Launch ButterflyNetRender

Start the setup program and select the location where to install BNR.

(BNR must be installed in the correct sequence in order for it to function as expected. The BNR Controller MUST be installed and configured BEFORE any BNR Clients are installed.)
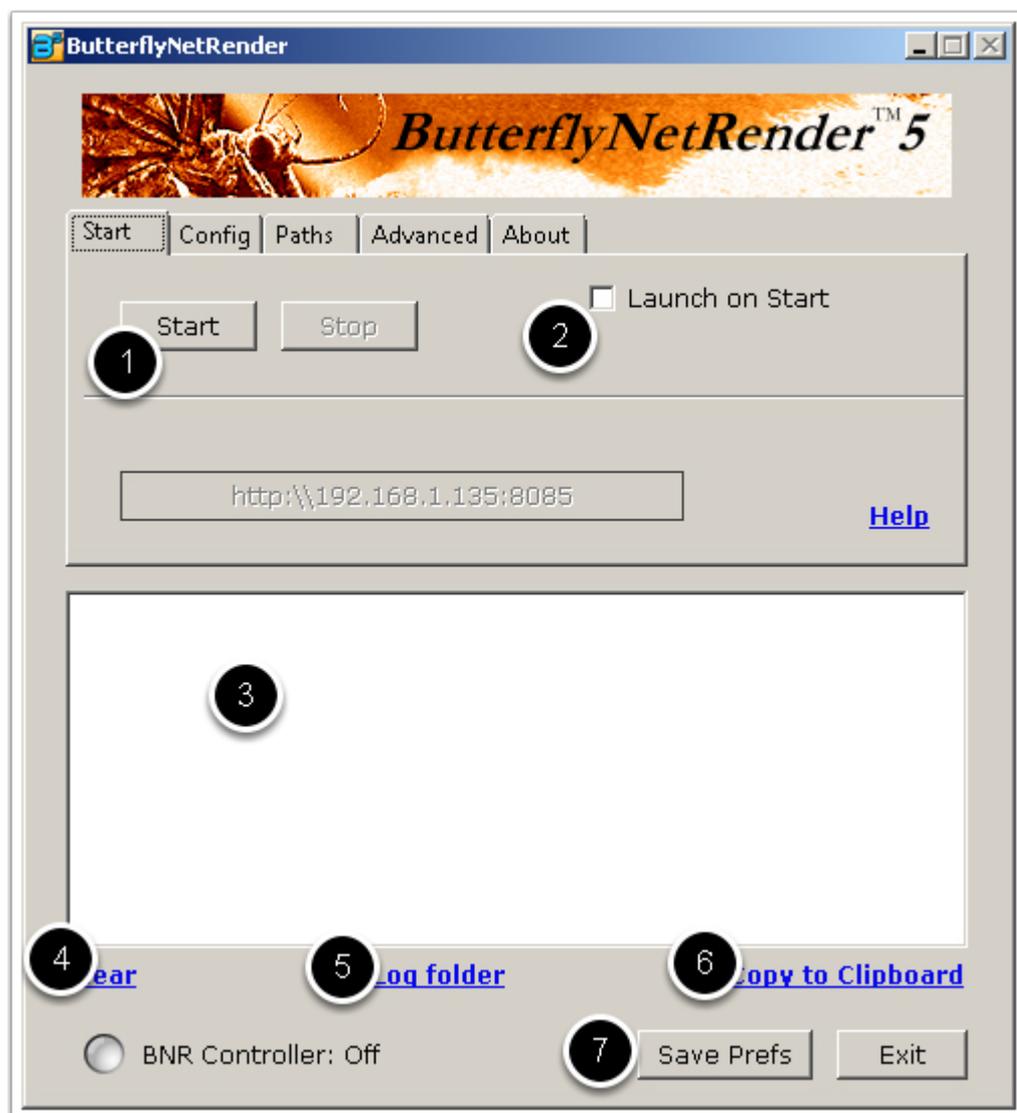
BNRStart Application: (windows version)

Now you can run the 'BNRStart' application (by clicking on the BNRStart icon)

The BNRStart this is used to start/stop the BNR WebUI/Controller server module that will be running in the background.

1. **Start/Stop buttons:** Use this to Start the BNR Controller server
2. **Launch on Start:** Turn this on to start the BNR Contoller server when the Startup control is started.
3. **Trace window:** This will output system information when WebUI is running.
4. **Clear link:** Use this to clear the Trace window.
5. **Log folder link:** Link to access the trace folder.
6. **Copy to clipboard link:** Copy trace window to clipboard.
7. **Save Preferences button:** Use this to save the Preferences once changed.

BNRStart Config tab

BNRStart Config tab is used to configure which network card is used to serve the web server and network rendering process. The defaults setting should be fine in most cases.

1. **Controller and WebServer IP:** This is where the WebServer will host the User Interface and Controller

2. **Web Server Port Number:** Select the Port to use for the Web Server - User Interface (Web UI)

NOTE: by default the Web Server UI and the Controller will use the same IP Address - but you can change which Nic card is connected to the Controller inside the Web Interface.

BNRStart Paths tab

This section is used to setup where the 'Shared Network folder' is located for
use with all the 'local' rendernode machines.

All machines will need to be able to see the path. If drive mapping is used - make sure all the machines
are using the same drive mapping letters.

1. **Shared file path folder:** This is where all the BNR jobs and support files will be stored.
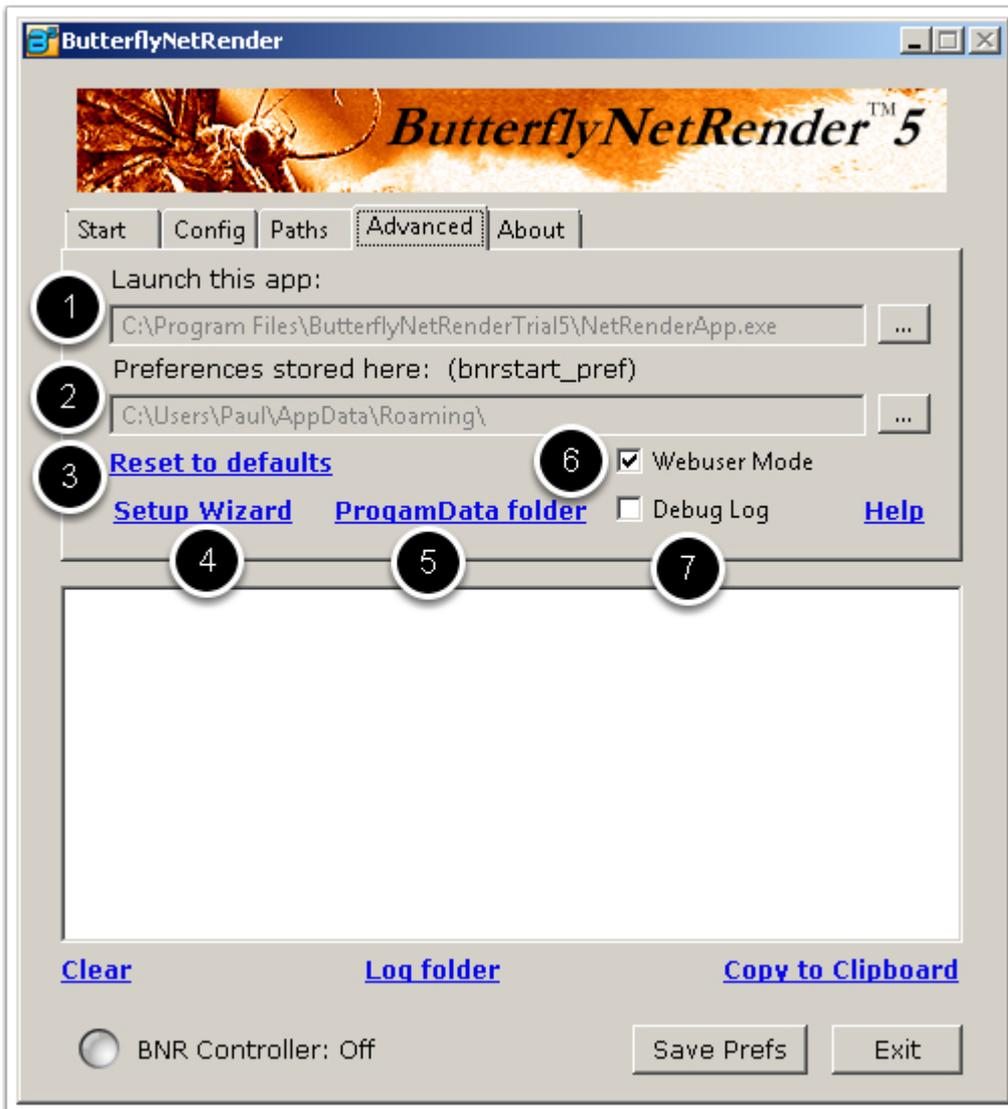*(This is required to be set)*

If mixing a Windows,OSX, Linux envirnment - you will need to make sure the path is also available to
the OSX and Linux machines. (and you will need to setup the POSIX path matching in the Web UI)

BNRStart Advanced Tab

This is the advanced section -

1. **Launch this app:** 'Reset to Defaults' - will retore the original settings and then you can setup again.
(do not change)
2. **Preferences stored here:** (bnrstart_pref) This is where the settings for the BNRStart will be stored
(do not change)
3. **Reset to Defaults** - This can be used to reset the BNRStart settings back to the original values.
4. **Setup Wizard** - The BNRStart application has a simple Wizard to help setup the values.
5. **ProgramData folder** - This is where the BNRController config file is stored.
6. **Webuser Mode** - Use this setting to allow the WebUI to support more then 1 user - a Multi user system.
7. **Debug Log** - Use this to enable the Debug logging.

Start The Start BNR Controller

After you confirm all the settings are correct and have setup the 'shared network path' - you can start the BNR Controller (server)

The windows version includes a 'Brower' application that will be used to display the User Interface on the BNR Controller machine.

1. Press the **Start** button and the browser application will start and display the WebUI

or

2. You can enter this **URL** into Firefox or Chrome to access the WebUI. This will also give you the ability to access the BNR WebUI from other machines on the same network.

BNR Controller - Web User inteface

This is the WebUI - Login page:

The browser interface will be used the configure and control BNR.

1. Login prompt (If running in multi user mode - a login prompt will be the entry point)

(default Login info:)
username:admin
password:admin