## What are Platforms (Render types)?

**<u>Platform Render types</u>** 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.

wer				<u>_ 0 ×</u>
0		Welcome admin	<u>My Account</u>	<u>Logout</u>
	<u>Welcome</u>	Dashboard Queue Nodes Frames Logs Users Configure		
	Configu	ura RutterflyNetDender		
	Connige	are butternynetkender		
	▶ Platfo	rm default settings		
	Notifie	cations		- 1
	▶ Sharec	i Paths		- 1
	▶ Advan	ced settings		- 1
	• Impor	t settings from BNR4		- 1
0	<i>і</i>	Import from BNR4.x RenderTypes: Select the configuration file to import all the BNR 4.x Render Types		
Fr Sa 4 5	2	Import BNR4.x RenderTypes		
18 19	-			

## **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.

wer	Welcome a <u>Welcome Dashboard Queue Nodes Frames Logs Users Config</u>
	Configure ButterflyNetRender
	<ul> <li>Notifications</li> <li>Shared Paths</li> </ul>
	Advanced settings     Import settings
0 Fr Sa 4 5 11 12	Import f       Import BNR4 Rendertypes         Import       Import         Import       Yes         No

# 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.)

ver		
0	Welcome admin   <u>My Account</u>   <u>Lo</u>	<u>gout</u>
<u> </u>	Welcome Dashboard Queue Nodes Frames Logs Users Configure	
	Configure ButterflyNetRender	J
	Platform default settings	
	Notifications	
	Shared Paths	
	Advanced settings	
_	▶ Import settings from BNR4	
	Edit Platforms settings (render types)	
Fr Sa 4 5 11 12	Platform settings: Edit which Software packages ButterflyNetRender (These are the internal settings used to setup for rendering of these type - so be careful)	
18 19 25 26	Select Platform: 3DSMax Edit Settings Delete	

# 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.

ver		1
$\overline{\Omega}$	Welcome admin   <u>My Account</u>   <u>Logout</u>	
	Welcome         Dashboard         Queue         Nodes         Frames         Logs         Users         Configure	
	Shared Paths   Advanced settin   Import settings   Edit Platforms s	
Fr Sa 4 5 11 12	Platform _3dsmax_rendertype Edit which rendering Blender Combustion DigitalFusion-4	
18 19 25 26	Select Platform: 3DSMax Edit Settings Delete	

# 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)

	Auvanceu settings
►	Import settings from BNR4
•	Edit Platforms settings (render types)
	Platform settings: Edit which Software packages ButterflyNetRender (These are the internal settings used to set rendering of these type - so be careful)
	Select Platform: C4D  Edit Settings Delete Delete

# 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.

settings       output       files       commands       debug         Image: Platform Settings       Image: Platform Settings         Image: Platform Settings       Image: Platform Settings
Platform Settings
Description social
Description section
Custom Type ID: 13-01
This is used to keep Render Types unique - use this value to set OSX Custom types
(Chable this fender type for scene adding and rendening)
Scene Icon:
Name C4D
Valid Scene mask *.c4d 4
Run Once
(Don't use Frames to run on more than one RenderNode )
Read Scene File with: C4D (c4d)Reader 5
Run with Job/Ack files
Ok Cancel

# 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

Configure Platforms -	C4D	
Run with Job/Ack files	(for LightWave rendering)	4
🗕 Default frame sett	tings	
Begin Frame:	12	
End Frame:	30	
Stepping:	1	
Default Frames@Job:	1	
<ul> <li>Default Group and</li> </ul>	Priority Level	
Render Group	Group1	
Priority Level	Normal	
Dost settings		
Enable Post Command		
Post command:		
		•
	Ok	Cancel

# 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.

Configure Platforms - C4D	
settings output files commands debug	<b>▲</b>
Output	
Enable Frame Size 🗹	
(default) Width (000) 640	
(default) Height (000) 480	
(default) Ratio (000) 1.00	
Frame Checking Frame Checking (Verify output Frames)	
Image Format Array Name(s): TIFF,TGA,BMP,IFF,JPEG,Mac pict,Photoshop,RLA,RPF,Bodypaint,TIFF-B3D,Photo	
Image Format Array Ext(s): tif,tga,bmp,iff,jpg,pict,psd,rla,rpf,b3d,tif,psb,qtrv,qtrv,hdr,png	
(default) Ext (000)	•
Ok Car	ncel

# 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)

Image Format Array Names - Comma delimited list of Output Image types - Names
 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)

Configure Platforms - C	:4D	
(acraali) (acro		
<ul> <li>Frame checking</li> </ul>		
Frame Checking		
	(Verify output Frames)	
Image Format Array Name(s):	TIFF,TGA,BMP,IFF,JPEG,Mac pict,Photoshop,RLA,RPF,Bodypaint,TIFF-B3D,Photc	
Image Format Array Ext(s):	tif,tga,bmp,iff,jpg,pict,psd,rla,rpf,b3d,tif,psb,qtrv,qtrv,hdr,png	
(default) Ext (000)	43	
Lock Ext		
(default) Padding (000)	4 4	
5 Lock Padding		
(default) Prefix Name (000)	prefix 6	
(default) Output Dir:	[framedir]	
	[browse]	
	Ok	Cancel

# 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]

Configure Platforms - 0	C4D
settings output	files commands debug
🤹 Select the d	command and files used for the custom scene type
Executable file	
Executable Caption:	CINEMA 4D:
Exe (exe):	R:\Apps\CINEMA 4D 9.5123\CINEMA 4D.exe [browse]
OSX (exe):	
Linux (exe):	
<ul> <li>other files</li> </ul>	
Project Dir Caption:	Project Dir:
Project Dir (pdir):	[browse]
Dir1 Caption:	Dir1:
Directory (cd1):	
	Ok Cancel

# 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.

Configure Platforms - C4D	
settings output files commands debug	
Create the Custom command string	
Command line	
Help Macros Help Macros 1 Display the Macros available	
Configuration Note: Select the CINEMA 4D exe used for Rendering.	
Custom common ["[exe]" -nogui -render "[scn_noext].c4d" -frame [sf] [ef] [pf] -oimage "[prefix] ie: [exe] -3 -c[cd1] -d[cd2] [scn] [sf] [ef] [pf] [addextra]	
(addextra) Extra:	
Test Command Test Command Select this button to test command settings	
- Additional settings	
(addlog) Logging: > [logname] This is used to prepend to the main command settings	
(addsplit) Slice:	
Ok Cancel	///

# 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.

<b>9</b>	o dotom oommand otmig	
Command line		
Help Macros	Help Ma	
	Display the N	
Configuration Note:	Select the "R:\Apps\CINEMA 4D 9.5123\CINEMA 4D.exe" -nogui -render "R:\NetRender5\build\rendertypes\c4d\rendertype1.c4d" -frame 5.5.1 -oimage "B:\NETRENDER5\Erames\" -oformat off	
Custom command:	"[exe]" -nc -oresolution 1024 768 -threads 1	
	ОК	
(auuextra) Extra.		
Test Command	Test Command	
	Select this button to test command settings	
Additional settings	S	
(addlog) Logging:	> [logname]	

### 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.

<ul> <li>Platform default settings</li> <li>Notifications</li> <li>Shared Paths</li> <li>Advanced settings</li> <li>Import settings from BNR4</li> <li>Edit Platforms settings (render types)</li> <li>Create new Platforms (render types) - Setup Wizard</li> <li>Platform setup Wizard: The setup Wizard will setup a software platform on your system</li> <li>Select the platform type (see the overview of the process below selection)</li> <li>Edit the Wizard settings - to confirm you have the correct local paths and the version you are installing</li> <li>Press the 'Run Wizard' button to start the process (will be disabled until the settings are checked)</li> <li>After wizard is complete - check the newly created 'RenderType' using the platform settings above.</li> <li>Now you can add a job using this type.</li> <li>Select Platform: Lightwave          <ul> <li>Edit Wizard Settings</li> <li>Run Wizard</li> <li>Overview of the wizard process for this platform:</li> <li>* Build rendertype from wizard settings</li> </ul> </li> </ul>	Co	nfigure ButterflyNetRender		
<ul> <li>Notifications</li> <li>Shared Paths</li> <li>Advanced settings</li> <li>Import settings from BNR4</li> <li>Edit Platforms settings (render types)</li> <li>Create new Platforms (render types) - Setup Wizard</li> <li>Platform setup Wizard: The setup Wizard will setup a software platform on your system</li> <li>Select the platform type (see the overview of the process below selection)</li> <li>Edit the Wizard settings - to confirm you have the correct local paths and the version you are installing</li> <li>Press the 'Run Wizard' button to start the process (will be disabled until the settings are checked)</li> <li>After wizard is complete - check the newly created 'RenderType' using the platform settlings above.</li> <li>Now you can add a job using this type.</li> <li>Select Platform: Lightwave E dit Wizard Settings Run Wizard</li> <li>Overview of the wizard process for this platform:</li> <li>* Build rendertype from wizard settings</li> </ul>	►	Platform default settings		
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<ul> <li>Edit Platforms settings (render types)</li> <li>Create new Platforms (render types) - Setup Wizard</li> <li>Platform setup Wizard: The setup Wizard will setup a software platform on your system</li> <li>Select the platform type (see the overview of the process below selection)</li> <li>Edit the Wizard settings - to confirm you have the correct local paths and the version you are installing</li> <li>Press the 'Run Wizard' button to start the process (will be disabled until the settings are checked)</li> <li>After wizard is complete - check the newly created 'RenderType' using the platform settlings above.</li> <li>Now you can add a job using this type.</li> <li>Select Platform: Lightwave Edit Wizard Settings Run Wizard</li> <li>Overview of the wizard process for this platform:</li> <li>* Build rendertype from wizard settings</li> </ul>	▶ Import settings from BNR4			
<ul> <li>Create new Platforms (render types) - Setup Wizard</li> <li>Platform setup Wizard: The setup Wizard will setup a software platform on your system</li> <li>Select the platform type (see the overview of the process below selection)</li> <li>Edit the Wizard settings - to confirm you have the correct local paths and the version you are installing</li> <li>Press the 'Run Wizard' button to start the process (will be disabled until the settings are checked)</li> <li>After wizard is complete - check the newly created 'RenderType' using the platform settlings above.</li> <li>Now you can add a job using this type.</li> <li>Select Platform: Lightwave Edit Wizard Settings Run Wizard</li> <li>Overview of the wizard process for this platform:</li> <li>* Build rendertype from wizard settings</li> </ul>	►	Edit Platforms settings (render types)		
<ul> <li>Platform setup Wizard: The setup Wizard will setup a software platform on your system</li> <li>Select the platform type (see the overview of the process below selection)</li> <li>Edit the Wizard settings - to confirm you have the correct local paths and the version you are installing</li> <li>Press the 'Run Wizard' button to start the process (will be disabled until the settings are checked)</li> <li>After wizard is complete - check the newly created 'RenderType' using the platform settlings above.</li> <li>Now you can add a job using this type.</li> <li>Select Platform: Lightwave Edit Wizard Settings Run Wizard</li> <li>Overview of the wizard process for this platform:</li> <li>* Build rendertype from wizard settings</li> </ul>	•	Create new Platforms (render types) - Setup Wizard		
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Select Platform: Lightwave Edit Wizard Settings Run Wizard Overview of the wizard process for this platform: * Build rendertype from wizard settings		<ol> <li>Select the platform type (see the overview of the process below selection)</li> <li>Edit the Wizard settings - to confirm you have the correct local paths and the version you are installing</li> <li>Press the 'Run Wizard' button to start the process (will be disabled until the settings are checked)</li> <li>After wizard is complete - check the newly created 'RenderType' using the platform setttings above.</li> <li>Now you can add a job using this type.</li> </ol>		
Overview of the wizard process for this platform: * Build rendertype from wizard settings		Select Platform: Lightwave Edit Wizard Settings Run Wizard		
* Build rendertype from wizard settings		Overview of the wizard process for this platform:		
		* Build rendertype from wizard settings		

## **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.

1) Select the plat	form type (see the	overview of the process b	elow selection)
<ol> <li>Edit the Wizar</li> <li>Press the 'Run</li> </ol>	d settings - to conf Wizard' button to	irm you have the correct I start the process (will be r	ocal paths and the version you a disabled until the settings are che
4) After wizard is	s complete - check i	the newly created 'Render'	Type' using the platform settting:
5) Now you can	add a job using thi	s type.	
1			
Select Platform:	Lightwave 📃 💌	Edit Wizard Settings	Run Wizard
	Lightwave		
Our set the set of the set	Maya		
Overview of the	Modo	nis platform:	
* Build rendertor	Messian_Studio	Pas	

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

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

ButterflyNetRenderAppViewer ButterflyNetRender	
File LightWave Setup (Windows Version)	
Provide the second sec second second sec	
setup defaults	
Option     Option     Tell BNR where you have installed LightWave and the location of the shared Bl     View	3NR network folder.
Help Setup	
LightWave Version LightWave 11.0 64bit	
Local Lightwave Install C:/Program Files/NewTek/LightWave11	
Browse Directory [browse]	
Calendar Characteristics	
path Only change these if you installed your config files in a different location.	
Su Mo Tu LightWave Config Files [user_profile_path]/.NewTek/LightWave/11.0	bove.
Folder where Configuration files are located (only change it you are using a	a different folder)
7 8 LightWave Config LWEXT11-64.CFG	
21 22 2:	
28         29         30         Light/Wave Config Settings File         LW11-64.CFG	
	Ok Cancal
	2001-2013 Liquid Dream Solutions 👻

## **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.

🏈 Butterfl	yNetRenderApp¥iewer					
@						
	Lightwave Setu	p Wizard				
	Files	Plugins	Configuration	ImageSavers	RenderType	
	0	0	0			
	Copy Program	m Files				
						Cancel
					2001-201	3 Liquid Dream Solutions

### **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.

	Configure ButterflyNetRender
	Platform default settings
	Notifications
	Shared Paths
	Advanced settings
	Import settings from BNR4
0	Edit Platforms settings (render types)
Fr Sa	Create new Platforms (render types) - Setup Wizard
4 5	<ul> <li>Create new Platforms (render types) - Copy templates</li> </ul>
11 12 18 19 25 26	Create new platform (copy): Create new platform by copying from a current platform
	RenderType Name:     Copy Settings From:       3
	Create new platform from template: Create new platform by lua template files
	RenderType Name: Create Settings from Template: 3DSMax Create

### **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.



	Platform default settings
)	Notifications
)	Shared Paths
)	Advanced settings
_	Import settings from BNR4
)	Edit Platforms settings (render types)
	Create new Platforms (render types) - Setup Wizard
-	Create new Platforms (render types) - Copy templates
	Create new platform (copy): Create new platform by copying from a current platform
	RenderType Name:
	Copy Settings From: _3DSMax Create
	Create new platform from template: Create new platform by lua template files
1	RenderType Name:
	Create Settings from Template: 3DSMax Create

### **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**.

ver			
0			Welcome admin   <u>My Account</u>   <u>Logout</u>
/		<u>We</u>	Icome Dashboard Queue Nodes Frames Logs Users Configure
		Co	onfigure ButterflyNetRender
		•	Platform default settings
			Default settings: Edit the default settings for the Platforms (render types). These are the settings that will be used when the job is added into the queue. (If the settings aren't read from the scene)
			Select Platform:3DSMax Edit Default Settings
	0		
Fr	Sa		
4	5	Þ	Notifications
11	12	►	Shared Paths