

## CADnetwork Render-Guide

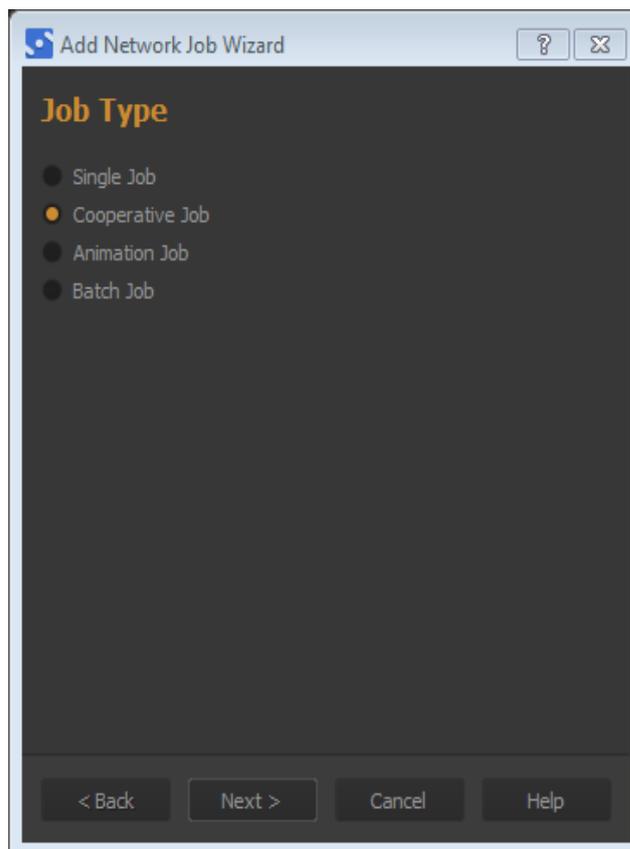
### Install Maxwell Network Rendering

#### Network Rendering (RenderCube)

1. First install Maxwell on your RenderCube and make sure that the RLM License Server is running. License your RenderCube with the RLM Server.
2. Start the Maxwell Render Node program on each RenderCube.

#### Network Job Wizard (Workstation)

1. Start Maxwell Manager.
2. Run Maxwell Render and open your Maxwell project. Now click on the “Network Render” button next to the normal Render button.
3. Choose your job type:



**Single Job:** To make a non-cooperative render queue with each node working on an independent frame.

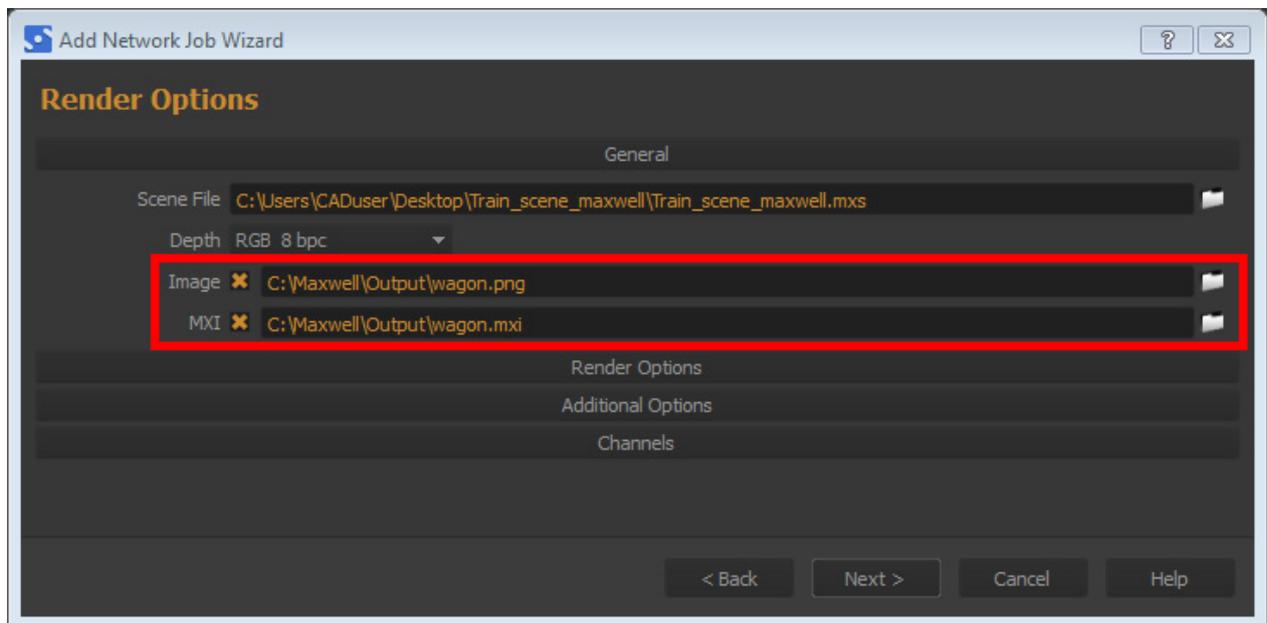
**Cooperative Job:** Several computers work on the same frame individually and then merge the images they have rendered at the end of the rendering process.

**Animation Job:** Select a scene and the frame range, and the frames will be distributed among the available nodes. Remember that you can also render single frames from the same sequence by using a semi-colon ";" when typing. For example: 1-10;12;20-23 This will render frames 1 through 10, frame 12, and finally frames 20 through 23. Any padding number is allowed.

**Batch Job:** This option allows you to select multiple scenes to be rendered. All the scenes are rendered using their own settings and output paths. You can perform changes in the rendering settings (render time, SL, resolution, camera, etc.), and these changes are applied to all the scenes added. An interesting feature is that in this mode you can choose the Batch Type, between Cooperative or Single type.

4. Once you have selected the job type you are submitting, you can change the details.
5. You have two options of specifying the output paths of your renders:
  - UNC format: this is the safest way to write the output paths. The paths are specified as a network path and the Manager can in this case save the files on any computers shared folder that is part of your network. The network path is written in the format of \\computername\myfolder\myrender.png (where "myfolder" is a shared folder on the network).
  - As standard local paths: if you specify a local path to a folder, the folder needs to be in the same computer that is running the Manager. The Add Job wizard will give you a warning that the paths are not network paths, but you can ignore this if the output folder is in the same computer that is running the Manager.

You should always specify both the image output and the MXI output paths. If the paths are the same, you can simply drag & drop the folder icon of one path over the folder icon of the other path to quickly copy it.



6. If you do not have network paths, enable "Send dependencies" to send each RenderCube the required textures and extra files. Otherwise you must specify here a UNC path to a networked folder which all nodes have access to.

