

RenderPal V2

The professional Render Management System

Point Release 2

Release notes

RenderPal V2 Version: 2.2

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What's new in RenderPal V2 Version 2.2

Clients in multiple pools

In previous versions of RenderPal V2, it was only possible to assign a client to a single pool at a time. With this new version, this restriction has been removed and a client can be assigned to an unlimited number of pools. Grouping your clients into pools for the various renderers you use, different operating systems or any other criteria you come up with at the same time is no longer a problem. Assigning a client to pools with different settings can also come in handy.

The support for clients being assigned to multiple pools gives an unprecedented control over the design of your render farm.

Chunk dispatching

RenderPal V2 now allows you to specify the order in which net job chunks are being rendered for each net job. There are four modes available:

Forward

This is the default mode, rendering your chunks from first to last.

Backward

This mode will render your chunks from last to first.

Evenly distributed

With this mode, the entire sequence is split into smaller and smaller blocks as the rendering progresses. This way, you will progressively get a finer overview of the sequence, which is especially good to get quick results and for overview renderings.

Random

This mode will just pick random chunks for rendering. This can also be good for quick overviews.

Chunk priorities

Besides the various chunk dispatching modes, it is now also possible to give each chunk different priorities (low, normal or high). All chunks set to high priority will be rendered before chunks set to normal priority, which will themselves be rendered before chunks set to low priority. This allows for an even finer control over the chunk distribution.

Database support

RenderPal V2 now stores most of its data in a database (currently SQLite). This has several advantages. First, it is no longer necessary to periodically save all data, as was in previous versions; all changes are now saved on a per-object basis, greatly improving speed and reducing chances of data loss. Loading times also benefit from the database support. Last but not least, the database can be queried by other applications, so it is possible to create your own statistic reports or even integrate the data into a website.

Console Client improvements

The console client now supports setting different process priorities for the renderer processes. To keep the RenderPal V2 Client responsive while rendering, it is recommended to run the renderer at a lower process priority class; previously, this was only possible when using the graphical client.

Pipeline integration

Net job dependencies are a great feature, but it was not possible to know the ID of newly created net jobs submitted using the Console Remote Controller. With the addition of the `-retnjid` switch, this has changed. If specified, the Console RC will now return the ID of the new job, so it can be used for further job creations, which depend on the previously created one.

We have also created a submission script for Fusion. The submission scripts offer simple, easy to use graphical user interfaces for direct job submission from within the rendering application. The complete package of submission scripts can be obtained as a separate download from our website.

Maya 2008

This version adds a workaround for a bug in Maya 2008 when using our Maya Default renderer: Maya 2008 was only using 2 CPU cores of a system that actually had more cores available when rendering scenes with layers, even when the number of threads was set properly.

Other changes and improvements

In this release, many core parts of RenderPal V2 have been improved. While these changes are not directly visible to the user, they still result in a better, more stable user experience. There are also numerous other changes, improvements and bug fixes which we didn't mention here; just take a look at the following change log to get an overview of all changes in this release.

Full changelog for RenderPal V2 Version 2.2

```
+-- Legend -----+
| + New Feature   |
| # Modification/Improvement |
| ! Bugfix       |
| - Removed feature |
+-----+

[# Global] Many internal changes
[+ Server] Added database support for storing all RenderPal data
[! Server] It is no longer possible to enter an IP range from 0.0.0.0 to 0.0.0.0 into the automatic pool assignment
[# Server] The server now stores all RenderPal objects (like clients, pools, net jobs and so on) in a database
[- Server] The autosave option for net jobs has been removed (all changes are now saved immediately to the database)
[+ Svr/Rc] Textual view filter entries now support wildcards (* to match anything)
[+ Server] Email notifications can now be turned off for net jobs created via automatic frame checking
[# Svr/Rc] Order in which net jobs appear in the net job chunk list now matches order in the net job list
[+ Server] The server can now dispatch the chunks of a net job in different orders
[+ Svr/Rc] Added a net job setting for its chunk dispatch order (forward, backward, evenly distributed or random)
[+ Svr/Rc] Added a net job setting to render its first and last chunk first
[+ RmCtrl] Added switches to set the chunk dispatching options (-nj_dispatchorder & -nj_firstlastfirst) to the console Remote Controller
[# Client] When the executable of a custom renderer doesn't exist, a proper error message is now shown
[+ Svr/Rc] Net job chunks can now have different priorities (high, normal or low)
[+ Server] Added a new user right to grant a user the permission to change the net job chunk priority
[# Client] Executable paths are now always converted to backslashes under Windows before launching
[# Global] New network protocol (even more reliable)
[# Client] Client availability can now also be changed during rendering
[# Svr/Rc] A client can now be in multiple pools
[! Svr/Rc] It's no longer possible to create path map entries where the in- and out-path are equal
[# RmCtrl] The console Remote Controller will now download all custom renderers before listing all renderers when using -listrenderers
[+ RmCtrl] Added a new flag to the console Remote Controller to return the ID of the new net job instead of an error code (-retnjid)
[! Client] Fixed a bug with custom renderer executable paths containing forward slashes
[+ Svr/Rc] The rendering time thresholds now also have a field for seconds
[+ RmCtrl] Added new switches to specify rendering time threshold seconds to the console RC
[# Global] Renamed the renderer "3dsMax" to "3dsMax Default (Scene settings)"
[# Global] Made a few changes to the Maya Default renderer
[# Svr/Cl] The Python engine is now restarted before a Python event is being executed
[# Global] Updated to Python 2.5.4
[! Server] Immediate sending of status reports in the email notification options did not work properly
[# Global] Increased maximum log transfer size to 512 Kb
[+ Client] The console client now supports renderer priorities
[# Svr/Rc] The renderer priority can now be remotely configured for clients
[# Svr/Rc] When neither frame splitting nor image slicing were specified for a net job, a single-chunk warning will be shown
```

Contact

...Heute ist nicht alle Tage, ich komm' wieder, keine Frage...

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