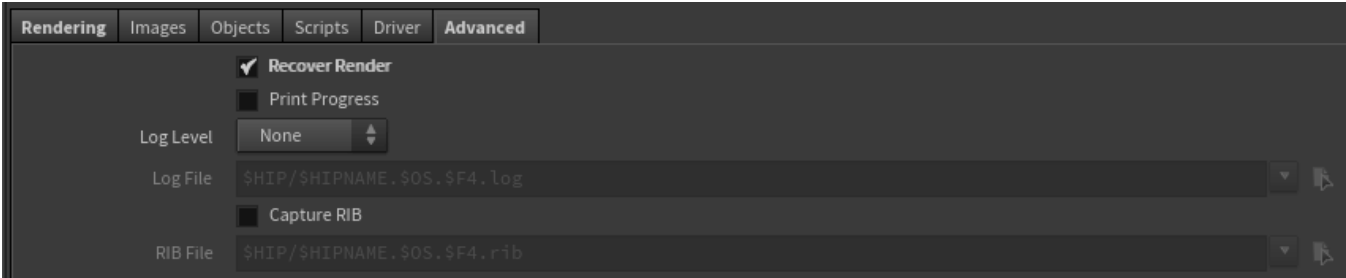# Checkpoints and Recovery

(i) For Rendering to Disk only. Checkpoints and recovery are ignored for interactive rendering.
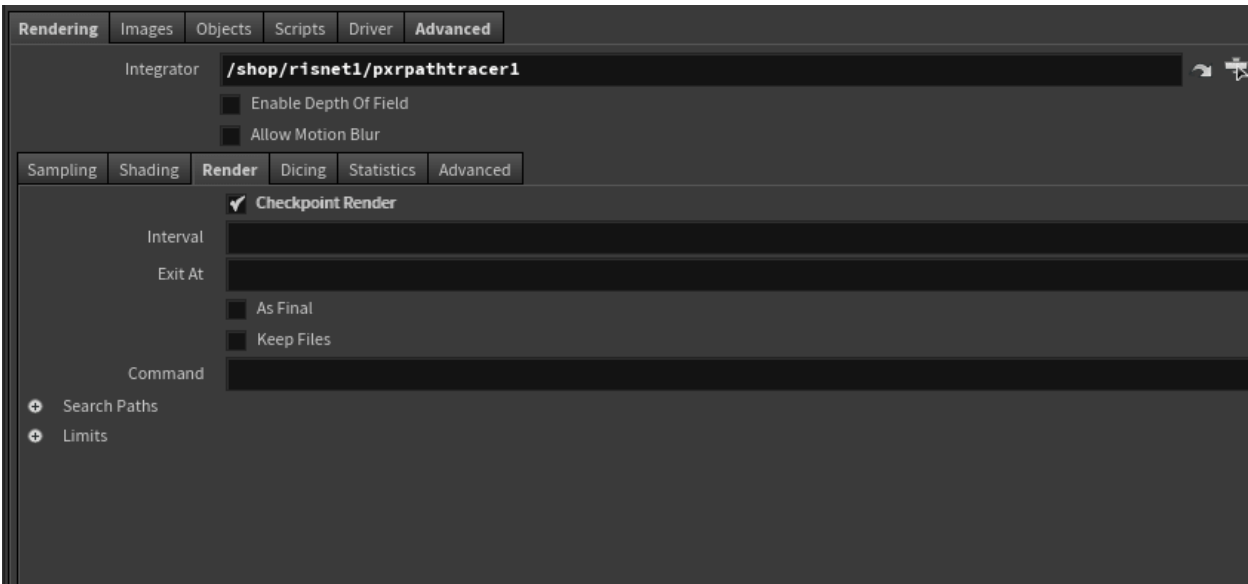
Recovery

Recovery allows us to resume/recover from the previously paused or incomplete stopped render. To turn it on, check **Recover Render** in RenderMan RIS ROP's **Advanced** Tab.

Checkpoints

Render recovery is often used with checkpointing. To turn it on, check **Recover Render** in RenderMan RIS ROP's **Advanced** > **Render** Tab.

- Interval - the time between checkpoint saves
- Exit At - Exit the render at this time and render no more
- As Final - Even if the render completes, save the data necessary to pick up the render. This will result in a larger file
- Keep Files - Name and preserve all the past checkpoints instead of only the more recent one
- Command - Command for the RIB file location (if one is generated)

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.