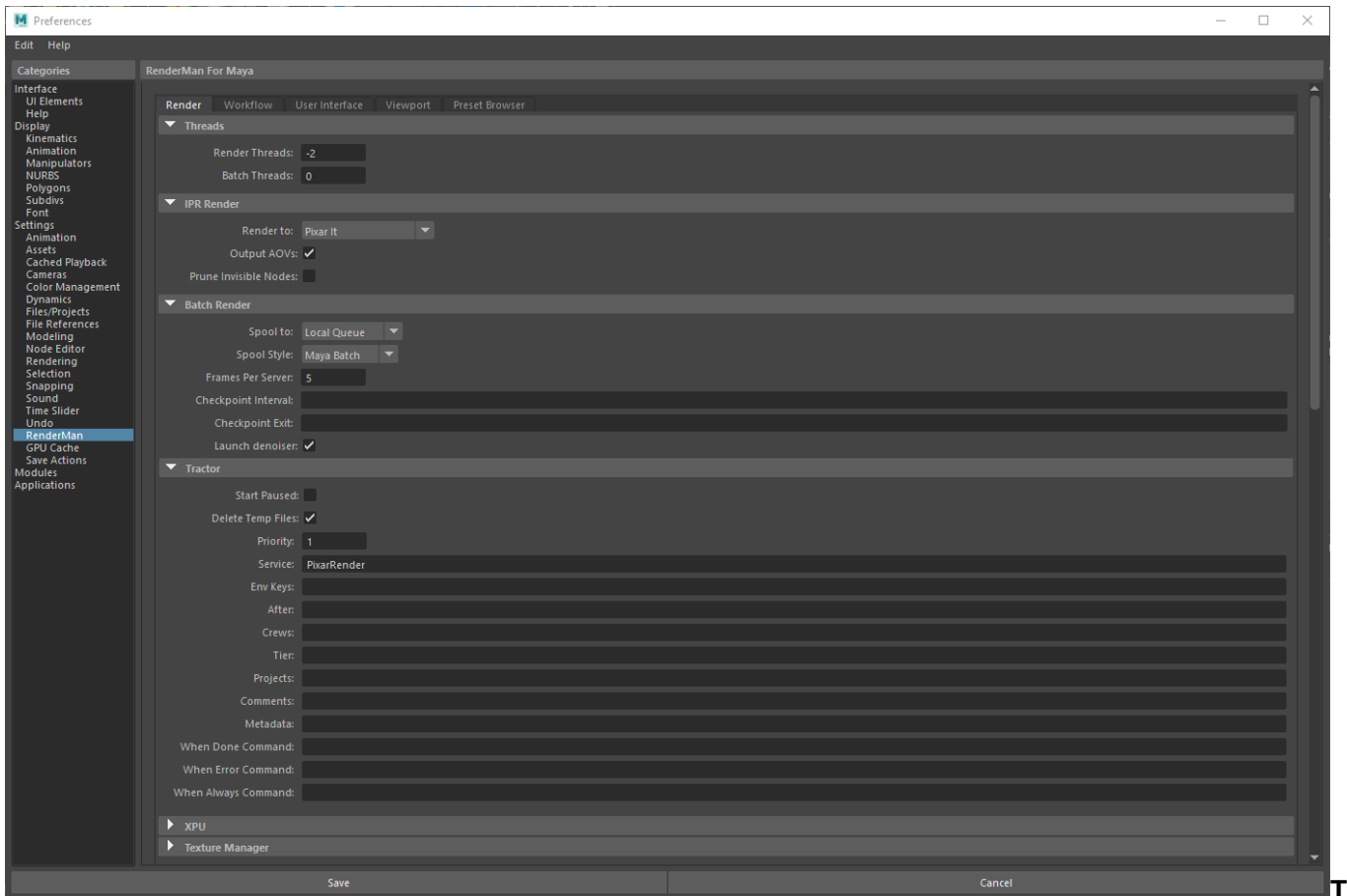


Prefs - Render

Render



threads

Rendering Threads

The number of threads to use for preview or IPR renders. A value of 0 indicates that all processors will be used. Negative values indicate all processors minus the specified number will be used. The default of -2 allows the user interface to remain responsive during continuous rendering.

Batch Threads

The number of threads to use for batch renders.

IPR Display

Render To

The display to use for IPR renders. Choose "It" or Render View.

Output AOVs

Write out AOVs/LPE during interactive sessions. This is off by default to improve performance.

Prune Invisible Nodes

During IPR we only prune templated nodes, allowing other objects to be interactively hidden/unhidden. However, to save translation time you can tell RfM to also prune hidden nodes during IPR.

Batch Render

Chose between LocalQueue and [Tractor](#). There is a separate section below for Tractor queuing settings.

Spool To

Choose LocalQueue or Tractor

Spool Style

Render from Maya Batch immediately, or generate RIB files locally for distribution to farm nodes.

Frames Per Server

How many frames in a chunk/at a time in sequence on a remote server. The default is 5.

Checkpoint

Use checkpointing in a batch render, choosing the number of minutes or iterations before a checkpoint is written. You can control this option using the same syntax found in the Checkpointing Document under "[How to Specify](#)". You may specify anything from individual render increments to seconds, minutes, hours, and days. As well as specify an exit time after a checkpoint time or an exit alone without the checkpointing at a given time. The help text popup over the field provides examples, such as: `5m, 1h` says create a checkpoint every 5 minutes and exit at 1 hour, writing the final result.

Launch Denoiser

If deselected, the denoise operation will not launch, you can run the denoiser tool after the image is written manually. Note the display driver in the render settings must be set for denoising.

Tractor

Remote queuing settings only apply to Tractor, for LocalQueue all settings are applied locally.

Start Paused

Send the job to Tractor but do not begin the job immediately. Requires manual or scripted start.

Priority

This affects how active jobs are assigned to remote servers. It doesn't affect position in the dispatcher queue.

Service

Additional service selectors for the job

Env Keys

Switch between preset configurations. The JSON pref called DefaultEnvKey specifies the default value seen here. Multiple keys can be specified and should be space separated.

These environment keys are recognized by LocalQueue and Tractor:

- *rfm*-* (eg. *rfm*-22.0)
- *maya*-* (eg. *maya*-2017)
- *rmantree*=* (eg. *rmantree*=\$RMANTREE)
- *rfmtree*=* (eg. *rfmtree*=\$RFMTREE)

After

Begin job processing after this date and time. Novemebr 24th at 1:45pm would be example: 11/24 13:45

Crews

Specifies the list of crews to be used when determining remote server access.

Tier

See [Scheduling Modes](#) in Tractor

Projects

See [Limits Configuration](#) in Tractor

Comments

Additional job comments from the user

Metadata

Data added to the job for your pipeline processing.

When Done

A command that should be executed when the job is finished

Example: /usr/sbin/Mail -s 'Job done: %j' %u < %f (%j = job title, %t = task title, %u = user, %f = temporary status file)

When Error

A command that should be executed if the job had an error

Example: /usr/sbin/Mail -s 'Job error: %j' %u < %f (%j = job title, %t = task title, %u = user, %f = temporary status file)

When Always

A command that should be executed regardless of job error status

Example: /usr/sbin/Mail -s 'Job error: %j' %u < %f (%j = job title, %t = task title, %u = user, %f = temporary status file)

XPU

Choose devices to be used by used XPU

Texture Manager

Number of Processes

The number of parallel processes txmake uses to process texture files. The default is 2. We suggest leaving the default unless you have more than 8 physical cores available on your CPU configuration.

Fallback Texture Path

By default we write .tex files to the Images project directory. If this fails (it doesn't exist or there are permissions issues) use the specified folder here. Do not use spaces or diacritics in your path text.

Show Advanced Options

Show more options for .tex conversion

Texture Extensions

The recognized file type extensions for textures