

RenderPal V2

The professional Render Farm Manager

Point Release 15

Release notes

RenderPal V2 Version: 2.15

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What's new in RenderPal V2 Version 2.15

Peer-to-Peer based Project Files Caching

In traditional render farms, all project files (like scenes, textures and other assets) usually reside on a remote file server. When a client receives a new chunk of a job, its project files always have to be loaded from that server, even if the client has already rendered a chunk of the same job before. As this happens for each and every chunk, the amount of network traffic grows rapidly with the number of chunks per job. Since network capacity is limited, the occurring traffic ultimately leads to increased overall rendering times, often wasting many hours just for loading the files.

With this new release, RenderPal V2 can counteract this problem by **caching project files locally** on the clients before rendering. Instead of using files located on a remote server, the clients will use locally cached copies of the project files. This means that the files only have to be transferred *once per job* instead of once per chunk, resulting in a tremendous reduction of network traffic. This can decrease overall rendering times by up to 40% and more.

To fully utilize the available bandwidth and to lessen the burden on the remote file server, the project files caching system is peer-to-peer based, meaning that clients can not only get the necessary files from the file server but also from other clients which already have downloaded those files, leading to faster downloads.

When using our project files caching system, clients do not need to access the remote files at all anymore. This makes rendering across multiple networks, especially the Internet, extremely easy, and it also makes rendering using different operating systems easier, as there no longer is any need for using path maps.

This highly advanced feature can drastically improve the performance of your render farm and makes distributed rendering even easier.

General improvements

While the changelog of this release is rather short, we still believe that it is one of the most interesting and innovative ones to date. Nevertheless, a few other improvements and various bug fixes made it into this release as well. Some of them are listed below:

- Added an option to limit the number of parallel renderings on a client
- The event log tab now shows the number of unread events so that you no longer miss important events
- RenderPal V2 got a new, high quality main icon! It's shiny and big!
- Output filters weren't working properly in the command-line client
- Email notifications weren't working for Gmail (and some other providers)

To get a full overview of all changes, scroll down for the complete changelog of RenderPal V2 2.15.

Full changelog for RenderPal V2 Version 2.15

```
+-- Legend -----+
| + New feature      |
| # Modification/Improvement |
| ! Bugfix          |
| * New/changed renderer |
| - Removed feature  |
+-----+
```

```
[+ Global] Added a highly advanced, peer-to-peer based system for locally caching project files and other assets
[+ Client] Added an option to limit the number of parallel renderings on a client
[+ Global] The event log tab now shows the number of unread events
```

```
[# Global] RenderPal V2 got a new, high quality main icon!
[# Global] Path environment variables are now also registered for the current user
[# Server] Updated to SQLite 3.20.0
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[- Global] Removed the "Cache scenes locally" feature, as it has been superseded
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[! Client] Output filters didn't work in the command-line client
[! Server] The email notification security type wasn't applied properly (which prevented Gmail and others from working)
[! Server] Fixed a rare issue which caused database entries to be deleted accidentally
[! Global] The output window didn't display tabs correctly
[! Global] Paths that include parentheses could cause issues in some cases
```

```
[* Render] Redshift: Made the GPU list splittable
[* Render] 3ds Max: A warning is displayed if no output file name extension is specified
[* Render] Blender: Output filters updated
```

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