What are Platforms (Render types)?

Platform Render types are a way of describing different rendering engines that will be used in ButterflyNetRender.

ButterflyNetRender has a system designed to make it easy to add different types of platforms. Each platform can be configured with simple properties for easy setup.

How to setup Platforms (Render types)?

You can setup the Render types in a few ways:

1. Import Platforms from BNR4.5.
This will import Custom Render types from the setup in BNR4.5 (if installed on current machine)

2. Edit Platform Render type templates that are defined in BNR.
Edit current render types defined in BNR and 'enable' them for rendering. This may require changes to the settings to match up with network paths.

3. Create new platforms with Wizard
Some platforms can be setup with a wizard. This will present a step by step process to create the render type.

4. Create new platform - (Copy from exsiting render type)
Create a new render type from a current render type. This is a good way to copy a working render type and make changes without messing up your current render type.

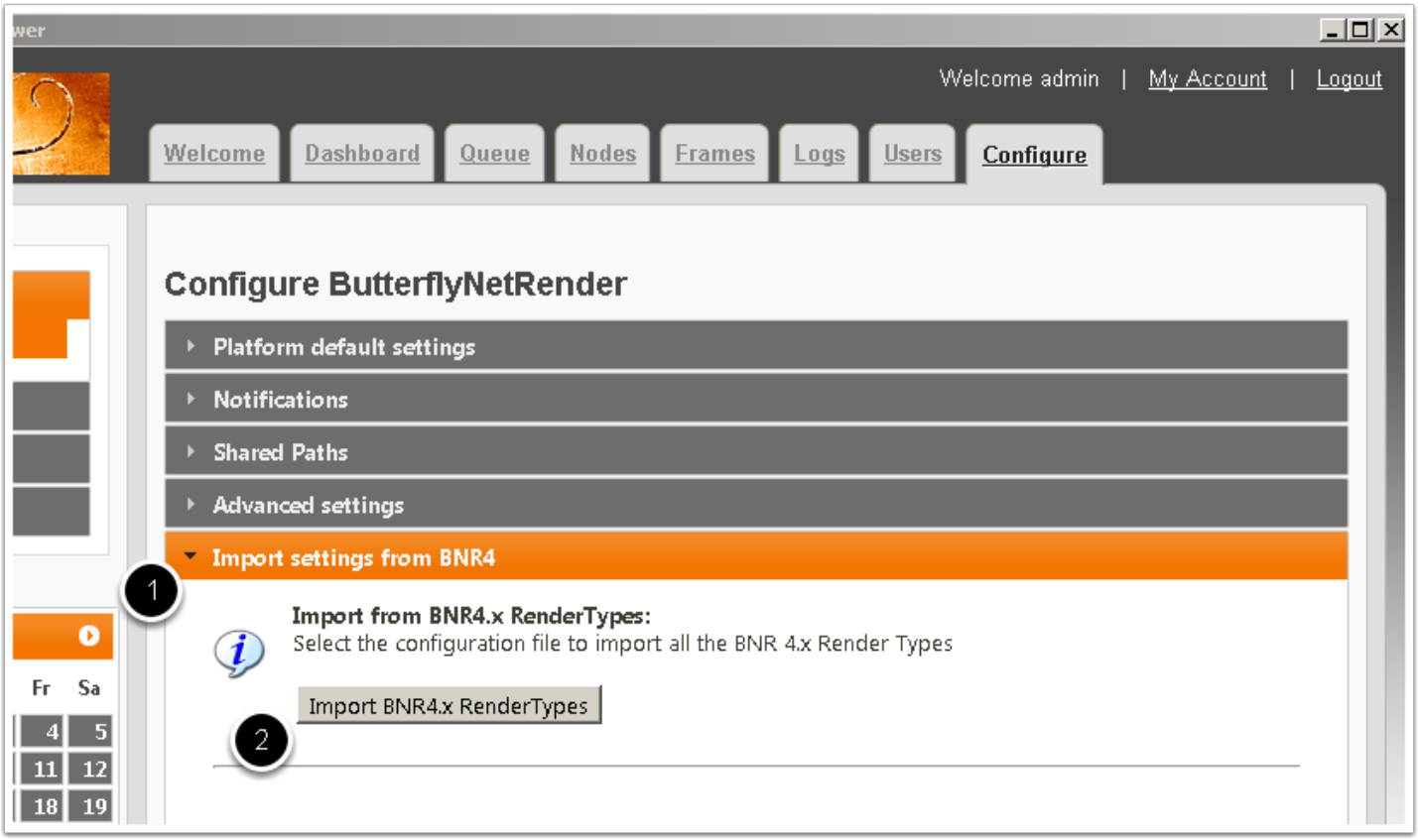
5. Create new platform (Copy from Template)
Create a new rendertype from a predefined template..

6. Platform default settings
Once the platforms are setup - you can set the default settings using this option

Import Platforms from BNR 4.5 - (Menu)

If you are upgrading from BNR 4.5 you may be able to use the import RenderTypes option:

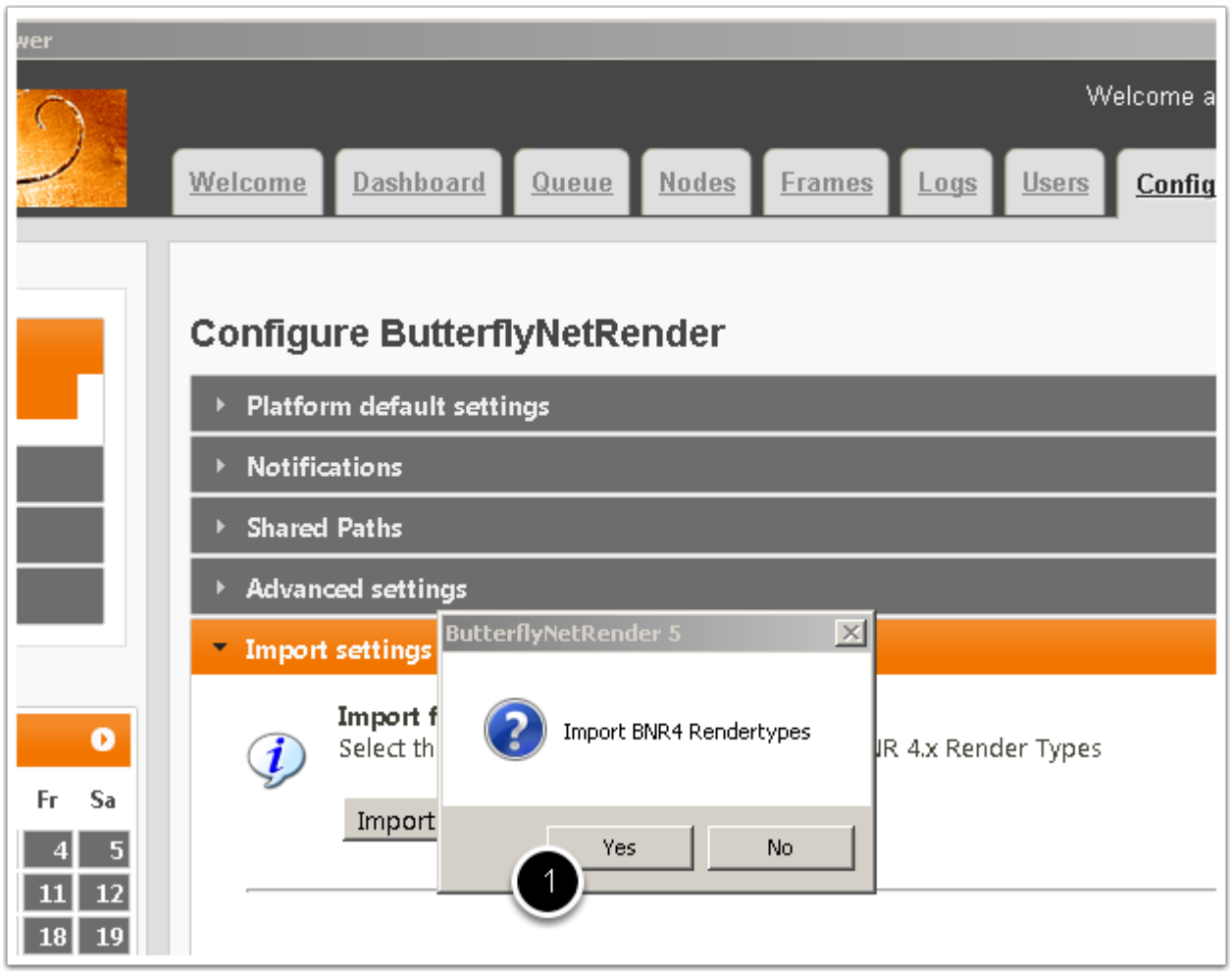
1. Under the Configure Tab - select the 'Import setting from BNR4'
2. Select the Import RenderTypes
- This will import any custom render types you had with BNR 4.5.
Once this is complete - you can use the 'Edit Platforms' to confirm all the settings are correct.



Import Platforms from BNR 4.5 - (Prompt)

After pressing the button - you will be prompted to continue.

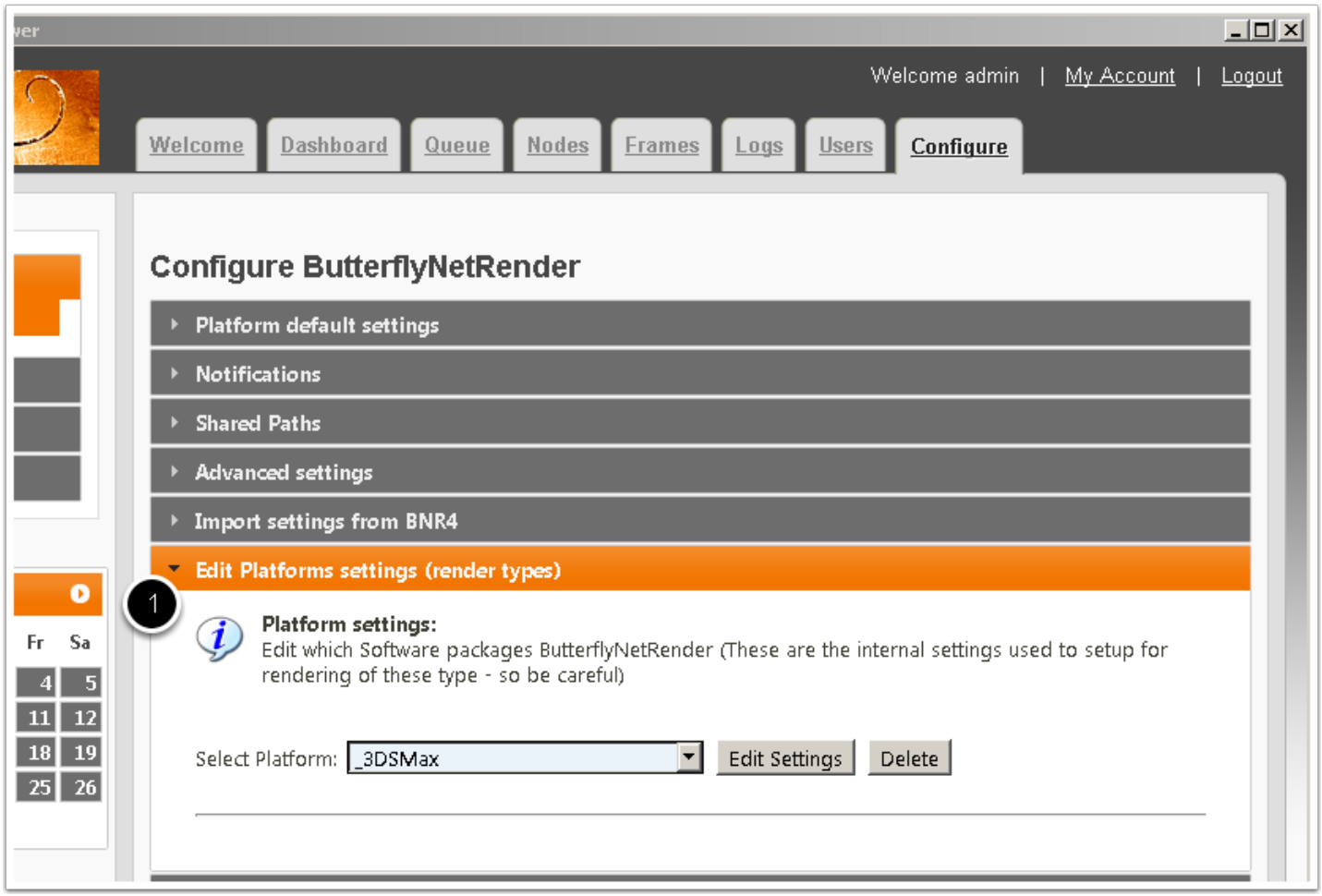
1. Select yes to import the custom render types from BNR 4.5
- This will search the BNR 4.5 installed folder for configured rendertype.cfg files to import.



Edit Platform Render type templates that are defined in BNR - (Menu)

Edit the Platform (render type) settings.

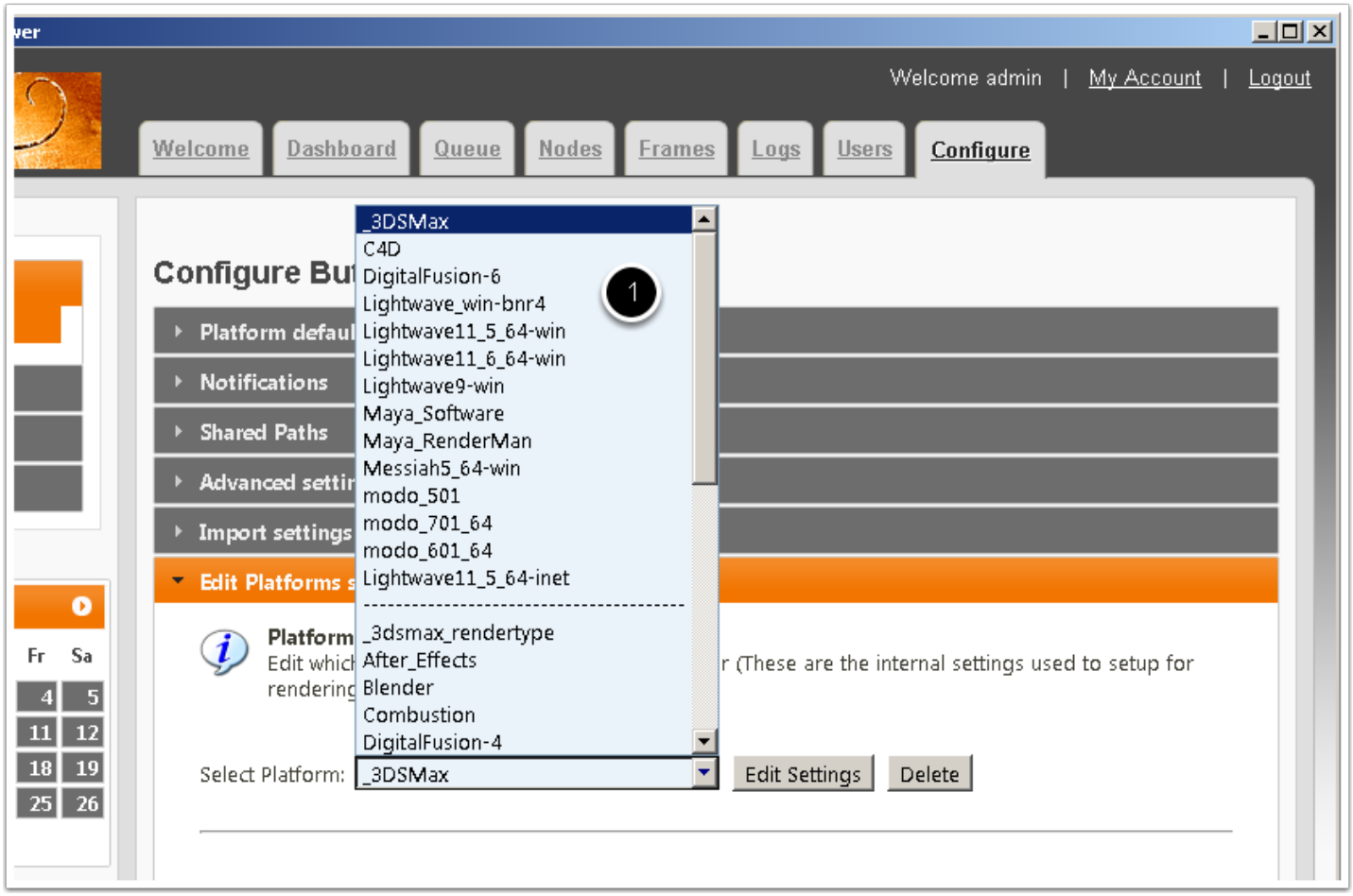
(These are the internal settings used for rendering the selected render type.)



Edit Platform Render type templates that are defined in BNR - (List)

Using the list you can select from all the platform settings that are available.
If you don't see a platform, then you will need to 'Create' the platform.

1. Select which type you want to edit.

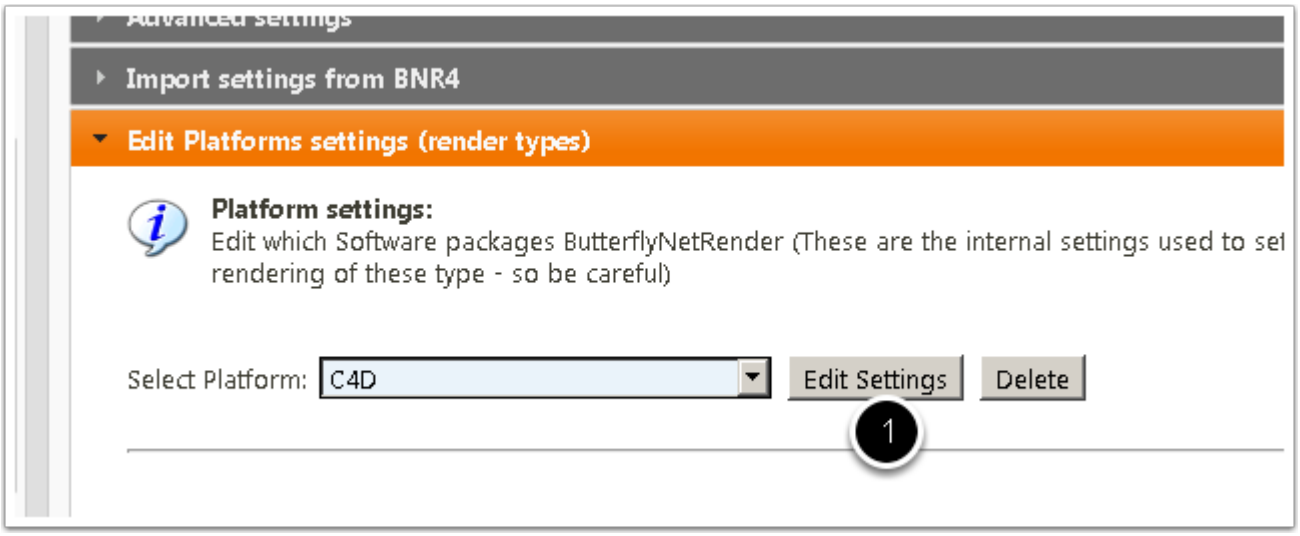


Edit Platform Render type templates that are defined in BNR - (Pick option)

For this example - I've selected C4D from the list

1. Edit Settings - button (display the Platform properties)

(NOTE: You can also delete the platform type by selecting the Delete button)

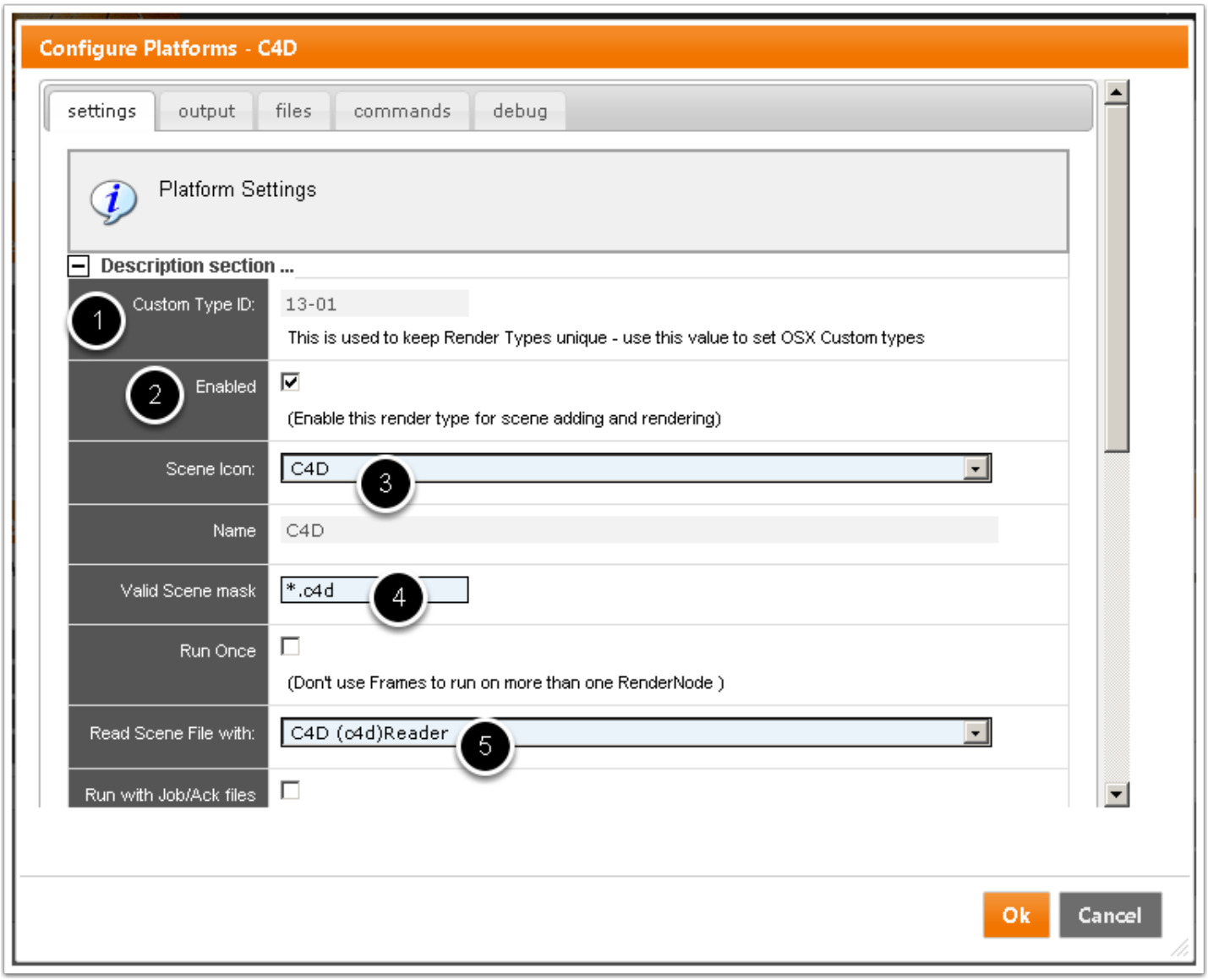


Edit Platform Render type templates that are defined in BNR - (settings tab - part 1)

The render type properties will display the settings available for editing.

1. Custom Type ID - This is the unique ID that is automaticly generated. This will be needed when configuring the BNR OSX Client for rendering.

2. Enabled (check box) - This needs to be checked to enable for use in BNR. if this option is unchecked the Platform type will not be seen in the Add option.
3. Scene Icon - List of Icons that can be used to show render type.
4. Valid scene mask - file mask of scenes/jobs that can be used with this type.
5. Read Scene file with - Scene reader, This is used to read the scene settings before adding into the queue. If this option is not avaiable, then the setting will be defined in the defaults and may need to edit the settings after added to the queue.

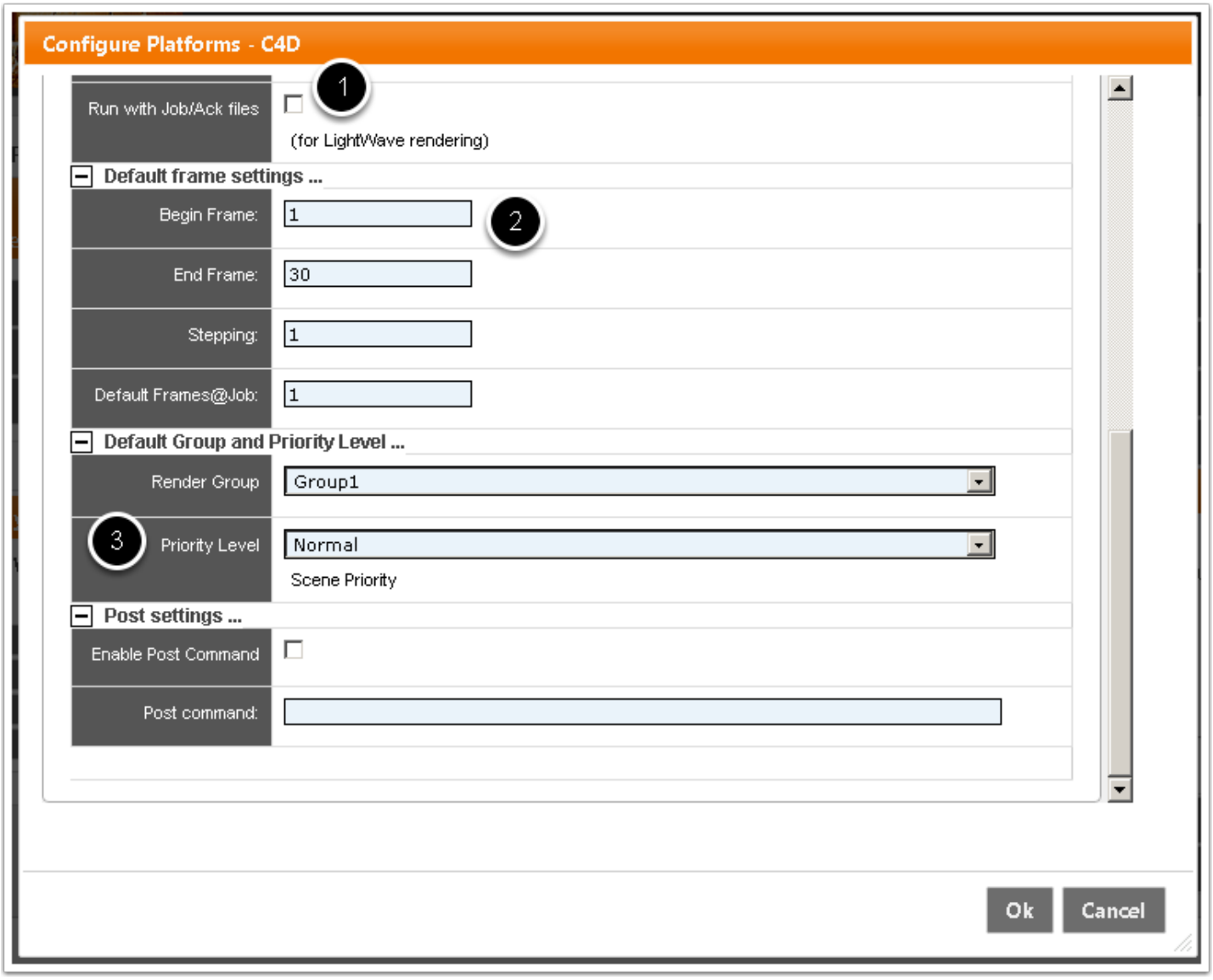


Edit Platform Render type templates that are defined in BNR - (settings tab part 2)

1. Run with Job/Ack files - This option should be checked for Lightwave platform types.

2. Default frame settings - Frame settings that will be used if a scene reader is not defined or unable to read frame range.

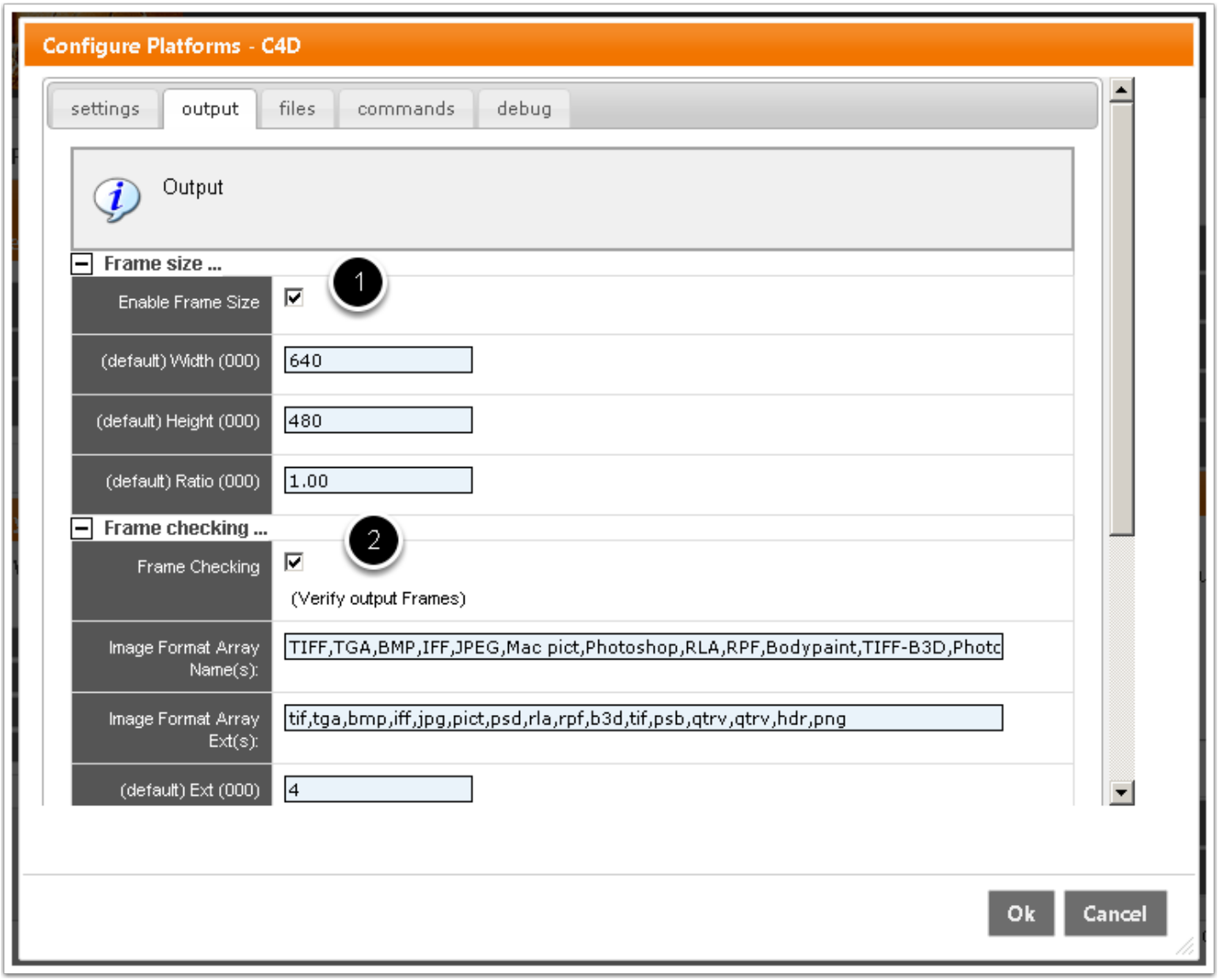
3. Default Group and Priority Level



Edit Platform Render type templates that are defined in BNR - (output tab - part 1)

1. Frame size - With this option enabled, frame size option will be available.

2. Frame check - With this option enabled, frame check and select of output image type will be available.

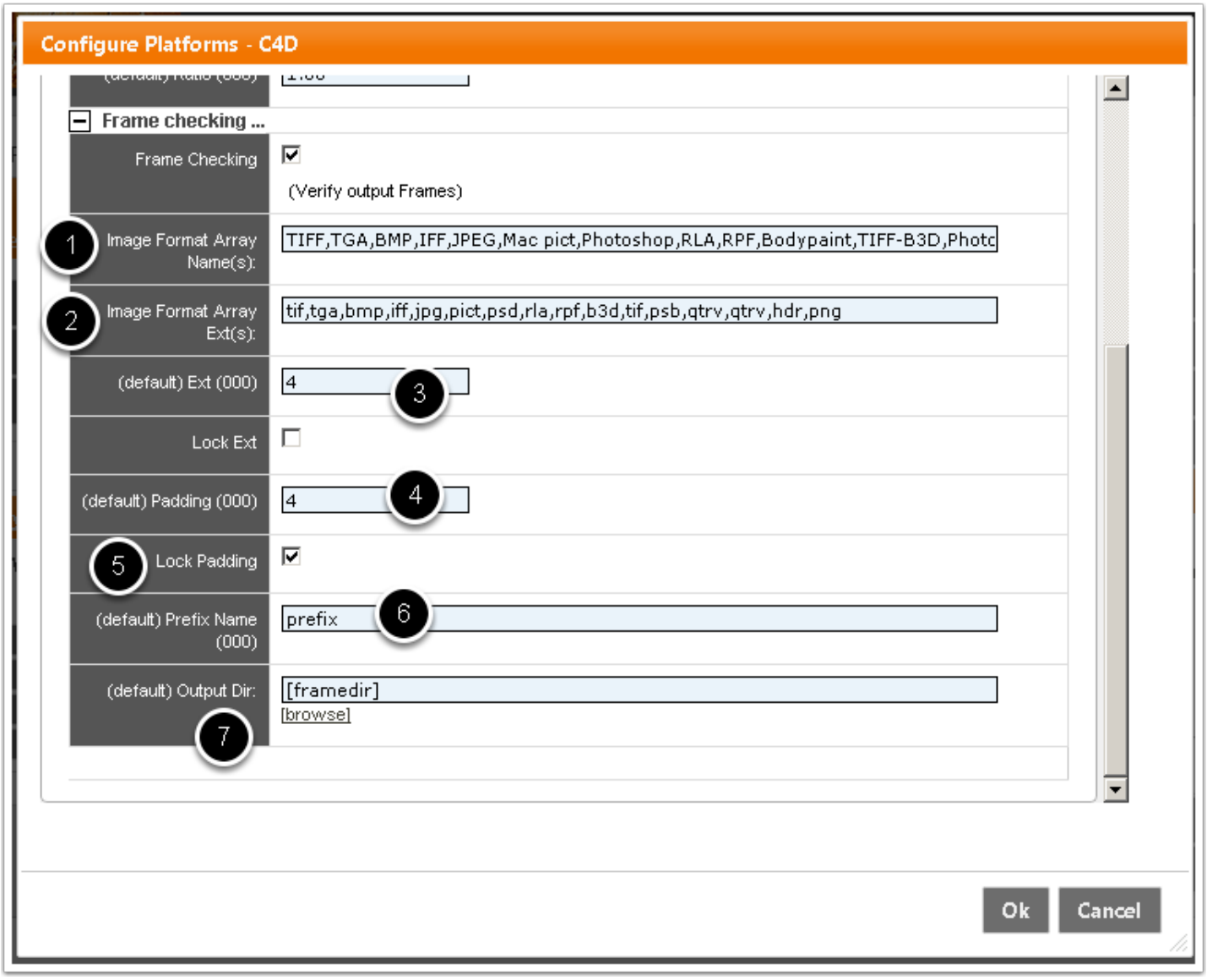


Edit Platform Render type templates that are defined in BNR - (output tab - part 2)

This section is used to define the list of output image formats available. (If using Lightwave -this will get prebuild from the Image Savers in the cfg files when using the Lightwave Setup Wizard)

1. Image Format Array Names- Comma delimited list of Output Image types - Names
2. Image Format Array Exts - Comma delimited list of Output image extensions - this must match the Array Names and this will be the extension that is appended to the output frame file

3. (default) Extension - This is the default Extension index - where 0 is the starting number. IE 4 = JPEG
4. (default) Padding - This is image padding number so 4 = 0001 for the first frame
5. Lock padding - This is force the padding to the default padding and can not be changed
6. (default) Prefix name - This is the default frame output prefix
7. (default) Output Dir - This is the output path where the frames will be created (default)

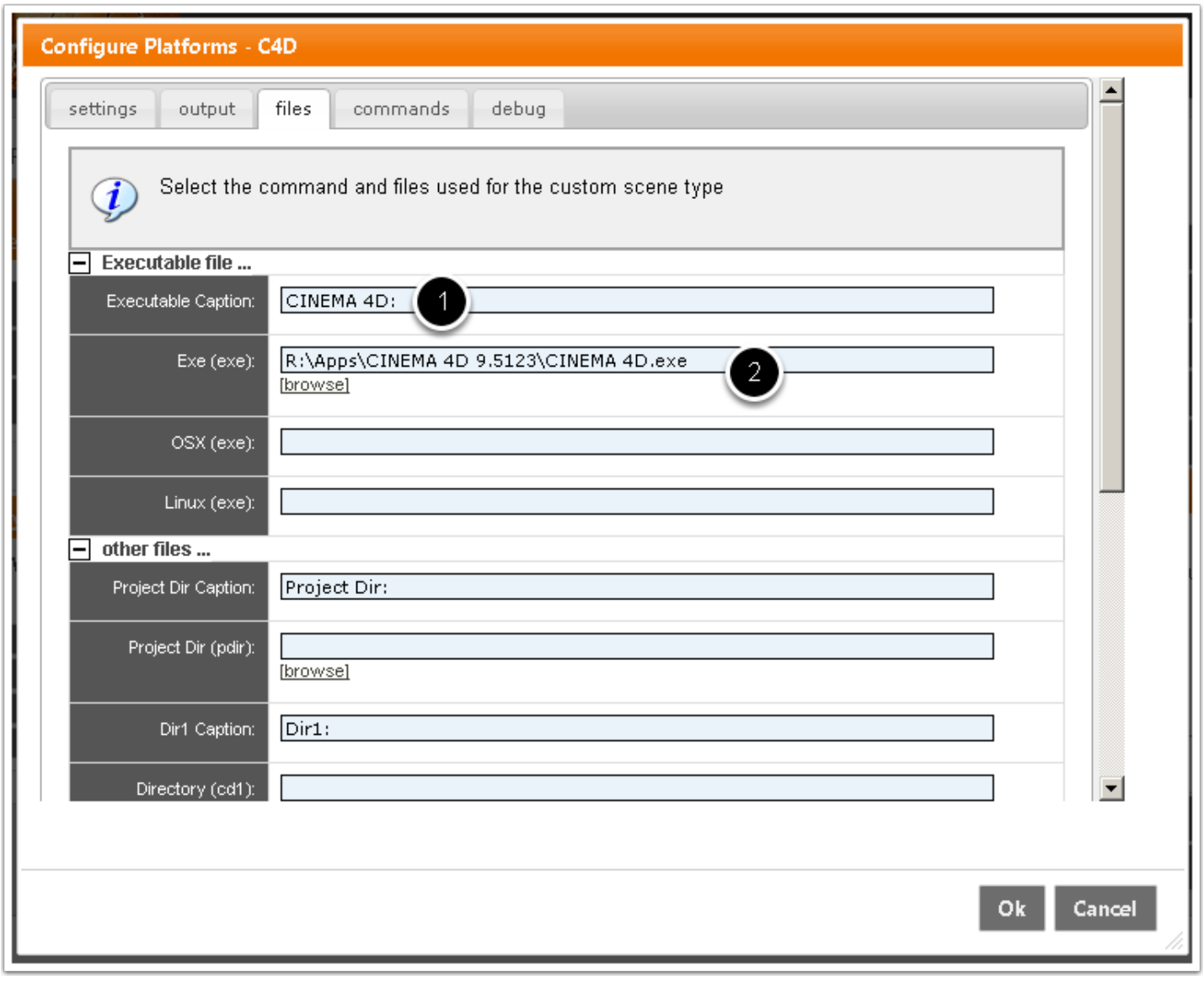


Edit Platform Render type templates that are defined in BNR - (files tab)

This section is used to setup the files used in the command.

1. Executable caption- Describe the executable used for the rendering

2. EXE - Windows Executable used in the command line settings [exe]



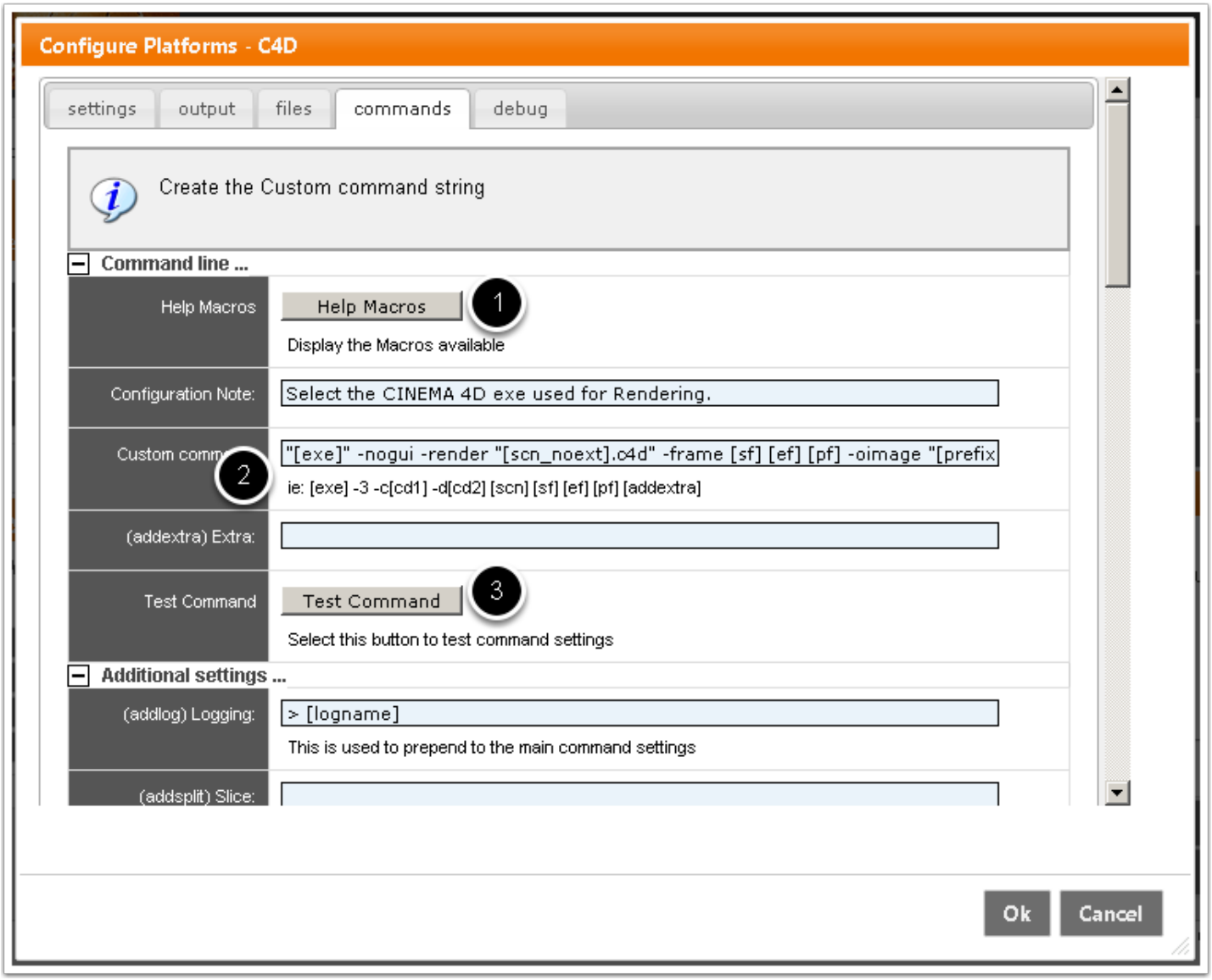
Edit Platform Render type templates that are defined in BNR - (commands tab)

This section is used to setup the command line arguments used for processing the frames.

1. Help Macros - Quick guide to the keywords supported

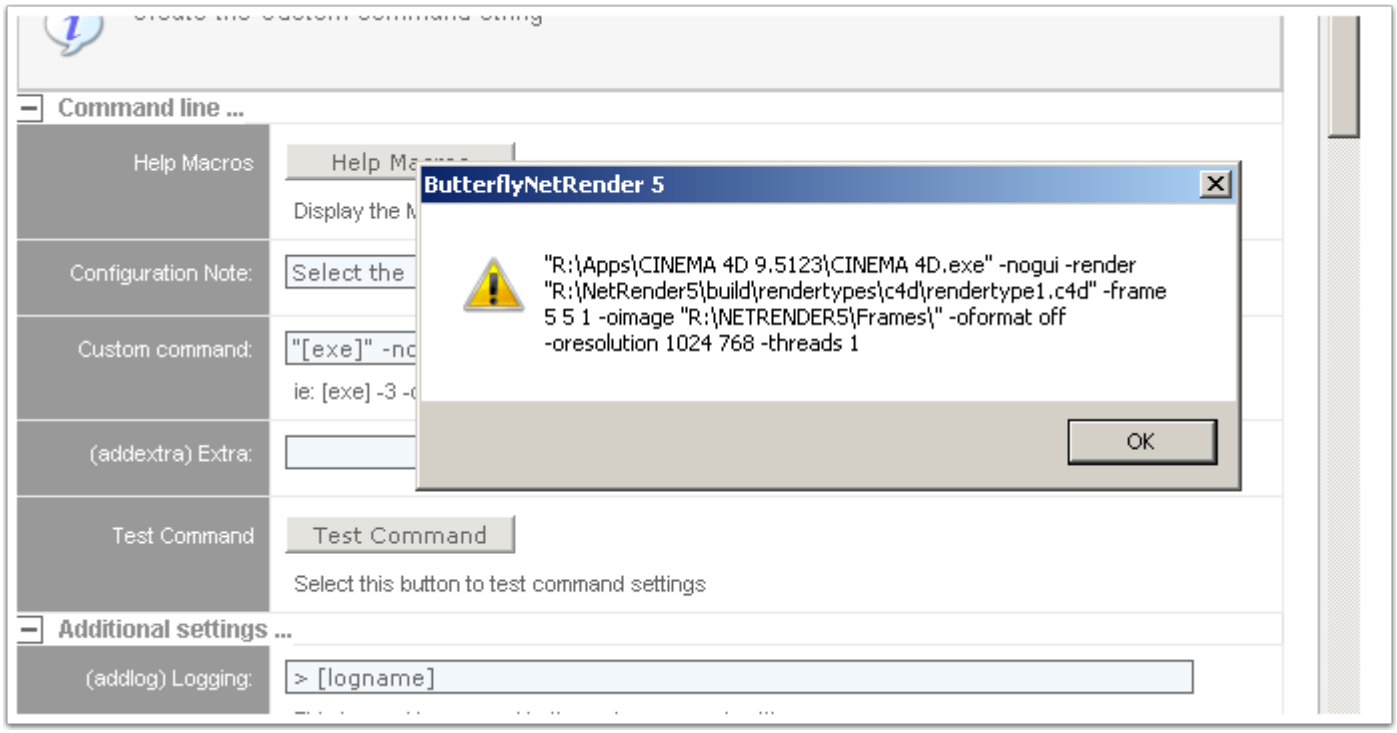
2. Custom command - This is the command line with macro keywords used for the render type

3. Test Command - Use this button to 'test' the output of the command line that will be ran on the rendernode machines.



Edit Platform Render type templates that are defined in BNR - (commands tab - Test Command)

This is a sample of what will be displayed when selecting the 'Test Command' button.



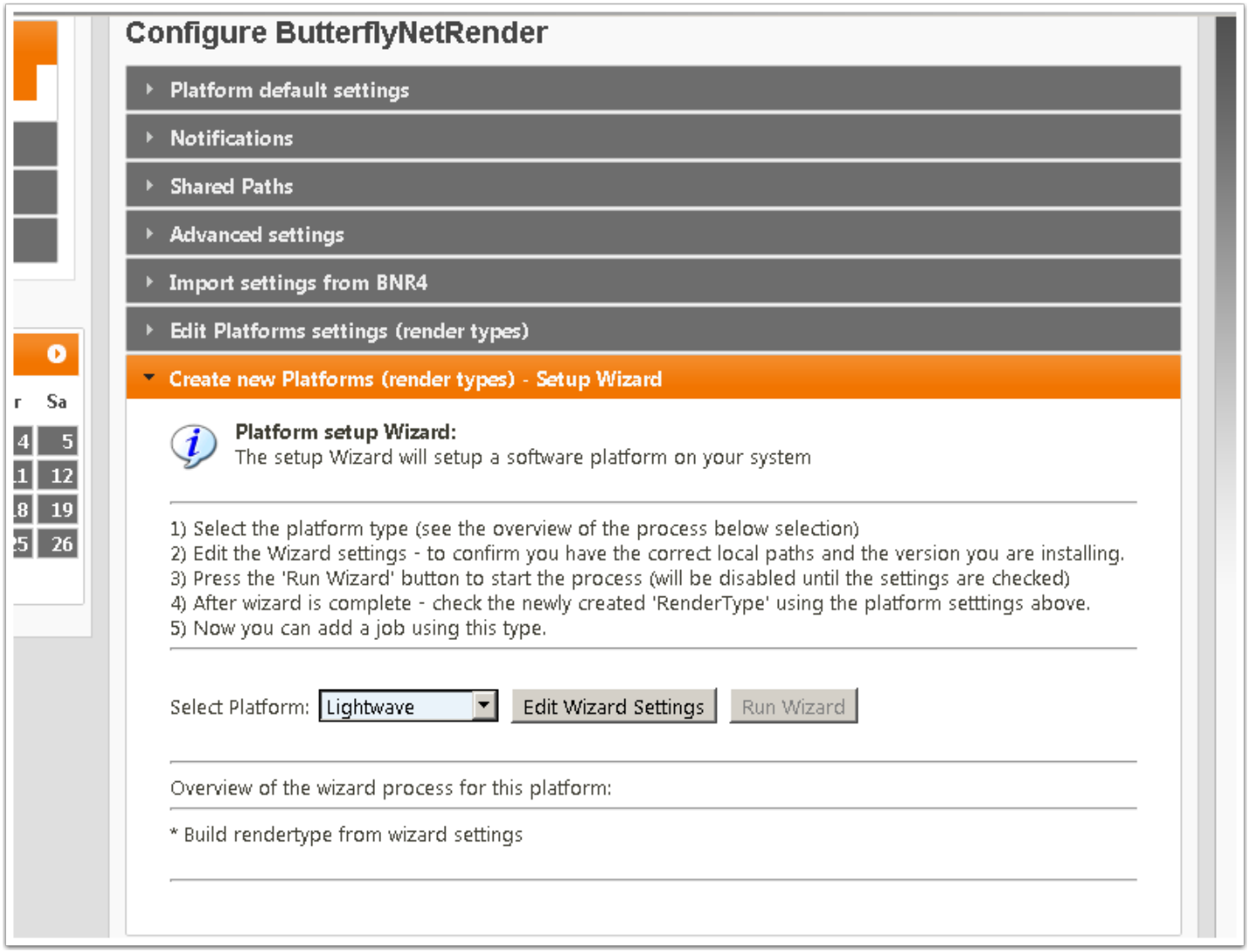
Create new platforms with Wizard (Menu)

A few of the Platforms can be configured using the Wizard

Under the ’Configure’ tab - select the ’Platform Setup Wizard’ section .

NOTE: If setting up Lightwave - before running this - make sure you have created the Lightwave configuration files.

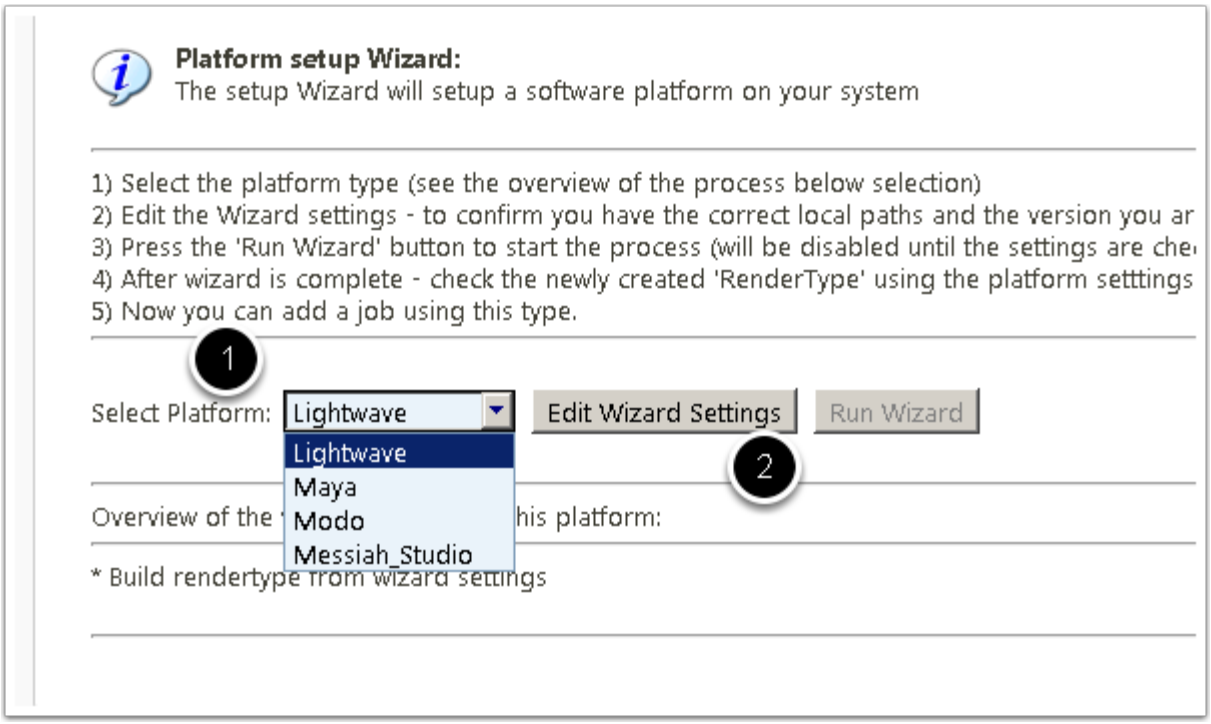
Run Lightwave Layout and 'clear' and 're-scan' the plugins. This will make sure all the Image Savers are created in the cfg files used by the wizard to setup the network rendering for Lightwave.



Create new platforms with Wizard (List)

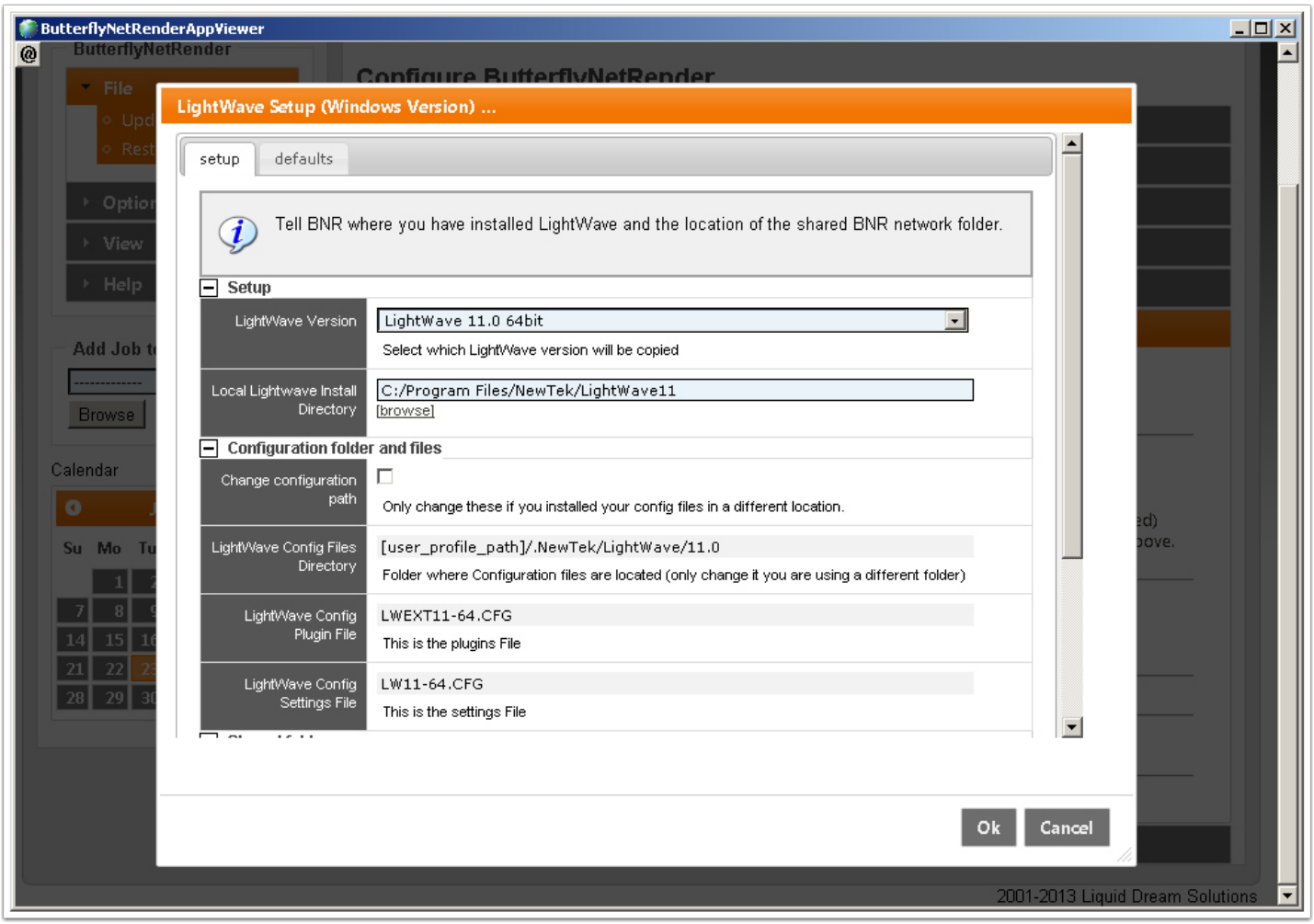
1. Select the Platform to setup - we will use Lightwave for example

2. Edit Wizard Settings - Select to edit the properties for the wizard.



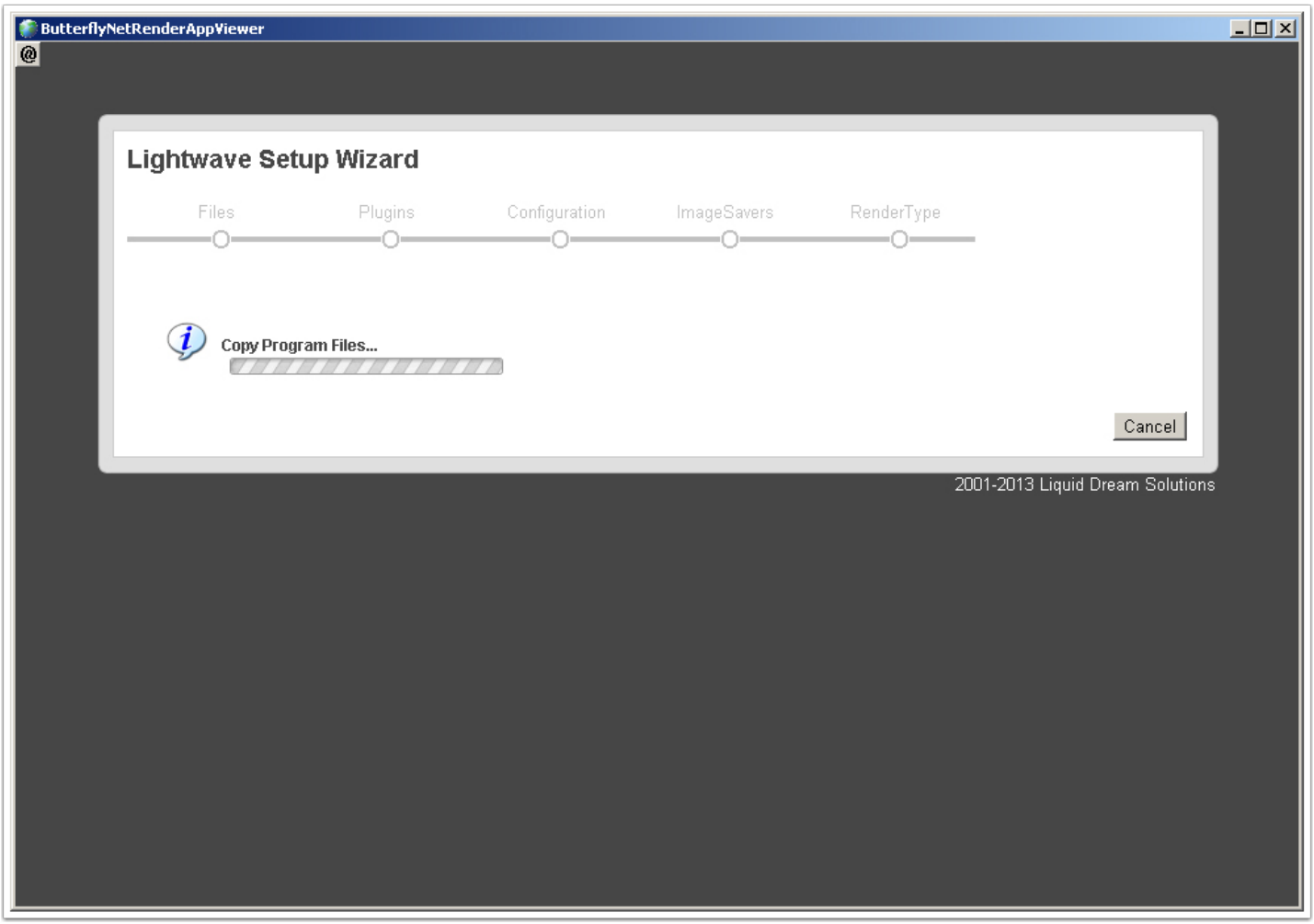
Create new platforms with Wizard (Lightwave - Edit Wizard Settings)

Setup all the settings required - select the Version and the location of the installed platform.



Create new platforms with Wizard (Lightwave - Run Wizard)

The wizard will step by step all the required steps to setup the Platforms for network rendering.



Create new platform - (Copy from exsiting render type)

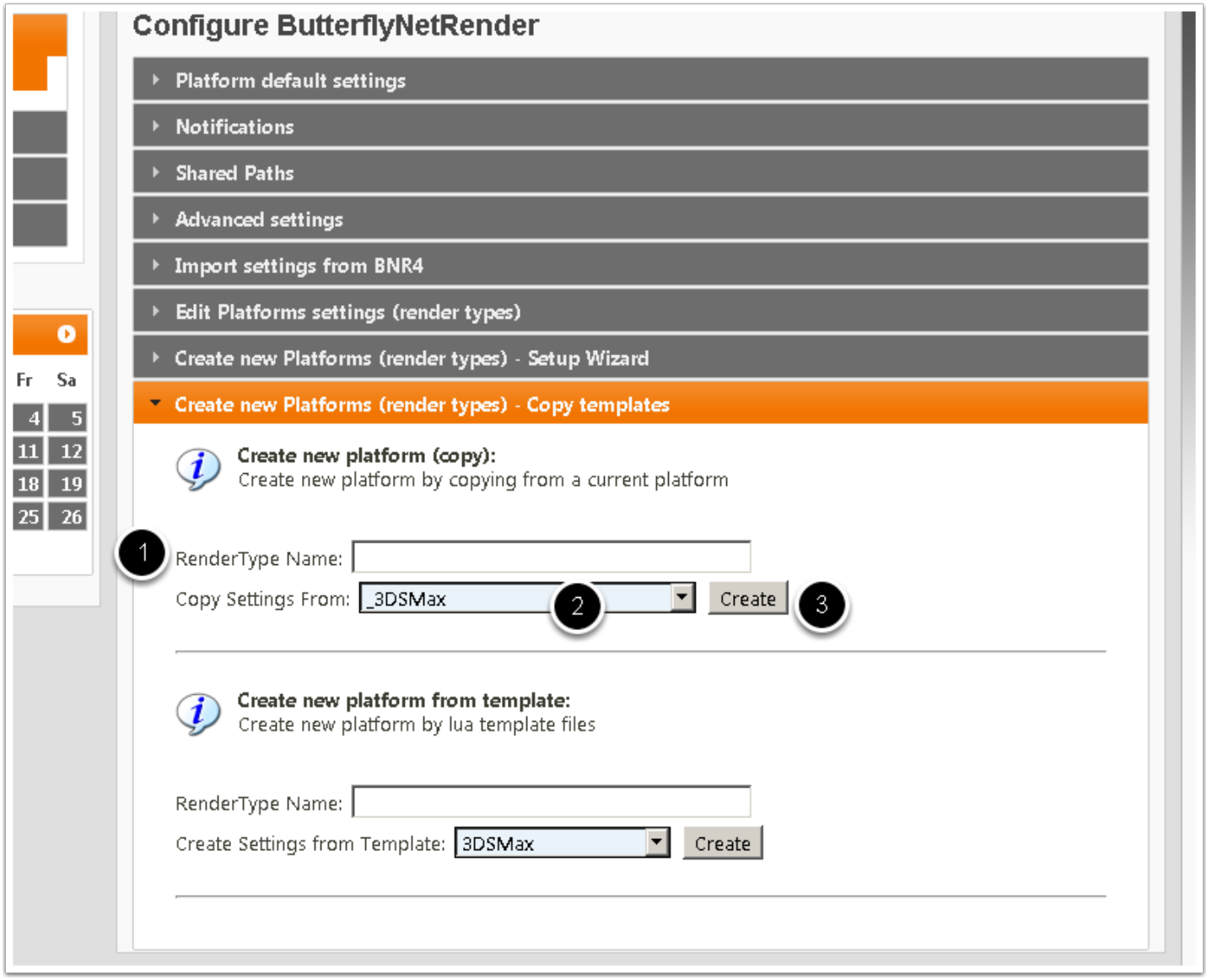
Under the Configure Tab - select the 'Create new Platforms (render types) - Copy templates

(You can copy a current render type that is in the system - this might be to create new Platforms from working platforms to test different features of a render application or a new version)

1. Enter a name for the new Platform - This must be a unique name.

2. Select the Render type - This is the rendertype that will copied from

3. Create - Create the new platform type. Use the Edit Platform settings - to view the newly created platform.



Create new platform (Copy from Template)

BNR5 comes with predefined rendertype templates that can be used to create your own Platform rendertypes.

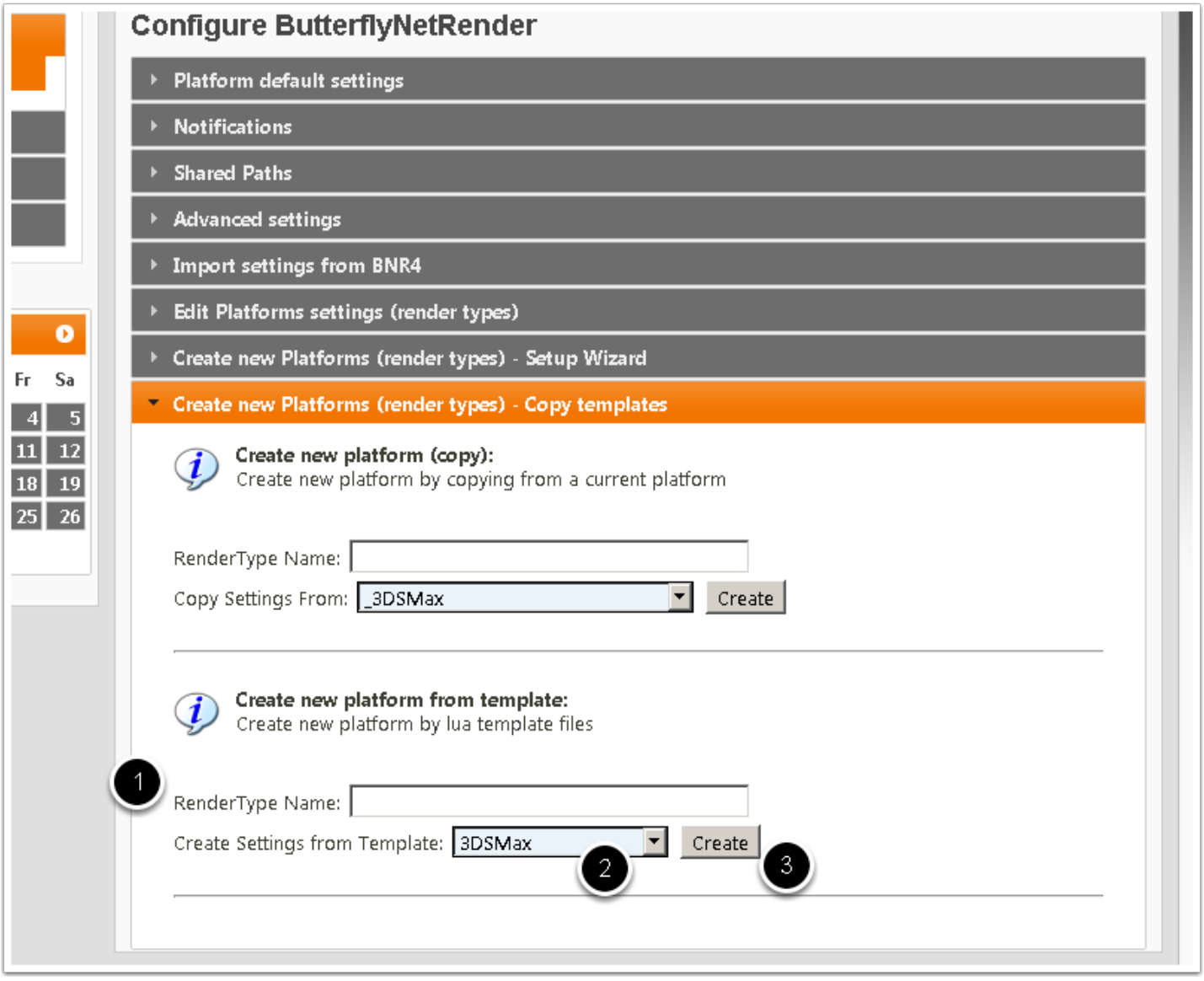
Under the Configure Tab - select the 'Create new Platforms (render types) - Copy templates

1. Enter a name for the new Platform - This must be a unique name.

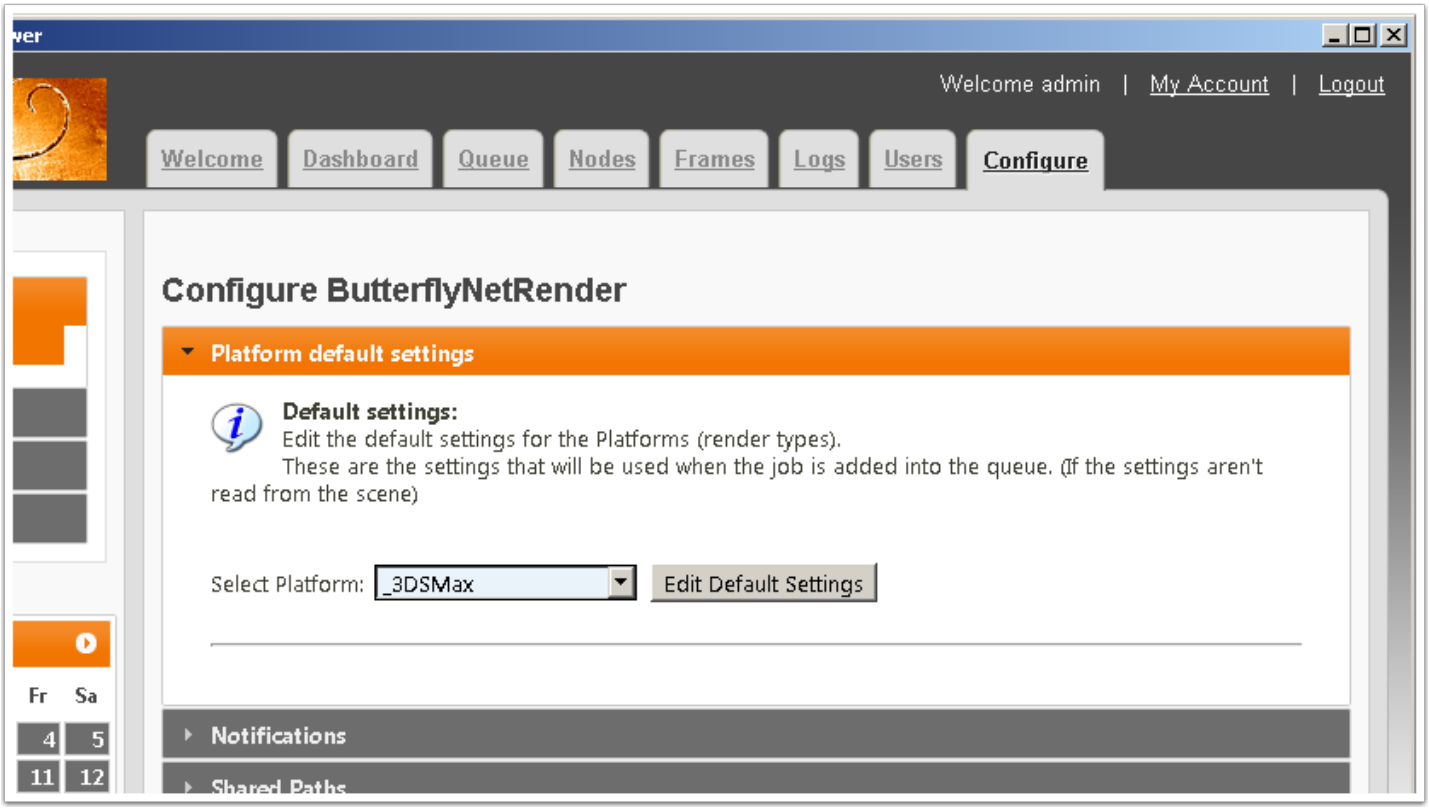
2. Select the Render type - This is the rendertype that will copied from

3. Create - Create the new platform type. Use the Edit Platform settings - to view the newly created platform.

(NOTE: these are the LUA template render type defined in the install folder)



Platform default settings

The default settings is a subset of the "Edit Platforms' properties and will show only the defaults settings, keeping all the configuration settings hidden - so working configurations don't get changed.

NOTE: This will only list the 'Active' Render types. If you see a render type not listed, but is defined in the system, the render type will need to be 'enabled' in the **Edit Plattform settings.**