

# BNR Submit for ButterflyNetRender

<http://www.liquiddreamsolutions.com>

by Paul Lord

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# 1 Information

## 1.1 What is bnr\_submit?

The bnr\_submit command line application is used to add a scene into ButterflyNetRender Controller by using a xml settings file and launching the bnr\_submit with the correct settings of the Controller machine.

## 1.2 How to launch the application

You will need to create the xml settings file (ie:'filename.xml') which will have all the settings you want to send to the BNR Controller. (Please see below for a complete description - also some example xml files are also included)

Steps:

1. Create filename.xml with all settings for scene to send (see below)
2. Run command `bnr_submit.exe -c (ipaddress or controller) -f filename.xml`
3. check the output file (`bnr_submit.out`) for errors

The bnr\_submit application is a console application that can be ran from a command line windows. This is available for Windows, OSX and Linux.

## 1.3 Switches

The bnr\_submit can be used with these different switch settings:

```
bnr_submit -c 192.168.1.1 -f filename.xml [-n 192.168.1.2] [-l]
```

**-c** = BNR Controller IP Address

**-f** = XML submit file

**-n** = use this nic card address

**-l** = turn on logging 'bnr\_submit\_XXX.log' (where xxx=3 digit day of year)

(NOTE: make sure you have a 'space' after switch then the setting.)

## 1.4 Output file and error codes:

The command will create a output file that you can use to check for errors or scene information

**bnr\_submit.out:** (data found on each line)

1. Errorcode = 0
2. SceneName (in BNR) Index (in BNR)
3. Added file index number

- OR -

**bnr\_submit.out:**

1. (line1) Errorcode
2. (line2)Error Message

=====

### ErrorCodes

**0** = No error

**-1** = Error Connecting to Controller or reading XML file

**-799** = Error Writing

**-700** = Controller did not read scene

**-701** = file not found

**-702** = reading scene file

**-703** = no output prefix image in scene

**-708** = remote disabled - please turn on in the Controller

**-710** = Invalid Frame Dir

**-711** = Invalid Project Dir

**-712** = Invalid Content Dir

**-713** = Missing objects

## 2 XML Keywords

The xml file has XML 'Block' keywords and 'inline' keywords. The Block keywords are used to group common settings together.

(NOTE: all xml keywords must be lower case)

### 2.1 Block keywords:

The XML system uses block keywords to group common settings:

Table 1: XML Block keywords

block name	description
job	this is the main block that holds all the settings
action	what the submit will do (IE: add, or add and start)
settings	common settings for the scene
output_settings	frame output settings
command	rendering command settings
custom_settings	special settings for custom scene settings (NR)
post_command	use to set post command settings (NR)
limit	limit rendering settings (NR)
email	email settings (NR)
split	split frame settings (NR)

**NR** = not required

## 3 XML definitions

### 3.1 <job>

This keyword is used to group all the data together (please see samples below)

### 3.2 <action>

Use this section to define the action the submit should perform:

example:

```
<action>  
  <task>add</task>  
</action>
```

#### 3.2.1 <task>

Valid settings are:

**add** = Add the scene

**add\_start** = add and start the scene

**add\_start\_overwrite** = add and start the scene - and overwrite frames if already created.

### 3.3 <settings>

Use this keyword to set the Scene Settings - -

NOTE: the `frame_begin`, `frame_end`, `frame_step` can be excluded if the Lightwave or Maya scene values are being used. (IE: these settings will be read from the scene file)

```
<settings>
  <username>Controller</username>
  <priority_level>1</priority_level>
  <priority_order>1</priority_order>
  <group1>1</group1>
  <group2>1</group2>
  <!-- Paths -->
  <framedir>r:\netrender\frames</framedir>
  <contentdir>r:\netrender\content8</contentdir>
  <!-- Frames -->
  <frame_begin>1</frame_begin>
  <frame_end>500</frame_end>
  <frame_step>1</frame_step>
  <frame_arbitrary>1-7,3,2,6,3,300,500</frame_arbitrary>
  <frames_per_node>2</frames_per_node>
  <frame_verify>1</frame_verify>
</settings>
```

#### 3.3.1 <username>

Username for the scene. This can be used to limit users from making changes to the scene.

#### 3.3.2 <frame\_begin>

First frame to start with

#### 3.3.3 <frame\_end>

Last frame to end

#### 3.3.4 <frame\_step>

Step every frame (default is 1)

### **3.3.5 <frame\_arbitrary>**

Set a arbitrary frame range to render

NOTE: If this keyword is used the frame\_begin, frame\_end and frame\_step will not be used - but should be set to the range that the arbitrary settings covers.

### **3.3.6 <frame\_per\_node>**

The number of frames to be rendered on each rendernode

### **3.3.7 <frame\_verify>**

Verify the completion of the frame

1=verify, 0=no verify

(NOTE: this can only be used if the <output\_settings> are set)

### **3.3.8 <frame\_filesize\_min> (optional)**

Verify the completion of the frame - minimum file size

### **3.3.9 <frame\_filesize\_max> (optional)**

Verify the completion of the frame - maximum file size

### **3.3.10 <batchlog\_flag> (optional)**

Turn on the batch logging. (flag, 1=on, 0=off). This will pipe the render text output normally found in the console window to a file in the 'build/renderlogs/scenename' directory. (Check Options->Configure Preferences)

### **3.3.11 <gui\_projectcolor> (optional)**

Change the Color of the Scene in the BNR Controller.

Value range is: 0-47 (which match the colors in the BNR Controller)

partial list: 0= Default, 1=White, 2=Black, 3=Yellow, 4=Gray, 5=Lt Blue, 6= Dark Blue

### **3.3.12 <bnr\_scenename> (optional) (version 1.03)**

Change the name of the Scene that is displayed in the BNR queue. Normally this will be the scene filename.



### **3.3.13 <priority\_level> (optional)**

Set the Priority level (Only valid for - Pro and Studio versions of BNR)

1. = Low
2. = Normal
3. = High
4. = TakeOver

### **3.3.14 <priority\_order> (optional)**

This will be a range from 1-32767 and its used to 'order' the different scenes in the same priority level.

### **3.3.15 <group1> (optional)**

Use to set the Group 1 rendernode selection for the scene.

- Value range = 1 - 24
- 1-12 are the Groups 1-12
- 13-24 are the Collections A-L

### **3.3.16 <group2> (optional)**

Value range is the same as <group1>

- Use to set the Group 2 rendernode selection for the scene.

### **3.3.17 <win\_autoloaddir> or <unix\_autoloaddir>**

Directory that is scanned by the BNR Controller to load the Scenes

- NOTE: this isn't required when using the windows bnr\_submit.exe.
- The osx and linux bnr\_submit will need to use the <unix\_autoloaddir>

### **3.3.18 <win\_builddir> or <unix\_builddir>**

Directory that is used by the BNR Controller to store its scene information

- NOTE: this isn't required when using the windows bnr\_submit.exe.
- The osx and linux bnr\_submit will need to use the <unix\_builddir>

**3.3.19 <win\_framedir> or <mac\_framedir> or <osx\_framedir>  
or <unix\_framedir>**

Directory used to store the Frame output images for this scene

NOTE: The 'mac' variable is use to store HFS type path name (currently only used by Lightwave PPC) and 'osx' variable is used to store POSIX type path name for osx rendernodes. The 'unix' variable is used for linux rendernode.

**3.3.20 <win\_projectdir> or <mac\_projectdir> or <osx\_projectdir>  
or <unix\_projectdir>**

Project Directory for scene (Maya or custom settings can use this value)

NOTE: The 'mac' variable is use to store HFS type path name and 'osx' variable is used to store POSIX type path name for osx rendernodes. The 'unix' variable is used for linux rendernode.

**3.3.21 <win\_contentdir> or <mac\_contentdir> or <osx\_contentdir>  
or <unix\_contentdir>**

Content Directory for scene (Lightwave or Custom settings can use this value)

NOTE: The 'mac' variable is use to store HFS type path name (currently only used by Lightwave PPC) and 'osx' variable is used to store POSIX type path name for osx rendernodes. The 'unix' variable is used for linux rendernode.

### **3.4 <output\_size>**

Use this keyword to set set the output frame size

(This is not required - if these values are read from the scene (lws or ma file)

```
<output_size>  
  <width>640</width>  
  <height>480</height>  
  <pixelratio>1.0</pixelratio>  
</output_size>
```

#### **3.4.1 <width>**

Width of the output frame image.

#### **3.4.2 <height>**

Height of the output frame image.

#### **3.4.3 <pixelratio> (optional)**

Pixel ratio of the output frame image.

### **3.5 <output\_settings>**

Use this keyword to set the output settings of the render frame

(This is not required - if these values are read from the scene (lws or ma file)

```
<output_settings>  
  <prefix>filename</prefix>  
  <pad>4</pad>  
  <ext>8</ext>  
</output_settings>
```

#### **3.5.1 <prefix>**

Use to set the prefix name of the output image frame.

ie: filename0001.tga -where 'filename' is the prefix

#### **3.5.2 <pad>**

Use to set the number of digits that will be padded for the frame number in the output image name.

ie: where 0001 is the padding digits of 'filename0001.tga' if the pad is set to 4.

#### **3.5.3 <ext>**

Use to set the ext number that will be used in the output image name

NOTE: this is the index number of the array of valid file format extensions setup for scene type)

#### **3.5.4 <ext\_name> (optional)**

Use to set the ext name that will be used in the output image name

#### **3.5.5 <render\_camera> (optional)**

Which camera to use for rendering

#### **3.5.6 <depth\_flag> (optional)**

Enable the depth image creation (Maya) (1=true, 0=false)

### **3.5.7 <alpha\_flag> (optional)**

Enable the alpha image creation (Maya) (1=true, 0=false)

### **3.5.8 <output\_format> (optional)**

use to set the output format mask - that will be used for frame verification:  
(Maya)

#### **extformat:**

**1** = name(single)

**2** = name.ext (single)

**3** = name.#.ext

**4** = name.ext.#

**5** = name.#

**6** = name#.ext

**7** = name\_#.ext

### **3.5.9 <image\_layer\_checkroot\_flag> (optional) (version 1.03)**

Flag to turn on/off the checking of the image at the root path (default is on)  
(flag 1=on, 0=off)

### **3.5.10 <image\_layer\_folders> (optional) (version 1.03)**

Path names of the layers to check - This will be added to the frame directory path of the scene and the Prefix name must be the same for each layer. (list of names: layer1,layer2,layer3)

### **3.5.11 <image\_layer\_ext\_list> (optional) (version 1.03)**

If the extension file type is different on one of the layers - this can be used to set each type. Normally each layer will be using the same file type. (list of ext types: png,tga,exr) - must be the same number as the layer\_folders.

### 3.6 <command>

Use this keyword to set what the job should run and type of render to use.

```
<command>  
  <type>bnr_lwrender</type>  
  <scn>r:\NetRender\content8\scenes\Surface\Spores.lws</scn>  
</command>
```

#### 3.6.1 <type>

Use this keyword to set the render command to use. Current valid types:

- bnr\_mayarender
- bnr\_lwrender
- bnr\_mayamr
- custom\_render
- 3dsmax\_render
- xsi\_render
- blender\_render
- mayaturtle\_render
- maya5\_render
- c4d\_render
- vraysa\_render
- maxwell\_render
- batch\_render
- kray\_render
- modo\_render
- modores\_render
- af\_render
- combust\_render
- df4\_render
- df5\_render
- nuke\_render
- shake\_render

#### 3.6.2 <scn>

Use this keyword to set the scene filename that will be rendered.

#### 3.6.3 <win\_scn> or <mac\_scn> or <osx\_scn> or <unix\_scn> (optional)

Use this keyword to set the scene with with the valid paths for each os.

#### **3.6.4 <batchcmd> (optional)**

Use when running custom command (for type:custom\_render). This will be the command line that is executed to render the frames or process a job (see <custom\_settings>). NOTE: Only required for 'custom\_render'.

#### **3.6.5 <extra\_flags> (optional)**

Use this keyword to set the extra switch flags that might also be required.

#### **3.6.6 <maya\_projectimage\_dir> (optional) - only checked for type: 'bnr\_mayarender'**

Use this keyword to turn on the Rendering of Frames to the Image folder (inside the Maya Project folder)

### 3.7 <custom\_settings> (only for <type>custom\_render)

Use this keyword to setup a custom scene render - which can use any bnr variables (<command> settings also included to show the difference)

```
<custom_settings>
  <winexe>R:\NetRender\bin\turtle\Render65.bat</winexe>
  <image_format_array_ext>tga , ppm , exr , tif , tif , tif , iff</image_format_ar
</custom_settings>
<command>
  <type>custom_render</type>
  <batchcmd>%exe% -geometry %scn% -display on -resolution %wi% %hi% -
  <scn>R:\NetRender\maya\Maya\mayatest\hairball.ma</scn>
</command>
```

#### 3.7.1 Custom variables:

%exe% = Batch executable  
%scn% = Scene name  
%scn\_noext%= Scene name without extension  
%autodir% = BNR autodir path  
%%framedir% = scene frame directory  
%builddir% = bnr build path  
%cd1% = custom dir1  
%cd2% = custom dir2  
%cf1% = custom file1  
%cf2% = custom file2  
%sf% = render first frame  
%ef% = render end frame  
%pf% = render frame step  
%prefix% = Image prefix path with name  
%pfn% = prefix name only



%pdir% = BNR project dir  
 %wi% = Width of frame  
 %hi% = Height of frame  
 %ra% = Pixel aspect  
 %pad% = frame padding  
 %ext% = Frame Image ext  
 %extnam% = Frame output Image name  
 %%logname%% = This will be used to have the RenderNode create a log in  
 the \build\renderlogs\scene  
 %lwcdir% = LightWave Content directory  
 %loadscn% = Loaded scene file name  
 %v1% = variable 1  
 %v2% = variable 2  
 %vc1% = selection 1 (combo box)  
 %vc2% = selection 2 (combo box)  
 Splitframe - Region variables:  
 %rxl% = left  
 %rxr% = right  
 %ryb% = bottom  
 %ryt% = top  
 %rname% = Split prefix name  
 %rslices% = Total slices  
 %rslicenum% = Slice number  
 %rslicenumz% = Slice number (zero based range)  
 %rslicernum% = Slice number - Reverse order  
 %rslicernumz% = Slice number (zero based range) -reverse order  
 %roverlap% = overlap pixel

### 3.7.2 <winexe> or <unixexe> or <osxexe> or <macexe>

Use to set the filename to execute for the %exe% variable. Note: 'osxexe' will be used on OSX Rendernodes and 'unixexe' will be used on Linux rendernodes. (macexe is special case that might only be needed for HFS render jobs)

### 3.7.3 <image\_format\_array\_ext> (optional)

Comma delimited list of extension for the file formats selections in the Scene properties (after scene added)

ie: tga,ppm,exr,tif,iff

### 3.7.4 <scene\_reader> (optional) (number)

Make this job read the scene with this scene reader engine:

- 1 = Lightwave
- 2 = Maya
- 3 = Messiah (not enabled)
- 4 = Digital Fusion 5

### 3.7.5 <var1> or <var2> or <select1> or <select2> (optional)

Variables that can be used to set selects that will be made in the Scene Properties - if you want to give the option for changes before rendering. (%v1%, %v2%, %vc1%, %vc2%)

### 3.7.6 <cd1\_dir> or <cd2\_dir> (optional)

Custom directories that can be used in the <batchcmd> as variables %cd1% and %cd2%

### 3.7.7 <cf1\_file> or <cf2\_file> (optional)

Custom files that can be used in the <batchcmd> as variables %cf1% and %cf2%

### 3.7.8 <icon> (optional) (number)

Select a icon to be displayed for this scene type. This is optional as the icon will be selected from the <type>

- 0 or 1 = Custom Icon
- 2 = LightWave

3 = Maya  
4 = Digital Fusion  
5 = 3DSMax  
6 = After Effects  
7 = Turtle

### **3.7.9 <run\_once> (optional)**

Set the job to only run once. (will not loop through the frame range)

### **3.8 <post\_command> (optional)**

Use this keyword to set

<post\_command>

<post\_command\_cmd>c:\postbatch.bat %prefix% %framedir%</post\_command  
</post\_command>

#### **3.8.1 <post\_command\_cmd>**

Post command to execute after the scene has completed. This can pass variables like %prefix% and %framedir%

#### **3.8.2 <post\_command\_local\_lowpriority> (optional)**

Force the post command to run on the Controller machine at low priority.

#### **3.8.3 <post\_command\_avi> (optional)**

Create a AVI after the scene has completed. (Please see the Controller Options for setup and program requirements - The AVI is built with Animator Pro software from <http://www.c-point.com/animatorpro.php>)

### 3.9 <limit> (optional)

Use this keyword to set a limit of which rendernodes will run the job. If this keyword is not used - all the Rendernodes that have valid Platforms selection will be used for the job to render.

```
<limit >
  <run_on_single_node>0</run_on_single_node>
  <window_nodes>1</window_nodes>
  <window_node_limit_cpumhz_from>0</window_node_limit_cpumhz_from>
  <window_node_limit_cpumhz_to>3000</window_node_limit_cpumhz_to>
  <linux_nodes>0</linux_nodes>
  <osx_nodes>0</osx_nodes>
</limit >
```

(This example will select all Windows RenderNodes with CPU range 0-3000)

#### 3.9.1 <run\_on\_single\_node> (optional)

Force the job to only run on 1 rendernode. (flag, 1=yes, 0=no)

#### 3.9.2 <window\_nodes>

Set the job to use windows rendernodes. (flag, 1=yes, 0=no)

#### 3.9.3 <linux\_nodes> (optional)

Set the job to use linux rendernodes. (flag, 1=yes, 0=no)

#### 3.9.4 <osx\_nodes> (optional)

Set the job to use osx rendernodes. (flag, 1=yes, 0=no)

#### 3.9.5 <window\_node\_limit\_cpumhz\_from> (optional)

Set the job to use window rendernodes that cpu mhz start from X

#### 3.9.6 <window\_node\_limit\_cpumhz\_to> (optional)

Set the job to use window rendernodes that cpu mhz ends in X

### 3.10 <email> (optional)

Use this keyword to set email settings.

```
<email>
  <email_on_start>1</email_on_start>
  <email_on_finish>1</email_on_finish>
  <email_on_errors>0</email_on_errors>
  <email_on_percent>0</email_on_percent>
  <email_on_percent_attach_frame>0</email_on_percent_attach_frame>
  <email_error_email_address>error_email@thecompany.com</email_error_email_
  <email_cc_email_address>cc_email@thecompany.com</email_cc_email_address>
</email>
```

#### 3.10.1 <email\_on\_start>

Turn on the option of sending a email when the job starts. (flag, 1=on, 0=off)

#### 3.10.2 <email\_on\_finish>

Turn on the option of sending a email when the job finishes. (flag, 1=on, 0=off)

#### 3.10.3 <email\_on\_errors>

Turn on the option of sending a email when the job gets any errors. (flag, 1=on, 0=off)

#### 3.10.4 <email\_on\_percent>

Turn on the option of sending a email when the job reaching this percentage of completion. (value range 1-99)

#### 3.10.5 <email\_on\_percent\_attach\_frame>

Turn on the option of attaching a frame image when the job sends the on percent email. (flag, 1=on, 0=off)

#### 3.10.6 <email\_error\_email\_address> (optional)

Change the 'Error email address' to this one instead of the default setup in the BNR Controller. (must be in the name format name@name.com).

### **3.10.7 <email\_cc\_email\_address> (optional)**

Change the 'CC email address' to this one instead of the default setup in the BNR Controller. (must be in the name format name@name.com).

### **3.10.8 <email\_to\_email\_address> (optional)**

Change the 'To email address' to this one instead of the default setup in the BNR Controller. (must be in the name format name@name.com).

### 3.11 <split> (optional)

Use this keyword to set options for Split frame rendering.

```
<split >
  <slices >4</slices >
  <lwcamera_mask>0</lwcamera_mask>
  <pixel_overlap>0</pixel_overlap>
  <delete_image_parts>1</delete_image_parts>
</split >
```

#### 3.11.1 <slices>

Select the number of slices to split the frame into. This will make the rendernodes render only a portion of the frame. This will be split horizontally - unless the <split\_vertical> is selected. (NOTE: the number of slices need to be divisible by the height if splitting horizontally and divisible by the width if spitting vertical).

#### 3.11.2 <split\_vertical> (optional)

Turn on the option of splitting the frame vertical instead of horizontal. (flag, 1=On, 0=Off).

#### 3.11.3 <lwcamera\_mask> (optional)

Turn on the LightWave camera mask option. (flag, 1=On, 0=Off).

#### 3.11.4 <pixel\_overlap> (optional)

Set a pixel overlap for the sliced image. Using this option may help with some rendering artifacts.

(value is a number of pixels)

#### 3.11.5 <delete\_image\_parts> (optional)

Turn on or off the option of deleting the sliced images (after they get assembled by the BNR Controller) (flag, 1=On, 0=off).



## 4 XML examples:

### 4.1 Lightwave Scene:

```
<job>
  <action>
    <task>add_start</task>
  </action>
  <settings>
    <username>Controller</username>
    <priority_level>1</priority_level>
    <priority_order>1</priority_order>
    <group1>1</group1>
    <group2>1</group2>
    <framedir>r:\netrender\frames32</framedir>
    <contentdir>r:\netrender\content8</contentdir>
    <frame_begin>1</frame_begin>
    <frame_end>500</frame_end>
    <frame_step>1</frame_step>
    <frame_arbitrary>1-7,3,2,6,3,300,500</frame_arbitrary>
    <frames_per_node>2</frames_per_node>
    <frame_verify>1</frame_verify>
  </settings>
  <output_settings>
    <prefix>filename</prefix>
    <pad>4</pad>
    <ext>8</ext>
  </output_settings>
  <command>
    <type>bnr_lwrender</type>
    <scn>r:\NetRender\content8\scenes\Surface\Spores.lws</scn>
  </command>
</job>
```

## 4.2 Maya Scene:

```
<job>
  <action>
    <task>add_start</task>
  </action>
  <settings>
    <username>Controller</username>
    <priority_level>1</priority_level>
    <priority_order>1</priority_order>
    <group1>1</group1>
    <group2>1</group2>
    <!-- Paths -->
    <framedir>r:\netrender\frames32</framedir>
    <projectdir>r:\netrender\maya</projectdir>
    <!-- Frame settings -->
    <frame_begin>100</frame_begin>
    <frame_end>200</frame_end>
    <frame_step>1</frame_step>
    <frame_arbitrary>1-5,3,2,6,3,50</frame_arbitrary>
    <frames_per_node>1</frames_per_node>
    <frame_verify>1</frame_verify>
  </settings>
  <!-- this is only required if the output size needs to be changed -->
  <output_size>
    <width>720</width>
    <height>486</height>
    <pixelratio>1.00</pixelratio>
  </output_size>
  <!-- this is only required if the 'frame_verify' is enabled -->
  <output_settings>
    <prefix>framename</prefix>
    <pad>4</pad>
    <ext_name>Targa</ext_name>
    <!-- These are optional -->
    <render_camera>top</render_camera>
    <depth_flag>0</depth_flag>
    <alpha_flag>0</alpha_flag>
    <output_format>6</output_format>
  </output_settings>
</command>
```

```
<type>bnr_mayarender</type>
<scn>R:\NetRender\maya\Maya\mayatest\hairball.ma</scn>
<!-- This is used to force the frame path to be the project/image
<maya_projectimage_dir>1</maya_projectimage_dir>
</command>
</job>
```

### 4.3 Custom Scene:

```
<job>
  <action>
    <task>add</task>
  </action>
  <settings>
    <username>Controller</username>
    <priority_level>1</priority_level>
    <priority_order>1</priority_order>
    <group1>1</group1>
    <group2>1</group2>
    <!-- Paths -->
    <framedir>r:\netrender\frames32</framedir>
    <projectdir>r:\netrender\maya</projectdir>
    <contentdir>r:\netrender\content8</contentdir>
    <!-- Frame settings -->
    <frame_begin>100</frame_begin>
    <frame_end>200</frame_end>
    <frame_step>1</frame_step>
    <frames_per_node>1</frames_per_node>
    <frame_verify>1</frame_verify>
  </settings>
  <!-- this is only required if the output size needs to be changed -->
  <output_size>
    <width>720</width>
    <height>486</height>
    <pixelratio>1.00</pixelratio>
  </output_size>
  <!-- this is only required if the 'frame_verify' is enabled -->
  <output_settings>
    <prefix>filename</prefix>
    <pad>4</pad>
    <ext>1</ext>
  </output_settings>
  <custom_settings>
    <winexe>R:\NetRender\bin\turtle\Render65.bat</winexe>
    <image_format_array_ext>tga,ppm,exr,tif,tif,tif,iff</image_format
  </custom_settings>
  <!-- This is a sample custom render for using Maya Turtle -->
  <command>
```

```
<type>custom_render</type>
  <batchcmd>%exe% -geometry %scn% -display on -resolution %wi% %hi%
  <scn>R:\NetRender\maya\Maya6\mayatest\hairball.ma</scn>
</command>
</job>
```

## 5 bnr\_submit version history

The bnr\_submit application is synchronized the the BNR Controller, so all the data structures will work together between the applications. Please find a list of corresponding versions below:

### 5.1 Release 1.03 (for BNR 4.11)

**Added python class: 'bnrsubmitClass.py' that can be used to help build xml settings files.**

**Added keyword to force a different BNR Controller Scene name instead of the default scene file name (for <settings> block:**

- <bnr\_scenename> = overwrite the scenename that will be displayed in the Queue GUI.

**Added keywords frame layer checking (for <output\_settings> block)**

- <image\_layer\_checkroot\_flag> flag to turn on/off the checking of the image at the root path
- <image\_layer\_folders> path of layers <name,name,name> all the folders to check for images - below main frame directory ie: layer1,layer2,layer3
- <image\_layer\_ext\_list> if ext of image is different - that can be used to change the layer exts. ie: png,tga,exr

**Added keywords for OSX POSIX/Unix paths ( where the <mac\_xxxx> names are used for the HFS path names)**

- <osx\_framedir>
- <osx\_projectdir>
- <osx\_scn>
- <osxexe>
- <osx\_contentdir>

## **5.2 Release 1.02 (for BNR 4.03)**

- Added support for other render types
- Fixed long batchcmd strings (over 230 characters in length)
- Fixed Bug in the 'custom\_render' type getting a error trying to be displayed

## **5.3 Initial release (for BNR 4.00)**