

SMEDGE

Administrator Manual

Smedge 2012 Update 2

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Table of Contents

ABOUT IDS	4	SLICE DISTRIBUTOR	28
		RENDER JOB	28
SMEDGE ENVIRONMENT VARIABLES	5	DYNAMIC PRODUCTS	31
VARIABLES THAT CONTROL SMEDGE FUNCTIONALITY	5	MAYA PRODUCTS	32
VARIABLES THAT SMEDGE CAN SET FOR A WORK PROCESS	8	VIRTUAL MODULES	34
RESTRICTIONS	9		
DEFAULT RESTRICTIONS	10	PARAMETER TYPES	34
RLIB INI FILE SYNTAX	11	COMMON PARAMETERS	36
		REFERENCE	37
ALTERNATE FILE LOCATIONS	12	EXAMPLE FILE	47
OVERLOADABLE OPTIONS FILES	13	PRODUCT REFERENCE	54
.SJ JOB FILES	14		
VARIABLE SUBSTITUTION	15	3D STUDIO MAX	55
SYNTAX	15	3D STUDIO MAX (SINGLE FRAME)	57
PARAMETER COMMANDS	16	3D STUDIO MAX (VIA SRENDER)	58
COMMON PARAMETERS	19	3DELIGHT	59
JOB	19	3DELIGHT FOR MAYA	60
PROCESS JOB	24	3DELIGHT FOR MAYA (SINGLE FRAME)	62
SEQUENCE DISTRIBUTOR	26	AFTER EFFECTS	65
		AIR	66
		AQSI	67
		ALIAS	68
		BLENDER	69
		CINEMA 4D	70
		COMBUSTION 4	71
		DIGITAL FUSION	72

FINALRENDER FOR MAYA	73	V-RAY STANDALONE	129
FRYRENDER	75	VUE	130
FFMPEG	77	XSI	131
GELATO	78		
GENERIC SCRIPT	79	COMMON CLIENT COMMAND LINE OPTIONS	132
HOUDINI	80		
IMGCVT	81		
LARGE FILE TRANSFER	82	SMEDGEMASTER REFERENCE	133
LIGHTWAVE	83		
MACHSTUDIOPro 1.4	84	COMMAND LINE INTERFACE	133
MAXWELL LIGHT SIMULATOR	85	SMEDGE MASTER.INI OPTIONS	135
MAYA	88		
MAYA (1-5)	90	SMEDGEENGINE REFERENCE	140
MAYA HARDWARE RENDERER	92		
MAYA LIGHTMAP GENERATOR	94	FREQUENTLY ASKED QUESTIONS	142
MAYA SOFTWARE RENDERER	95		
MAYA SOFTWARE RENDERER (SINGLE FRAME)	97	HOW DO I USE A MAPPED NETWORK DRIVE WITH SMEDGEENGINE RUNNING AS A SERVICE?	142
MAYA TO MENTAL RAY EXPORTER	100	WHY ISN'T MY JOB BEING DISTRIBUTED?	142
MAYA VECTOR RENDERER	102	DOES SMEDGE WORK WITH DISK IMAGE SOFTWARE?	143
MAYAMAN	104	DOES WINDOWS FIREWALL DISRUPT SMEDGE?	143
MENTAL RAY FOR MAYA	105	THE COMMAND TO REQUEST A DEMO LICENSE IS NOT THERE!	143
MENTAL RAY FOR MAYA (SINGLE FRAME)	107	MY JOB IS IMMEDIATELY FINISHED WHEN I SUBMIT IT!	144
MENTAL RAY STANDALONE	110	HOW DO I SET ENVIRONMENT VARIABLES IN SMEDGE?	145
MOD0	110		
NUKE	112	TIPS AND TRICKS	147
PIXAR RENDERMAN	113		
REDLINE	114	USING ENGINE TO CONTROL THE LOCAL MACHINE	147
RENDERMAN FOR MAYA	115	MAINTAIN COMPLEX JOB HIERARCHIES IN A JOB FILE	148
RENDERMAN FOR MAYA (SINGLE FRAME)	117		
RENDITION	120	LEGAL	149
SHAKE	121		
TURTLE	122		
VIZ	123		
V-RAY FOR MAYA	124		
V-RAY FOR MAYA (SINGLE FRAME)	126		

About IDs

Smedge uses an ID for nearly everything. These IDs are forms of a Universally Unique Identifier, or UUID. A UUID is a 16-byte (128-bit) number. The number of theoretically possible UUIDs is about 3×10^{38} . In its canonical form, a UUID consists of 32 hexadecimal digits. Smedge does not care if the hexadecimal letters (A-F) are upper or lower case. The digits are displayed in 5 groups separated by hyphens, in the form 8-4-4-4-12 for a total of 36 characters (32 digits and 4 hyphens). For example:

7582c8ad-cafd-4ac2-b5f0-a20101872527

Smedge uses the system run time libraries to generate these IDs. Any ID generated by Smedge is going to be unique to your system. You can also use other UUID generation tools, like those distributed with development tools or web pages for generating them, with confidence.

You can use the **uidgen** tool included in the Smedge distribution to generate IDs from a command prompt or script.

Smedge Environment Variables

Variables that control Smedge functionality

These variables configure how Smedge itself operates. You must set these variables before starting a Smedge component process in order to have the value you have set recognized by the process.

SMEDGELIB	<i>API Only.</i> The base directory where the Smedge API is installed. For example, C:\dev\Smedge
SMEDGE_BIN	<i>Linux only.</i> The actual directory where the Smedge binaries are installed. Normally, the Smedge start scripts take care of this for you, but if you want to be able to override the installation folder (for example, if you want to test a new version without affecting the working installation), you can override the path to the binaries with the value of this variable.
SMEDGE_DAEMON_PATH	<i>Mac daemon only.</i> Use this variable to override the location where the launchd plist file to control the daemon has been installed so that it can be properly shut down programmatically. If this variable is not set, the program will assume the plist file is in the default system daemon folder: /Library/LaunchDaemons.
SMEDGE_FIND_LOG	Allows you to find where the Smedge files are created. Set this variable to a path to a file path, and every Smedge component that starts on the machine will write the path where the log file is created to this file.
SMEDGE_MACHINE_LOGS	Allows you to override the base folder where Smedge will write its own run-time log files. By default, this is in the local user directory for the user that started the component process. Using the environment variable will override the default, but using the command line flag -LogFolder will override the environment variable.
SMEDGE_MODULES	This is a semicolon separated list of folders to look for Smedge .SX Modules. The folders will each be recursively searched by the Module Manager during startup.
SMEDGE_OPTIONS_PATH	This is a semicolon separated list of folders to search when looking for INI files. The folders here will be searched before any default folders, but after any folders specified with the command line switches -OptionsFolder <i>folder</i> .

SMEDGE_UMASK

Linux daemon only. If you want to set a umask for the files created by Smedge when it is running as a daemon, you can set the umask value here. Smedge expects this value to be a 3 digit octal value corresponding to the bits you want unmasked. For example: export SMEDGE_UMASK=022

SMEDGE_UNIQUE_ID

This allows you to customize the unique ID value that is used to identify this machine in the system. If unset, Smedge will try to generate an ID that is tied to the hardware (derived from the primary network interface MAC address). If this environment value is set to a valid UID string, then the given value will be used as the ID of this machine. If the value of this variable points to a file with a valid 16 byte UID in it, the value loaded from the file will be used. If the value is set but is neither a valid UID string nor the name of an existing and valid file with the 16 byte UID data, then a random UID will be generated. In this case, after generating the random ID, Smedge will try to save the generated ID as 16 byte ID data in the file named by the environment variable. Note that failure to save the ID will not result in Smedge failing to start. However, restarting the application will result in a new ID being generated. This can affect the ability for the machine to decrypt license codes, and may cause Engines to appear multiple times in the Engine list.

SMEDGE_USER

Linux daemon only. This is the user account you want the Smedge 3 daemon process to run as. **Warning:** if unset, the process will run as the user that started it. If you start it as root, then Smedge 3 Jobs will have potential root access to every machine on your network. **This could be very dangerous.**

SMEDGE_WAKE_COMMAND

This is an optional command you can use to try to wake up engines over the network. By default, Smedge uses an internal system that tries to broadcast the wake request as a Wake-On-LAN UDP message. If you want to customize this operation, you can set this environment variable to a command string that will be used instead of the internal system. It understands the following parameters:

\$(Broadcast:A B C subnet-mask)	A broadcast IP address derived from the \$(IP) address
No options	255.255.255.255
A	xxx.255.255.255
B	xxx.xxx.255.255
C	xxx.xxx.xxx.255
subnet-mask	the broadcast for the specified subnet
	if no IP address is known for the Engine, this will always have the LAN broadcast address of 255.255.255.255.

\$(Engine)	Equivalent to \$(Name)
------------	------------------------

\$(ID)	The ID of the Engine
--------	----------------------

	\$(IP)	The last known IP address for the Engine, or the host name if there is no last known IP address.
	\$(MACAddress:c)	The Engine's MAC address. The optional character c can be: \$(MACAddress) 01-23-45-67-89-ab \$(MACAddress:) 0123456789ab \$(MACAddress:-) 01-23-45-67-89-ab \$(MACAddress:.) 01.23.45.67.89.ab
	\$(Name)	The name of the Engine
SMEDGE_WAKE_PORT		By default, Smedge sends its own wake broadcast on UDP using port 9. If you want to use a different port, specify the port number with this environment variable. Note that this variable is ignored if you use the SMEDGE_WAKE_COMMAND environment variable to override the wake system.

Variables that Smedge can set for a work process

SmedgeEngine will set some more environment variables when it starts up. These variables will be valid from the context of any operation performed by the SmedgeEngine process, or by any child process it starts. This includes any form of work, no matter what Job classes it may use to implement its functionality.

SMEDGE_ENGINE_ID	The ID of the Engine on which the work was started
SMEDGE_ENGINE_NAME	The name of the Engine on which the work was started.
SMEDGE_LOG_FOLDER	The Smedge machine logs folder for SmedgeEngine.
SMEDGE_PROGRAM_FILES	The location where the Smedge program files, including the SmedgeEngine executable, reside.

Smedge work that spawns a child process (anything that is derived from ProcessJob, technically) will create several additional environment variables that the work process can use to access information from the Smedge system without having to pass the data directly via the command line. See the [ProcessJob parameters](#) list for more information. These variables are only set for a child process started from ProcessJob::Execute. They are not available from the context of the SmedgeEngine process itself, unlike the variables above.

SMEDGE_COMMAND_LINE	The command line that was used to start the child process.
SMEDGE_JOB_ID	The ID of the parent Job
SMEDGE_JOB_NAME	The name of the parent Job.
SMEDGE_WORK_ID	The ID of the work unit.
SMEDGE_WORK_NAME	The name of the work unit
SMEDGE_WORK_PARAMETERS	Any custom parameters that you have exported from the ProcessJob \$(EnvironmentParameters) parameter of the Job.

Products may set other customized variables required for normal operation.

Restrictions

Smedge includes a restriction system that allows administrators to limit the SmedgeGui functionality for end users. For example, you may want to limit users to only being allowed to modify their own Jobs. The restriction system allows this.

You can configure Restrictions in the Configure Master dialog. For more information on how this window works and how to access it, see the SmedgeGui reference in the User Manual. Note that restrictions currently only affect SmedgeGui operation. Entering “Administrator Mode” will override any Restrictions set, and allow complete SmedgeGui functionality.

The following is a list of the currently available restrictions and what they do:

Change Job	Users cannot change any parameter of a job once it has been created.
Configure Connection	Users cannot change their local user preference for how SmedgeGui to connect to a Master .
Configure Connection.ini	Users cannot use SmedgeGui to configure the Connection.ini file for how any Smedge client application on the system can connect to the Master.
Core Process Control	Users cannot start, stop, install or remove the Master and Engine components from SmedgeGui.
Customize Views	Users cannot see or use the Customize Views menu item or GUI View Manager tab.
Delete Job	Users cannot delete Jobs from the system.
Edit Engine	Users cannot modify any Engine settings, Engine Product Options, or what Pools an Engine belongs to. Essentially, the Edit Engine window can no longer be accessed.
Event Commands	Users cannot see or modify the “Event Commands” tab of the Submit Job window or the Configure Engine window to set processes to be started during the Job life cycle.
Job Advanced Info	Users cannot see or modify the “Advanced Info” tab of the Submit Job window to set Advanced Job parameters.
Job Custom Pool	Users cannot see or modify the “Custom Pool” tab of the Submit Job window to customize which Engines can or cannot work on the Job.
Job Pool	Users cannot set or change the Pool to which the Job has been assigned.

Job Priority	Users cannot set or change the priority of any Job.
My Jobs Only	Users can only control or modify Jobs that they have created. This restriction will also remove the ability to customize the user name that is set as the Job “Creator”, so that users cannot defeat the system just by changing the user name in the SmedgeGui options.
Process Control	Users cannot start any Smedge component processes, including Conspectus, Herald and Aegis, as well as the core processes. This restriction implies Core Process Control , even if that restriction has not been specifically set.
Reset Failures	Users cannot access the Reset failures commands to reset Job or Engine failure counts.
Save Default Engine	Users cannot save the “default” Engine.
Save Default Job	Users cannot save the “default” Job.
Stop Work	Users cannot stop work from any Job.
Submit Job	Users cannot submit new Jobs to the system using SmedgeGui.
VNC	Users cannot access the remote desktop viewing commands.

Default Restrictions

By default, Smedge starts with the following restrictions:

- Core Process Control**
- Event Commands**
- Job Custom Pool**
- Save Default Engine**
- Save Default Job**

RLib INI File Syntax

RLib INI files build on the basic section, key and value scheme. Section names and Key names are stored in a case insensitive manner, so watch out because “SECTION,” “Section,” and “section” will all refer to the same section.

Sections are delimited by text placed in square brackets:

```
[ Section Name ]
```

The square brackets will be removed, and any whitespace between the brackets and the text will be trimmed. Spaces are allowed inside the section name. A section name must be contained on a single line. If you have multiple sections with the same names, the values will be added to the same section, or will overwrite existing values with the same key.

Data is stored in sections in a key equals value format:

```
Key Name = Value
```

The equal sign character is the important token. Without this character, the data will fail to load correctly. Whitespace around the equal sign will be trimmed off, along with any whitespace at the end of the data. You can surround your value in quote marks, which will allow you to have actual whitespace as a value. If you do this, the quote marks will be removed. For example:

```
Space = " "
```

A line like this will set the value of a key called “Space” to be a single space character.

Unlike sections, keys can span multiple lines. Text that is found without an equal sign will be appended directly on the end of the last found value. No extra space is added.

You can insert comment lines by making the first non-whitespace character of the line be either the semicolon (;), pound sign (#), or single quote ('):

```
# This is a comment line!  
; So is this!  
' And this too!
```

RLib loads the whole file at once, and provides access to the data loaded through the IniFile class. This class will be documented more fully in the RLib API documentation. What this means, however, is that you cannot have multiple keys in the same section with the same name. The last one read will override any previous values.

Alternate file locations

In the Smedge cross-platform system library, files can use a system of alternate locations to allow you to create and change your default configurations more easily. The alternate file location system is built into the basic File management system of the cross-platform library that underlies all Smedge operation, but how it is used depends on your use of the Smedge API.

When you are trying to just open an file, if the file is not found in the directory specified, or if no directory is specified as part of the name, Smedge tries to find the file in other standard locations. The locations are searched in this order, and as soon as a file with the same name is found in any of those locations, that file is loaded, and the searching stops.

The folders searched are:

1. The folder specified in the file path, if any

2. The current user's options folder for the component application that is trying to use the file.

On Windows ¹ :	<code>C:\Users\User\AppData\Roaming\Uberware\Component</code>
On Linux:	<code>~/ .Smedge/Component</code>
On Mac:	<code>~/Library/Smedge 3/Component</code>

3. The current machine's options folder for the component application that is trying to use the file.

On Windows ² :	<code>C:\ProgramData\Uberware\Component</code>
On Linux:	<code>/etc/smedge3/Component</code>
On Mac:	<code>/Users/Shared/Smedge 3/Component</code>

4. The Smedge 3 program folder.

5. Any folders specified with the `-OptionsFolder folder` command line flag. If more than one folder is specified, they are searched in the **reverse** of the order they appear after the command line flag.

6. Any folders specified in the `SMEDGE_OPTIONS_PATH` environment variable. If more than one folder is specified, they are searched in the **reverse** of the order they appear in the environment variable.

The first file found is the one read, and the search is stopped as soon as a readable file is found. Using the API, if the file is found in one of the alternate locations (any location from 2 through 6) it is possible to configure the file to copy the file from the alternate location to the originally specified path. See the API documentation and headers for more information.

¹ On Windows XP the path is:

`C:\Documents and Settings\User\Application Data\Uberware\Component`

² On Windows XP the path is:

`C:\Documents and Settings\All Users\Application Data\Uberware\Component`

Overloadable Options Files

The program options INI file has more advanced “overloading” functionality. Instead of loading the file only once, it actually loads the file multiple times from several locations, allowing you to specify common default option values that can be specifically overridden for a specific machine or user. This system is available to any file operation that uses the OptionsFile API system. Normally, this is limited to files that contain the options and settings for a component application.

This system reads the file in the following order:

1. Every folder specified in the `SMEDGE_OPTIONS_PATH` environment variable. If more than one folder is specified, they are searched in the order they appear in the environment variable.
2. Every folder specified with the `-OptionsFolder folder` command line flag. If more than one folder is specified, they are searched in the order they appear after the command line flag.
3. The Smedge 3 program folder
4. The current machine’s options folder for the component application that is trying to use the file.

On Windows ³ :	<code>C:\ProgramData\Uberware\Component</code>
On Linux:	<code>/etc/smedge3/Component</code>
On Mac:	<code>/Users/Shared/Smedge 3/Component</code>

5. *For Shell components only:*

The current user’s options folder for the component application that is trying to use the file.

On Windows ⁴ :	<code>C:\Users\User\AppData\Roaming\Uberware\Component</code>
On Linux:	<code>~/.Smedge/Component</code>
On Mac:	<code>~/Library/Smedge 3/Component</code>

If a file with the same name exists in more than one of the locations, it will be read from each location where it is found. If an key is set in an earlier file, but not in a later file, then that key’s value will be used as the “default” value. If the key exists in more than one file, then the file most recently read file will specify the key’s value. Any values unspecified in any file read will use the built-in default values for whatever element of the Smedge system is trying to access the options (for example values specified for a [Virtual Module](#) will come from the Virtual Module definition file).

Note that the Master and Engine do not use the user’s options folder for storing options. Master and Engine options are always stored for the machine as a whole, so location #4 is where the customized options are always stored.

³ On Windows XP the path is:

`C:\Documents and Settings\All Users\Application Data\Uberware\Component`

⁴ On Windows XP the path is:

`C:\Documents and Settings\User\Application Data\Uberware\Component`

.SJ Job Files

The Smedge Job (.SJ) job file is an [RLib INI file](#) that contains the information needed to specify everything about one or more Jobs. This file can be saved from SmedgeGui or using the Job command line shell, and can be used to submit or modify jobs using the Submit command line shell or by being loaded into SmedgeGui.

Each Job in the file is defined in its own section, where the section label is an ID for the Job. Note that when you submit jobs from .SJ files, some of the parameters may be forced to new values, including the ID itself. However, in the context of a single .SJ job file, the ID will be unique and can be used to build Job dependencies within the file.

Inside of the section, the Name = Value pairs specify all of the data for the Job. When you save a Job from one of the Smedge component applications, the file will have every known parameter for the type of job. However, when you create the files yourself, you do not need to include every single parameter. Any parameters you don't supply will have the system default value when you submit the file as a new job.

At the least you must supply the Type. Without a Type, Smedge does not know what type of Job (which Product) you are creating. In an SJ file, you must supply the Type as the ID. You cannot use the Product Name or Shortcuts.

For more information about the parameters available for each Product and which are required to get the Job to work correctly, see the [Product Reference](#). The reference also shows the default type ID for all Products that are included with Smedge. Note that if you have customized Products using PSX files or Module INI files (see [Dynamic Products](#), [Maya Products](#), and [Virtual Modules](#) for more information), you can use the ID you specified to access the customized Products.

Variable Substitution

Smedge includes a powerful variable substitution system that is used in just about every component application and Module in some way. Most often, this system allows you to generate a command line to spawn a work process using data from the Job to replace variables in a standard command line syntax. However, the system is also used by the Herald to extract Job data when performing an action, and can be used for event commands attached to Jobs, and is used in many other places throughout the Smedge system.

The information in this section is primarily directed towards users that wish to create custom Virtual Modules. However, the parameter system is also used when you are creating Job Event commands, and is also commonly used in the Herald to allow access to information from the Job or Work that triggers the notification. For example, if you want to send an email when a Job finishes, you probably want to include the Job name in the email, and the Parameter system allows you to do that easily.

Note that the parameter and command names are not case sensitive.

Syntax

The syntax for accessing a parameter is to start with a dollar sign, then surround the name in parentheses. You can optionally attach one or more commands to perform on the parameter before it is substituted back into the resulting string. The full syntax is:

`$(ParameterName . Commands...)`

The entire text from the dollar sign to the closing parenthesis will be replaced with the actual value from the Job object for the parameter named. The value may come from one of many places depending on the settings of the Job parameter being accessed:

- 1.If the ParameterName names a Job parameter, and that parameter has a non-empty value for the specific Job being accessed, that value will be used.
- 2.If the parameter names a Product option for the application type accessing it (e.g. an Engine Option for access by the Engine), and that option has been configured in the options for that component application, that value will be used.
- 3.If the ParameterName names an environment variable, that variable's value will be used.
- 4.If there is a hard coded default value for the parameter, it will be used.
- 5.Otherwise, the variable (everything from the '\$' through the last ')' character) will be removed.

You can access any parameter value using its internal name. Be aware that this process is recursive: if you access a parameter that has data that uses this syntax, that value will also be parsed and replaced with data before being replaced into the command line. Smedge will check for direct recursion, where the parameter name appears inside the parameter value itself. However, it is possible to set up a chain of two different parameters that become mutually recursive. This will crash Smedge. Avoid doing this.

You can set part of the variable substituted string to be dependent on a non-empty value found for a parameter by enclosing it in square brackets. The entire text inside the square brackets will be dropped if the parameter inside the brackets cannot be found or is an empty string. For example, say you have this:

```
[-left $(Left) ]
```

If a parameter named **Left** is found and has the value **100**, the block will be replaced with this text:

```
-left 100
```

If, however, the parameter **Left** cannot be found, or has is an empty string, the entire block will be left out of the formatted string.

See the [Product Reference](#) chapter for a complete list of all parameters that are available for every Product distributed with Smedge.

Parameter Commands

The optional commands will be processed after the value is determined and before it is substituted back into the string. Commands are denoted with a period and then the command name, one of the names in the table below. You can chain commands by adding another period and another command name. Commands are processed from left to right. All commands will be processed before the final result value is substituted back into the result value.

These are the commands currently available. The command processing will happen regardless of the type of the parameter, so the result may be unexpected if you use it on the wrong type of parameter.

<i>Command</i>	<i>What it does</i>
Absolute	If the value refers to a filename or a relative path, it will make that path into the absolute path where the file will be created on your system.
CopyLocally	Copies the file to a local temp folder and returns the path to the local copy. If the source file exists and either has not been copied, or is newer than the copy, it will be copied immediately upon the execution of the command. If the command is accessed as part of a parameter for a Job, all files copied will be deleted when the Job finishes. Otherwise the copied files will remain in the temp folder. The folder copied to is \$TEMP/smedge3/LocalCopies/job-id.

<i>Command</i>	<i>What it does</i>
CutRoot	Attempts to return everything except the root drive part of a full file path or directory
CutExtension	Attempts to return everything except the extension of a file path
Default	Replaces the current value of the given parameter with the default value for that parameter
Dequote	Makes sure that there are no double quotes around the value, even if there is a space in that value.
Display	<i>For “Choice” type parameters:</i> Replaces the current value of the given parameter with the user display string for the value type. For all other types, this command has no effect on the value.
End	Returns anything after the last – or , character, or the whole value if there is no – or ,
Enquote	If there is a space character in the value, it will be surrounded by double quote marks, allowing the OS to treat it as a name with a space in it.
Extension	Attempts to return the extension part of a file path
File	Attempts to return the filename part of a full file path
Hex	Converts the value to a hexadecimal number
InternalSeparator	<i>For “Parameters” type parameters:</i> Replaces the current value of the given parameter with the internal separator string used by that parameter. For all other types, this command has no effect on the value.
Local	Checks the path to see if it can be converted to the local platform using the Path translation system.
MakeLower	Converts the value to all lowercase letters
MakeUpper	Converts the value to all uppercase letters
NiceName	Replaces the current value of the given parameter with the parameter's user readable name string
Pad	Converts the value to a four digit padded, signed number
PadUnsigned	Converts the value to a four digit padded, unsigned number.
Path	Attempts to return the directory part of a full file path
Root	Attempts to return the root drive part of a full file path or directory
Safe	Converts any characters that are unsafe for a filename into _ characters.
Separator	<i>For “Multi” or “Parameters” type parameters:</i> Replaces the current value of the given parameter with the separator string used by that parameter. For all other types, this command has no effect on the value.
Start	Returns anything before the first – or , character, or the whole value if there is no – or ,
TranslateContents	This command will attempt to perform a text file copy and parse operation on the given parameter. If the parameter points to a readable file, and if you have configured path translations, the file will be read and copied to the job local folder. Each line in the file will be tested for a translatable root, and the path in that line will be translated. If the value is not a path to a readable file, if there are no path translations configured, or if an error occurs, the result value will be just the original value.
Type	Replaces the current value of the given parameter with a string that labels the type of parameter this is
WordUpper	Capitalizes only the first letter of each word (separated by spaces)

Additionally, you can specify a sub-field from a “Multi” or “Parameters” type parameter by name as a parameter command, and the value will be replaced by only the resulting value of that field or sub-parameter from the current full value. The names available for use this way will depend on the specific parameter you are accessing. Additionally, these commands can also be chained so that subsequent command will operate on that sub-field or sub-parameter value as if it was the original value used.

Some examples:

To access the directory part of a scene parameter you could use this syntax:

```
$ (Scene.Path)
```

To access the filename without the directory part, you could use this syntax:

```
$ (Scene.File)
```

To access the start and end frames of a sub-range, you could use these:

```
$ (SubRange.Start) $ (SubRange.End)
```

This converts a plain filename into the absolute path to that file, and then puts quotes around it if that absolute path happens to have a space character anywhere in it:

```
$ (Scene.Absolute.Enquote)
```

To get the Y value from the resolution sub-parameter of a Maya job's extra parameters as a 4 digit padded value:

```
$ (Extra.-x.y.Pad)
```

Common Parameters

The following tables present all of the parameters available in Smedge currently. Note that Smedge uses a “class hierachry” system to add Job functionality. See the reference for each specific Product to see which of these common classes are included for that Product. Authors of Compiled Modules, using the Smedge API, may not make use of the full class hierarchy, if they don’t need some functionality, so some of these parameters may not be available for these custom Modules. When in doubt, check with the author of the custom Module. Also, check the [Products](#) chapter for more information about each specific Product that currently ships with Smedge.

Name is the parameter name you can use to access this parameter. This is the text that goes inside of the $\$(Name)$ syntax, or that you use as a parameter with the **Submit** commandline shell to submit jobs, in a $-Name$ syntax (See the documentation for Submit in the User Manual for more information). **Type** is the type of value that Smedge expects for this parameter. See [Parameter Types](#) for more information about what the type means. **Get** means that you can use this parameter to get a value with the $\$(Name)$ syntax. **Set** means that you can set this value with the **Submit** command line shell (or programmatically with the Smedge API). **Meaning** gives a brief description of how the parameter will be used. **Default** is the value that will be filled in for the Job if you don’t supply it at submission time. **Parameters in red *must* be supplied when you submit the Job.**

Job

The Job class provides the basic, common functionality for all jobs and workers. Every Job and Work unit has at least the Job information.

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
CPUs	Int	X	X	The number of CPUs/threads assigned to this Job	0
Created	Time	X	X	The time when the Job was created	<i>Set by Master</i>
Creator	Text	X	X	The Job’s creator string value	<i>Set by Shell</i>
CurrentDate	Text	X		Gets the current date formatted as a string. You can optionally provide a formatting string for the date by putting a colon and then the formatting string before any parameter commands or the closing parenthesis. See the RLib Time API documentation for the time and date formatting syntax. The default is %d-%b-%y	
CurrentProcessID	Int	X		Gets the current process ID (assigned by the operating system) for the calling process.	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
CurrentTime	Text	X		Gets the current time formatted as a string. You can optionally provide a formatting string for the date by putting a colon and then the formatting string before any parameter commands or the closing parenthesis. See the RLib Time API documentation for the time and date formatting syntax. The default is %H:%M:%S	
DeleteJobEvt	Text	X	X	The event command to execute when the Job is deleted. This command will have parameters expanded and then will be executed asynchronously by the Master.	
DispatchCPUs	Int	X	X	This is the count of CPUs that the work unit uses when using Processor based distribution. If the processor distribution is not enabled for the parent Job (CPUs = -1) this value will be 0 for the work, and CPUs will be the number of processors available on the Engine.	
ExcludeEngines	ID List	X	X	A comma separated list of Engine IDs to exclude from this Job. Any Engines listed here will never be allowed to work on this job.	
FailureLimit	Int	X	X	Override the maximum number of failures that this Job can have before no more work is distributed from it. Set to -1 to use the Master Maximum Job Failures limit.	-1
FinishDisposition	Choice	X	X	What should happen to the job when it finishes: -1 = Let the Master determine what happens 0 = Keep the job until manually deleted 1 = Delete the Job immediately upon finishing	-1
FirstWorkEvt	Text	X	X	The event command to execute when the first work from this Job is started on an Engine. This command will have parameters expanded and then will be executed synchronously by the Engine.	
ID	ID	X		The Job's unique identification number	
IncludeEngines	ID List	X	X	A comma separated list of Engine IDs to include on this Job. If the Engine is listed here, it will be allowed to do work from this Job even if the Engine is not a member of the Job's Pool.	
JobAssignWorkEvt	Text	X	X	The event command to execute when the Master is about to assign work to an Engine. This command will have parameters expanded and then will be executed synchronously by the Master.	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
JobFinishedEvt	Text	X	X	The event command to execute when all work from a Job has finished or been permanently canceled. This command will have parameters expanded and then will be executed synchronously by the Master.	
JobFirstStartedEvt	Text	X	X	The event command to execute when the first work from this Job is started. This command will have parameters expanded and then will be executed synchronously by the Master.	
JobLocalFolder	Dir	X		The Job specific local temp folder where files are copied by the CopyLocally parameter command	
JobSummary	Text	X		This is a nicely formatted summary of the job for display-only. Note that the exact format of this value will depend on the type of Job (primarily on the type of distributor actually). See SequenceDistributor and SliceDistributor for examples of how this parameter is used.	
LogDir	Dir	X		The application's log directory	
MachineDir	Dir	X		The machine-wide options folder	
MachineName	Text	X		The name of the local computer	
MachineNumber	Int	X		A number hash based on the local computer's name (there is a very small, but non-zero chance that two different machines' names will hash to the same value).	
Name	Text	X	X	The Job's name	
Note	Text	X	X	The Job's note	
OvertimeKill	Float	X	X	If a worker goes this many times over the average time for workers from this Job, the worker will be timed out and requeued. (Set to 0 to disable).	15
Parent	ID	X		The Parent Job's identification number	
ParentName	Text	X		The Parent Job's name, if it can be found	
PercentDone	Float	X		The percentage complete of the Job. The value actually comes from the Job's distributor, so exactly how it is calculated varies by the different types of Jobs and their different distributors.	
Pool	ID	X	X	The Job's pool identification number	Whole System
Priority	Int	X	X	The Job's priority value	50
ProductID	ID	X		The "Product" ID. For a Job, this is the Type. For Work, this will be the Type of the Job. It will always correspond to a known product ID from the list of Products or a custom Product you created.	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
RAM	Int	X	X	The amount of memory assigned to this job	0
SmedgeDir	Dir	X		The Smedge program folder	
StaggerCount	Int	X	X	The stagger start count of workers to start at once	1
StaggerStart	Float	X	X	The number of seconds to stagger the worker starts (0 disables the stagger start system, so work starts as soon as possible)	0
Status	Int	X		The Job's current status code	
StatusAsString	Text	X		The Job's current status as in a human readable format	
SystemID	ID	X		The unique system ID.	
TempDir	Dir	X		The system's TEMP directory	
Type	ID ¹	X	X ²	The Job's type identification number	
TypeString	Text	X		The Job's type's Name string	
UsageLimit	Int	X	X	The limit for this job to have outstanding	-1
UserDir	Dir	X		The user's options folder	
WaitForJobID	ID	X	X	The ID of another Job in the system that the current job must wait for. As long as a Job with the given ID exists and has pending work, no work from this job will start.	
WorkAssignedEvt	Text	X	X	The event command to execute when the Master has asked the Engine to start work from a Job. This command will have parameters expanded and then will be executed synchronously by the Engine.	
WorkEngine	ID	X	X	The ID of the Engine that is assigned to perform the Work. NULL if the work has never been assigned to an Engine or for Parent Jobs.	
WorkEngineName	Text	X		The name of the Engine that is assigned to perform the Work. Uses the application's GetEngineByID() method to get Engine data associated with the ID from WorkEngine . Returns "No Engine" for NULL IDs, and the ID as the name if the name cannot be found from the application.	

¹ When setting the Type using the Submit shell, you can generally use any number of possible values, including the ID, the Product's Name, or any of the defined Shortcuts for that Product. See the [Products](#) chapter for a reference of all values you can use for every Product currently distributed with Smedge.

² Once a Job has been created, you cannot modify the Type.

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
WorkFinished	Text		X	This is a special parameter that can be used to broadcast some information associated with the work finishing. Job classes use this internally to pass data about the work that finished back to the parent Job. Derived Job classes are free to use this in whatever manner they wish. By default it is simply ignored by the Job, but may be used by the standard distributors to help keep track of available work. See SequenceDistributor and SliceDistributor for examples of how this parameter is used.	
WorkFinishedEvt	Text	X	X	The event command to execute when the Engine has finished a work unit. This command will have parameters expanded and then will be executed asynchronously by the Engine	
WorkFinishedSuccessfulEvt	Text	X	X	Called immediately after WorkFinishedEvt for successful work. This command will have parameters expanded and then will be executed asynchronously by the Engine	
WorkFinishedUnsuccessfulEvt	Text	X	X	Called immediately after WorkFinishedEvt for unsuccessful work. This command will have parameters expanded and then will be executed asynchronously by the Engine.	
WorkParameter-ChangedEvt	Text	X	X	The event command to execute when the Engine has detected a change in a parameter for a currently executing work unit. This command will have parameters expanded and then will be executed asynchronously by the Engine.	
WorkPostExecuteEvt	Text	X	X	The event command to execute after the work executes but before the result is sent to the Master. This command will have parameters expanded and then will be executed synchronously by the Engine.	
WorkPostExecuteSuccessfulEvt	Text	X	X	Called immediately after WorkPostExecuteEvt for successful work. This command will have parameters expanded and then will be executed synchronously by the Engine.	
WorkPostExecuteUnsuccessfulEvt	Text	X	X	Called immediately after WorkPostExecuteEvt for unsuccessful work. This command will have parameters expanded and then will be executed synchronously by the Engine.	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
WorkStartedEvt	Text	X	X	The event command to execute when the Engine has accepted a work assignment and is about to start working. This command will have parameters expanded and then will be executed synchronously by the Engine.	

ProcessJob

ProcessJob provides the data and services necessary to have a Product that performs work by launching a separate process to do the work. This is how most Products work in Smedge. The alternative is to have the SmedgeEngine process actually do the work itself as code directly compiled into the Module. For example, the [Large File Transfer](#) job actually does not use a separate process to do the work, but simply does the requested operation directly in SmedgeEngine.

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
CheckReturnValue	Bool-Override	X	X	Allows you to bypass the check on the code returned from the spawned child process. When enabled, any non-zero return value is interpreted as an error, resulting in the work being requeued.	Engine Default (yes)
DetectErrors	Bool-Override	X	X	Determines if the process output is monitored for error messages	Engine Default (yes)
ElapsedProcessTime	Int	X		The total elapsed processor time (in milliseconds) of the process when it has finished (as reported by the OS). Only available after the process has finished.	
ElapsedRealTime	Int	X		The total elapsed real time (in milliseconds) of the process when it has finished (calculated: time at finish - time at start). Only available after the process has finished.	
EnvironmentParameters	Text	X	X	This value will be expanded with any data from the Job and exported to the environment as the SMEDGE_WORK_PARAMETERS environment variable. Note: If this value expands to an empty string, the environment variable will not be set (or unset)	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
ErrorIgnores	TextList	X	X	A list of strings to look for in a line of output that has been detected as an error by the containing one of the ErrorStarts values. This allows you to specify errors that can be safely ignored by the system.	
ErrorStarts	TextList	X	X	A list of strings to look for in a line of output that can be used to detect that an error has occurred in the processing of a work unit. If any of the elements of this list is found in a line of output and none of the ErrorIgnores values are also found in that line, the work is assumed to have failed, and it will be immediately terminated and re-queued for later processing.	
Executable	Path	X	X	The rendering executable program file. You normally won't need to access this yourself. It's handled automatically by ProcessSequence.	
IdleTimeout	Float	X	X	The number of seconds that a spawned child process is allowed be running without consuming any CPU resources before it is considered timed-out, and requeued.	300
LimitMemoryUsage	Bool-Override	X	X	Determines whether Smedge should set a hard limit on the amount of memory that the process can access based on the RAM value (see above). If memory distribution is enabled, and the job RAM value is a positive integer, and this value is on (either for the Job or if the job is at the Engine Default setting, for the Product options on the Engine), then the process will be limited to the number of megabytes of memory specified. If it attempts to use more than that, the process may fail.	Engine Default (no)
MinimumTime	Float	X	X	The minimum amount of time (in seconds) for a work run before it can be considered successful. If the process takes less time than this, it is assumed to have failed, even if no error message is reported and the result code from the process is 0.	-1 (not used)
OutputLogFile	File	X		The full path to the saved captured output file for the process. This path is relative to the Engine doing the work, and may not be correct on any other machine.	
OutputPath	Dir	X	X	The directory in which saved captured output files will be saved.	
OutputPeer	Text	X		The IP address and port where the work is serving the output from.	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
ProcessPriority	Choice	X	X	One of “Normal Priority” “Low Priority” or “Idle Priority”	Normal Priority
Password	Password	X	X	The password that will be used to gain access to requested resources, if needed.	
ReportIgnoredErrors	Bool-Override	X	X	Determines whenter SmedgeEngine will report errors that it ignores back to the master as part of the job history	Engine Default (yes)
Resources	TextList	X	X	<i>Windows only.</i> A semicolon separated list of Drive=Share pairs that the work unit will try to ensure are available before starting work.	
ShowProcess	Bool-Override	X	X	Determines whether the SmedgeEngine should try to spawn the process visibly, instead of hidden from view. This may not have an effect if the spawned process does not have any kind of user interface, or if SmedgeEngine is running as a background process on the machine.	Engine Default (no)
StartDirectory	Dir	X	X	The directory that will be made the currently active directory when the process is started.	
Username	Text	X	X	The username that will be used to gain access to requested resources, if needed.	
LastError	Text			The last error detected by jobs/work and assigned as the final note to the JobHistory on Failure	

SequenceDistributor

SequenceDistributor is a Job Distributor. This is the component of a Job that the Master uses to actually divide the job up into work units to be distributed to the Engines. SequenceDistributor distributes work as subsets from a range. In Smedge, this generally means a range of frames to render, and the subset is the number of frames that will be rendered at one time by one machine in one work unit. Note, however, that SequenceDistributor simply uses the set range you supply, and does not know or care about how that set range actually applies to the product in question.

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
ActualPacketSize	Int	X		In use, a work unit have fewer frames than the Job PacketSize requests. This parameter will return the actual number of frames in a specific work unit. This value will be between 1 and the PacketSize	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
CustomRange	Text	X	X	A user customizable range value for the Job that is not used as part of the distribution of the Job. It is used by some Shells such as CheckFileSequence to allow you to override the range of frames to look for.	
DistributeMode	Choice	X	X	How the items will be distributed from the range: 0 = Default (determined by Master option) 1 = Forward 2 = Reverse 3 = Sample	0
JobSummary	Text	X		The range of the sequence.	
PacketSize	Int	X	X	The packet size used by the parent Job to break the work up. Note that there may be fewer frames in the range than the packet size allows, if the division came to the end of a sequence.	1
Range	Text	X	X	The entire range of the parent job. This can be a complex range string including both – and , to separate elements.	
RenumberBy	Text ³	⁴	⁴	If it exists in a derived class, this value will be used to correctly calculate the renumbering. This parameter does not exist in this class, but will be used if it exists in your Virtual Module.	⁴
RenumberStart	Text ³	⁴	⁴	If it exists in a derived class, this value will be automatically updated for each worker to correctly allow you to renumber the sequence. This parameter does not exist in this class, but will be used if it exists in your Virtual Module.	⁴
SequenceBy	Text ⁵	⁴	⁴	If it exists in a derived class, this value will be used to correctly calculate the renumbering. This parameter represents a different sequencing than just 1 at a time. For example, you may want to render every other frame from a sequence. To do so, add a parameter to your Job class with this name. This parameter does not exist in this class, but will be used if it exists in your Virtual Module.	⁴

³ The type currently needs to be set to Text to work correctly, but should generally be used as an integer value

⁴ Access and default depend on the implementation in the derived Product.

⁵ The type currently needs to be set to Text to work correctly, but should generally be used as an integer or floating point value

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
SubRange	Text	X		The entire range of the work, formatted as a string in start-end format. There is no space in the formatted range. If the work has only one frame, it will be returned the same as if you used SubRange.Start or SubRange.End .	
UserRange	Text	X		If the CustomRange is not empty, it returns that value, otherwise it returns the Range value.	
WorkFinished	Text		X	The value should indicate the range of the work that has just finished.	

SliceDistributor

SliceDistributor is a Job Distributor. This is the component of a Job that the Master uses to actually divide the job up into work units to be distributed to the Engines. Slice distributor is designed to divide a single frame render into slices that are then combined back together into the final result. It distributes a worker for each slice, then a final worker that does the combination processing.

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
JobSummary	Text	X		The repetition of the child Work or the number of slices of the parent Job	
Slice	Int	X	X	The repetition number of a specific child Work	
Slices	Int	X	X	The number of slices to divide the parent Job into	
WorkFinished	Text		X	The value should indicate the repetition of the work that has just finished.	

RenderJob

RenderJob is designed around the concept of a Job that renders an image or image sequence from an image processing or generation tool. It is optimized for 3D design and animation and 2D compositing tools, but it can be used to manage most related systems as well, such as file conversions, cache export, simulations, etc. The terms may differ, but the concepts of these processes are similar, and can fit into this paradigm.

The key elements it provides are the concept of the "scene" that is being rendered, and the "images" it produces as a result. It also provides some common error detection associated with the operation of the process and the results it produces. The process will be

spawned with parameters to process the "scene" using the distributor's sequencing information, and will make the "image" results available in the system, if it can.

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
CheckImages	Bool-Override	X	X	An option to have the Job try to validate any detected frame filenames before reporting a successful completion.	Engine Default (yes)
DeleteBadImages	Bool-Override	X	X	An option to have any image files that are detected but that fail the image check test (if enabled, see CheckImages) deleted at the end of the work unit.	Engine Default (no)
DetectImageFormat	Bool-Override	X	X	An option to have the Job try to automatically detect the image formats from detected rendered image filenames.	Engine Default (yes)
ImageDir	<i>Dir</i>	⁷	⁷	<i>If it exists in a derived class, this value will be prepended to any detected image filename if they are not already absolute. If this value is empty or cannot be found, RenderJob will try to prepend the start directory to any relative filenames. This parameter does not exist in this class, but will be used if it exists in your Virtual Module.</i>	⁷
ImageFile	File	X	X	Get will return the last detected image file, Set will append the given file to the list of detected files, and will try to adjust the ImageFormat and ImageDir if possible.	
ImageFileList	Text	X		Returns the entire list of detected image files, enquoted and separated by spaces. Useful, for example, for passing the entire list of image files to another application, for display or compositing.	
ImageFormat	TextList	X	X	A list of the filename path and formats. The format string is kept in printf format, where the frame range is replaced with a formatting string like %d. This parameter is used by Smedge Shells, but its value does not affect the actual rendering output. You must supply parameters specific to the individual Products to actually configure how the product will format the rendered frame files.	
Scene	File	X	X	The scene file that the user selected to process.	
SequenceName	Text	X		Always returns “\$(SequenceName)” as an unformatted string. This is used internally by Shell programs as a placeholder for the view sequence command.	

⁷ Access and default depend on the implementation in the derived Product.

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
TranslateSceneContents	Bool-Override	X	X	An option to have the job try to translate the scene content script for any paths it finds using the Smedge path translations that may have been configured. Note that this is disabled by default because it will likely fail with any binary format scene file. Products that use text format scene files will work. Other products use at your own risk.	Engine Default (no)

Dynamic Products

Several Modules use this simple Dynamic Product creation system to make it easy to support multiple versions of the software on your Engine at the same time. The Products are defined in an INI file with the same name as the Module file. For more information about the RLib INI file format, see the chapter on [RLib INI File Syntax](#).

The Module will always create at least one product, with the ID given for that Product in the [Products](#) chapter. You can override the values that define that Product, and you can also add new Products. To override the existing Product values, just specify that Product's ID as the INI file section. For new Products, make sure to use a new unique ID. You can use the **uidgen** program included in the Smedge distribution to generate UUIDs.

Products are defined by creating a new section in the file with the Product's ID. You can then optionally override any or all of the parameters that define the Product. Any parameters you do not override will use the default value that the Module provides for the default Product.

[*Product ID*]

Name	= <i>Product Name</i>
Alias	= <i>comma separated list of short cuts used for submit -type</i>
DefaultEnabled	= <i>yes or no</i>
Executable	= <i>full path to the executable for this particular Product</i>
ShortHelp	= <i>short help message</i>
LongHelp	= <i>longer help message</i>
OverrideDefaults	= <i>A semicolon separated list of {Name} = {Value} pairs that will change the default value of the named parameter for this Job type.</i>
OverrideFlags	= <i>A semicolon separated list of {Name} = {Comma separated list of flags} pairs that will change the flags of the named parameter for this Job type.</i>

Currently this system is used by these Modules: AfterEffects.sx, Fry.sx, Lightwave.sx, Max.sx, Maxwell.sx, MentalRay.sx, Modo.sx, Nuke.sx, which supply the [After Effects](#), [Fry](#), [Lightwave](#), [3D Studio Max](#) (and related), [Maxwell](#), [MentalRay Standalone](#), [Modo](#), and [Nuke](#) Products.

Maya Products

The Maya.sx Module supports a hybrid customization of its own, that provides a subset of the entire [Virtual Module](#) functionality provided by the Process Sequence.sx Module, that is specifically oriented towards using the Maya integrated renderers. As with Modules that support [Dynamic Products](#), the Maya module will load the Product definitions from an INI file. The Maya Module also adds the ability to customize the options shown in the “Render Overrides” parameter, and other parameters that are specific to how Maya renders its scenes.

The Smedge Module definition file also allows you to override how the Maya module will look for detectable image files from the Maya output stream, and you can override the default values and flags for any other parameter provided by the Maya module.

Smedge ships with a Maya.ini file in the Modules folder that includes definitions of all of the renderers that are supported through Maya 2012, and several third party renderers that have been integrated in, like RenderMan for Maya and finalRender for Maya. You must supply the values shown in bold. It also includes default "single frame" products for several of the built in renderers that support region rendering by command line.

This is the definition of each product section in the Maya.ini file:

```
[ Product ID ]

Name           = The name of the product

Shortcuts      = Comma separated list of alternate shortcut names

Help           = Short help text

LongHelp       = Long help text

CommandLine   = The command line parameters to send to the Render.exe executable

DefaultEnabled = yes or no

Extra          = The list of extra parameter internal names

SingleImage    = yes or no

ImageCheck     = Semicolon separated list of image filename search tags in this format:
                  [Line Start Text] [/ [Image Filename Text End]]
                  Either the Line Start Text or Image Filename Text End parameters can be empty for any entry.
```


	<i>The detected image file will start with the specified text, and end before the specified end text It will also automatically have whitespace trimmed and be dequoted.</i>	
ImageNotStart	=	<i>Semicolon separated list of text strings that will be used to exclude lines from the image detection system. Excludes any lines that starts with any of the given text strings.</i>
ImageNotEnd	=	<i>Semicolon separated list of text strings that will be used to exclude lines from the image detection system. Excludes any lines that end with any of the given text strings.</i>
ErrorStarts	=	<i>Semicolon separated list of text strings. If a line of output starts with one of these Smedge assumes that means an error has occurred. And aborts the work unit. If you do not include this value, it will default to the single entry Error:</i>
ErrorIgnores	=	<i>A semicolon separated list of text strings. If one of these strings is found in a line of output detected as an error because of an Error Start String, that line will be ignored, and the work will not be aborted or marked as failed.</i>
CompositeCommand	=	<i>Only used for single frame type renders. This specifies the default composite command for a customized single frame type render. By default, there is no composite command for any single frame Maya render type, but you can specify one in this file and it will be used by default so you don't have to manually add it to your job.</i>

The Parameters listed in the **Extra** field are also defined in the file. They are defined in the same format as Parameters are defined in Virtual Module files. See the [Custom Parameters](#) in the [Virtual Module](#) chapter for more information. The default Maya.ini file includes definitions for every parameter available for every renderer included with the current release of Maya, available for reuse as needed for each Product. For more information on what these parameters do, see the Maya software documentation.

Virtual Modules

Smedge 3 includes a module that allows the creation of custom render types via a relatively simple text file. The Module is called **ProcessSequence.sx** and the text files used are called **Virtual Modules**. Virtual Modules are defined in a text file with a **.PSX** extension.

Virtual Modules are derived from the [RenderJob](#) class in SmedgeLib. RenderJob is designed to control a third party rendering application via a command line interface to render a sequence of frames. This lineage gives your virtual modules nearly all the functionality you need not only to start and control the rendering of a sequence of images, but to detect and examine the rendered image files, to make resources available at work execution time, and to capture and save the output from the spawned program. Virtual Modules can handle both single scene rendering and one scene file per frame rendering.

When a ProcessSequence Module is loaded, it scans the directory it is in for all files with the .PSX extension. Each .PSX file is designed to hold a single virtual Job type. Every file found by the module will be controlled by that module. If a type is loaded that has a conflicting ID with an already loaded or otherwise existing type, it will simply be ignored. You should only have one copy of the ProcessSequence module in a given directory. Otherwise, if multiple copies of the module are loaded, they will find all the same virtual modules without actually loading any of them.

Because ProcessSequence does not recurse directories, it could be useful for testing purposes to have a copy of the ProcessSequence module in a child directory with just the virtual module you are working on. This way, it will be run by a separate Module than any others. It would be a good idea to rename this module if you do this, which will make it much easier to dynamically load and unload.

PSX Files are simple text documents in an INI style. ProcessSequence uses RLib's IniFile class to handle the actual loading of these files. See the [RLib INI File syntax](#) section for more information. Note that ProcessSequence does not use the standard RLib alternate file location system to locate Virtual Module Files. It will only scan for files in the same directory as the compiled module file itself.

Parameter Types

Every parameter has a “type” that gives an indication of how this parameter is expected to be used. There are many types available, but not all types will make sense for all applications. The parameters are passed around as text strings, but they may not be stored that way. There may be some validation associated with some types when you set their value.

<i>Type</i>	<i>Elements</i>	<i>Description</i>
Alternate	Alternate	A combination of a Boolean value that will result in one of two names for the parameter. Useful for alternate switches for a toggle value where two different names are used for the choices. For example: [-blur/-noblur]

<i>Type</i>	<i>Elements</i>	<i>Description</i>
Bool	Bool	A true/false value, with customizable formatted value strings
BoolOverride	BoolOverride	Adds a third possible state to a Boolean value for the Job type: Engine Default. If the Job parameter is set to this value, then the Engine's value will be used. This type requires that the parameter is both a Job parameter and an Engine option to make any sense.
Choice	Choice	Select one of a list of strings. You can have a different value for display and for use as a formatted parameter.
Dir	Directory	A text field interpreted as a directory.
DirList	Dir	A list of directories separated by semicolons
File	File	A text field interpreted as a file. Has a prompt text and a filter. The prompt is displayed to the user by Shells as part of the request to find a file on the local system. The filter is a file selection filter like: C++ Files (*.cpp, *.cxx) *.cpp;*.cxx {All Files}. If no filter is supplied, the filter will default to: {All Files}. If the string includes the single filter {All Files} (case insensitive and including the {}s) an default for the local system should be added by Shells appropriate to the local platform. If the string includes the single filter {Executable Files} (case insensitive and including the {}s) Shells should add the appropriate filter for the local platform for locating executable files.
FileList	File	A list of files separated by semicolons
Float	Preset	Like Text , but interpreted to be a floating point number
ID	Preset	Like Text , but interpreted to be a UID in 8-4-4-12 hexadecimal format
Info	Common	Not a parameter, but an extra bit of textual information displayed with the parameters by the Shell.
Int	Preset	Like Text , but interpreted to be a signed integer
Multi	Multi	Allows a single parameter to be displayed as multiple fields. Display using a name for each field, and a custom separator string.
None	Common	No other controls are created. Useful for a switch in a list of Parameters
Parameters	Parameters	A text field that can allow a sub-selection of more parameters. The sub-parameters are determined using the separator and internal separator strings.
Password	Common	A text field with no presets, and Shells should obfuscate its display
Separator	Common	Not a parameter, but a visual separator in the Shell application that is displaying the parameters
Text	Preset	A text field, with optional presets to fill it in
TextList	Common	A list of text items separated by semicolons
Time	Preset	Like Text , but interpreted to be a time (in milliseconds since midnight, January 1, 1900)
Uint	Preset	Like Text , but interpreted to be an unsigned integer

Common Parameters

ProcessSequence is derived from RenderJob and includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#). It also adds the following parameters. Note that, unlike the underlying classes or other compiled Modules, the default values for these parameters are defined as part of your Virtual Module definition file. There is no hard coded default for any parameter added by the ProcessSequence Module.

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>
ActualScene	Text	X		This is a standardized way to access the actual scene file or multiple scene files that are used for a single work operation. If the job is using a single scene file, this is identical to the \$(Scene) parameter from RenderJob. However, if the job uses one file per frame, this will expand to the correctly formatted scene file or files that are being worked on in a single work unit. It uses the \$(Scene-NameFormat) and the \$(SubRange) parameters to determine which files are returned.
CheckForMultipleFiles	Bool			This is a Shell Option that configures whether the shell should try to detect multiple scene source file sequences.
CommandString	Text	X	X	The string that is used to build the parameters that are passed to the rendering executable to allow it to do its job. Generally, this parameter will contain a string of other variables that will be substituted with other parameters for the work being executed. If set, the Job parameter value will override the Engine Product option. If neither is set, the default comes from the Virtual Module definition file. If no default is given, the work may not execute correctly
EnquoteActual	Bool	X	X	\$(ActualScene) can automatically enquote scene files as needed. Because multiple files may be returned and those files are separated by spaces, it can produce a command line syntax error to use the .Enquote Parameter Command with that variable. You can use this option to disable the automatic enquoting, if needed.
HideSubrange	Bool	X	X	If Smedge detects that your scene is part of a scene file sequence, setting this will cause the Job variable substitution system to return an empty string for the work SubRange. This allows you to have a command line that will include a frame range only for single scene files.
ImageEndString	Text	X	X	If a line is checked for an image, this text marks the end of the line, and will be trimmed off from the detected filename. You do not need to include any whitespace, because that will be trimmed off automatically.

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>
ImageNotEndString	Text	X	X	If a line starts with the Image Start String, but ends with this text, it won't be considered a filename. This test is applied before the Image End String test.
ImageStartString	Text	X	X	When parsing the output, lines that start with this text are assumed to contain a rendered image filename. The filename is assumed to start at the first non-whitespace character after this text. If left empty, no filename detection will be performed.
MinimumNumberPadding	Int			This is a Shell Option that configures when searching for a scene file sequence, any numbers found must meet or exceed this many digits to be considered part of a sequence identifier.
SceneNameFormat	Text	X	X	For sequences of scene files, this is the formatting string that is used to create the correct filename for each frame. This value is normally automatically calculated by Smedge and should be blank if the entire scene is in a single scene file
SuccessTexts	Text List	X	X	Allows you to define text that will be searched for at the beginning of a line of output that would signify successful work. If there are no SuccessText entries, then the normal work success tests are done. However, if there are any entries in this section, then there must be at least one line of output that starts with one of the entries, or the work will be considered unsuccessful. You can specify as many of these as you need. Separate multiple entries with a semicolon. The text is not case sensitive.

Reference

The Virtual Module definition file must contain at least a **Module** section. This section contains the basic information that Smedge needs to identify and display the Product to users, and to keep it separate from every other Product. Additionally, you can provide data to create your own custom parameters. Custom parameters will be maintained as part of the Job data, and you can configure how they are interpreted and displayed to users.

The Module Section

This is the information that identifies the virtual Job type in the system. The entries in this section define the Product to the system, and provide many of the defaults for the common parameters that ProcessSequence adds (see [Parameters](#) above).

ID

This is a unique identifier for this Job type. Smedge uses the standard UUID (or GUID) format for this value. This is a 16 byte number that can be pretty well guaranteed to be unique in the known universe under most circumstances. You **must** provide an ID that is unique to your whole network, or you will have real problems. ProcessSequence will not allow virtual modules with conflicting IDs to load on a single application, but if you have differences between machines on the same network, you could experience erratic behavior or crash when data from one type of job is forced into a conflicting type.

ProcessSequence expects this number to be in the standard 8-4-4-12 hexadecimal format:

```
12345678-9ABC-DEF0-1234-56789ABCDEF0
```

Case does not matter. You can use RLib to generate this value (see the uidgen sample program for an example), or you can use your favorite UUID generating program (for example there is one that comes with the Microsoft Visual Studio compiler).

Command

Virtual Modules work by spawning a child process via a commandline interface. This element provides the actual commandline parameters passed to the executable. Because these modules actually inherit from the ProcessJob base class, you also have a parameter called **Executable**, which can be used to provide the rendering executable program.

What ProcessSequence normally does is build a commandline by getting the value of the **Executable** Job parameter, adding a space if needed, then formatting this command value on the end. But there are many other options. For example, users can override a default **Executable** as an option for the Engine. In this case, if the Job's parameter value is empty, the Engine's option value will be used. If that, too, is empty, then the default set for the type will be used. If there is no default set, no text will be added to the actual command-line.

For the command string part, you can use a variable substitution system to get the actual value of any other Job parameter by name.

You can use any parameter defined in the Virtual Module file, or any parameter defined in the base classes.

Name

This is the nice, user-readable name for this Job type. It is displayed in the Shells for all Jobs of this type.

Shortcut

This is a comma separated list of alternate names that refer to this type. These may be useful as shortcuts for using commandline based Shells to interact with the Job type. For example, the submit program will use these as alternates names to determine what Job type you are trying to create.

Help

This is a short help string that Shells may display to users. In this field (and in this field only) you can use the special character sequence `\n` (a backward slash followed by a lowercase letter N) to signify a line break. If you need to have a literal `\n` in your string, double the backslash. Because `\n` is the only sequence that Smedge will look for, you do not need to double the backslashes in any other situation.

Details

A more detailed help string that Shells may display to users.

DefaultEnabled

You can determine if this type will be enabled by default when an Engine encounters it for the very first time. If you set this to a value that will be parsed as true (“True” “Yes” “On” or “1”), then an Engine will enable this Job type the first time it is loaded. Otherwise, the type must be manually enabled by users.

ImageStartText

You can supply one or more values here which the Virtual Module will use to try to detect rendered image filenames from the output. The work unit will watch the output from the process for a line that starts with one of these texts. The first non-whitespace character following whichever string is detected will be assumed to be the beginning of the filename. You can use parameters in this text, and it will be translated when the work starts, based on the current values of the work unit. Separate entries using the semicolon (;) character.

ImageEndText

You can supply one or more values that will be search for from the back of any line determined to be an image line using the **ImageStartText** values. If one of these strings is found, the filename will be assumed to end with the last non-whitespace character before this text. Whitespace is automatically trimmed from the parsed lines, so you don’t need to add it here if you just want to trim off trailing whitespace. Separate entries using the semicolon (;) character.

ImageNotEndText

You can supply one or more value that will be searched for from the back of any line determined to be an image line using the **ImageStartText** values. If one of these strings is found, then any lines that start with the **ImageStartText** value that end with this value will be ignored as potential image filenames. Separate entries using the semicolon (;) character.

CheckForMultipleFiles

Virtual Modules can handle products that use either a single scene file for a sequence, or products that use a sequence of scene files, one for each rendered output that is produced. In order to enable the extra processing to detect multiple source scene sequences, set this value to **yes**. The system expects that the last set of digits in the filename are used to put the scene files into sequence. Some examples of sequenced filenames that Smedge will understand:

```
/Volumes/work/Scene/Folder/Sequence012_ver2.0122.input  
X:\Projects\Animation\File01115.input  
/usr/data/sequence/0124
```

If you set this value to **no**, or if you do not supply this key in the Virtual Module file, then this processing is disabled, and the scene file will be assumed to be only a single file for all of the frames in the Job.

Custom Parameters

The real power of Virtual Modules comes in defining your own Parameters. You can then use these parameter types as part of your **Command** string and every other place where you need to access custom data. The parameters are accessed using the [parameter syntax](#) described above, but are defined in a simple INI format with a few lines of text.

There are actually two sections that you can use to define parameters: **PrimaryParameters** and **SecondaryParameters**. The only difference between the two is the order in which the parameters are added to the Job Type Information. “Primary” parameters are added to the info data before the underlying base classes, and “Secondary” parameters are added after. The order of the parameters has no meaning to the actual operation of the work, but may affect the order in which parameters are displayed in Shells.

The name you supply is the internal name of the parameter, which is the name that is used in parameter substitution. This internal name must not conflict with any other internal name for a parameter or a command in the virtual module, or any of its base classes. See above for a full list of the names already used. Because the parameter name is not generally shown to users (the “NiceName” value is shown instead), it is customary not to use spaces in parameter names. This helps differentiate between parameters and commands. Note that the NiceName, which is displayed to users, can be anything you wish, but it’s probably a good idea not to let this name conflict with other names so that you don’t confuse users.

The ProcessSequence module will iterate through all of the keys in these sections to determine what parameters are going to be added. The key name is ignored in this iteration, but can be used to determine the order in which parameters will be added, if you care. The iteration will go through the keys alphabetically (case insensitive, ASCII order). Remember this is using a text comparison, so a key of “10” will be parsed before a key of “2”.

Each value will be the internal name of a parameter. ProcessSequence will expect that there is a section with a matching name that is used to actually load the parameter information. These sections contain the following elements:

Type

You must provide a type for the parameter. This is used to determine what other data is available in the Job Type Information for this parameter. It is also used by Shells to determine how to format, display or validate the data. See [Parameter Types](#) for a list of the types available.

Common Elements

All parameter types can contain these elements.

RealName	This is an optional element that allows you to specify an alternate real (internal) name for the parameter. If no RealName is supplied, the real (internal) name for the parameter will come from the section name in the INI file. This element is useful when you need to ensure that parameter names are case sensitive, because INI files are not case sensitive in Smedge.
NiceName	This is the name of the parameter that will be displayed to the user.
Help	This is some help information that Shells may display to the user when interacting with this parameter.
Default	This is the default value for this parameter type
Flags	This is a comma separated list of the flags that affect how this parameter is used. You can have any combination of the following values:

<i>Name</i>	<i>Meaning</i>
Parameter	The parameter describes a value member of the Job object
Required	<i>Modifies Parameter.</i> This parameter must have a value associated with it. Without a value associated, the parameter is ignored

<i>Name</i>	<i>Meaning</i>
Advanced	<i>Modifies Parameter.</i> This member is considered an “advanced” parameter. Exact interpretation is left up to the Shell.
Option	The parameter describes an option for this Job type.
Master	<i>Modifies Option.</i> This option is used by the Master. <i>Currently ignored...</i>
Engine	<i>Modifies Option.</i> This option is used by the Engine.
Shell	<i>Modifies Option.</i> This option is used by the Shells.
NoOptionDefault	The default is not used for this parameter when shown as an Option .
NoParamDefault	The default is not used for this parameter when shows as a Parameter .
NoInputDisplay	This parameter is not shown by Shells to input or change parameters.
NoOutputDisplay	This parameter is not shown by Shells to display Job parameters.

Preset Elements

For the types that can have presets (see the list of types above), all of the common elements are allowed, as well as these elements

Choices This is a comma separated list of preset choices that can be made available to the user. If items are supplied here, they will be made available as presets in a manner appropriate for the Shell. For example, a GUI may show them as entries in a combo box. But the value is not limited to one of these choices. You must use the **Choice** parameter type if you want that behavior.

Choice Elements

For the **Choice** type, all of the common elements are available, as well as these elements.

Choices This is a comma separated list of the choices available. These will be the only allowed choices, and even the default must be one of these.

You can have each choice have a value that is displayed to the user that is actually different than the value that is substituted in the parameter substitution. Each choice is in a **DisplayName:ActualValue** format. For example:

```
Choices = Red:r, Green:g, Blue:b
```

This will create a choice that displays “Red,” “Green,” or “Blue” in a Shell, but that substitutes to **r**, **g**, or **b** in the command string. If you don’t put a colon into the choice string, the name and display name will be the same.

You should make sure that the default is one of the choices you have supplied. You must currently use the display name for the choice, not the actual value. If you don’t supply a default, the first choice will be selected by default.

Multi Elements

For the **Multi** type, all of the common elements are available, as well as these elements.

Fields	This is a comma separated list of the fields that make up this multi-value. The count of fields is determined by this list, but empty elements are allowed (i.e., no text between two commas).
Separator	This is the string that is used to break up the value into the fields, and that is inserted between each element when assembling the multiple fields back into a single value. If you don't supply a value for this, the default, a single space character, will be used.

Bool Elements

For the **Bool** type, all of the common elements are available, as well as these elements

True	This is the text value that will be substituted for a true value. If not supplied, the system will use "Yes" by default.
False	This is the text value that will be substituted for a false value. If not supplied, the system will use "No" by default.

BoolOverride Elements

For the **BoolOverride** type, all of the **Bool** elements are available as well as this element

OverrideText	The text value that is displayed for Job parameters in the third state (when the Engine option provides the actual value for work execution).
---------------------	---

Alternate Elements

For the **Alternate** type, all of the common elements are available, as well as this element

Alternate	This is the alternate name that is used. The Name value is used for "true" or "on" and this alternate value is used for "false" or "off".
------------------	---

Dir Elements

For the **Dir** type, all of the elements of the **Presets** type are available, as well as these elements.

Prompt	This is a prompt string that can be shown to users when they want the Shell to allow them to browse for the directory (or file).
---------------	--

File Elements

For the **File** type, all of the elements of the **Dir** type are available as well as these elements

Filter	This is a filter string that can be used by the file selection dialog to make it easier to find files based on their extensions. The filter part will be a file selection filter like "C++ Files (*.cpp, *.cxx) *.cpp;*.cxx {All Files}". No filter will default to {All Files}. If the string includes the single filter "{All Files}" (case insensitive and including the {}s) the appropriate actual filter should be added by Shells for the platform they are running on. If the string includes the single filter "{Executable Files}" (case insensitive and including the {}s) the appropriate actual filter should be added by Shells for the platform they are running on.
---------------	---

Parameters Elements

For the **Parameters** type, all of the common elements are available, as well as these elements.

InternalSeparator	This is the string that is inserted in between a child parameter name (real name) and its value if that child parameter is being added to the full parameter string. Defaults to a single space if not supplied in a parameter definition.
--------------------------	--

Parameters	This is a comma separated list of the parameter names that make up this list of parameters. This allows you to create a group of parameters accessed with a single parameter name. SmedgeGui displays this parameter type as a separate tab in the Submit Job window. (See the User Manual for more information about this feature.)
-------------------	--

Separator	This string is inserted between the name (real name) of the parameter and its child parameters string. Defaults to a single space if not supplied in a parameter definition.
------------------	--

First you give each child parameter the name of the actual commandline switch that it uses. Then you create these parameters to work in a manner that allows users to easily set and select which extra parameters they want to add to their commandline. The easiest way to understand this is to see it in action. Check out the **Extras** parameter in the following example PXS file, and check out how it works in the SmedgeGui Shell application.

Custom Commands

As with parameters, you can add custom commands to your Virtual Module. Currently, these commands are limited to executing a commandline (after performing parameter substitution on it, of course!). Just like with the parameters, you can add your commands in either the **PrimaryCommands** section or the **SecondaryCommands** section. The only difference is that the “Primary” commands are added before commands from the base classes, and “Secondary” commands are added after. The order of the commands is not important to Smedge, but may affect the order they are displayed in Shells.

Each command must have a name that does not conflict with any parameter or command either defined in the Virtual Module file or from any base class. Because Commands names are usually displayed directly to the user, the convention is to use spaces in command names. Unlike Parameters, commands do not have a separate display name.

Command Elements

Commands have three elements.

Command	This is the actual commandline that will be substituted and executed when this command is triggered by a user.
Help	This is a string that Shells can display to let the user know what this command is going to do
RestrictionName	This is a string that Shells can use as part of the voluntary restriction system in Smedge. If you give your command a restriction name, then you can use the Configure Master dialog box to set a restriction on that command or not, using your custom name. Any restricted command will be unavailable at run time if the RestrictionName is set as restricted, unless the application is running as an administrator.
Flags	This is a comma separated list of flags, which can be any combination of the following values: <div><code>ForParent</code> This command applies to parent Jobs <code>ForChild</code> This command applies to child Workers <code>Separator</code> A placeholder to insert a separator between commands. Shells should interpret this in a manner appropriate to how that Shell displays commands to users.</div>

Other sections

ErrorText

This section allows you to define text that will be searched for at the beginning of a line of output that would signify an error in the work unit. Smedge will then assume that the work unit has failed and will requeue it.

You can specify as many of these as you need. The key name does not matter, but must be unique for each string you want to search for. The text search is case sensitive.

SuccessText

This section allows you to define text that will be searched for at the beginning of a line of output that would signify successful work. This section will take precedence over any other error detection systems. If there are entries in this section, then there must be at least one line of output that starts with one of the entries, or the work will always be considered unsuccessful. However, if there are no entries in this section or if this section is missing from your Virtual Module file, then the normal error detection systems will be used.

You can specify as many of these as you need. The key name does not matter, but must be unique for each string you want to search for. The text search is case sensitive.

OverrideDefaults

This section allows you to override the default values for any parameter. Since you can just provide the default for custom parameters defined in the file, this really only makes sense to override defaults for parameters from the base classes. Use the parameter name as the key and supply your new default value.

Note that parameter defaults will still follow the defined flag for allowing display of the default value (the **NoOptionDefault** and **NoParamDefault** flags are not modified). See [Custom Parameters](#) for more information.

OverrideFilters

This section allows you to customize the filter strings for any File type parameters defined in ProcessSequence or any of its base classes. The key should contain the internal name of the File parameter you want to modify the filter for, and the value specifies the new filter string value.

OverrideFlags

This section allows you to customize the flags for any parameter defined in ProcessSequence or any of its base classes. The key should contain the internal name of the parameter you want to modify the flags for, and the value specifies a comma separated list of the flags you want for that parameter. The flags are replaced with the flags you specify, so be sure to specify all of the flags that the parameter will require or you may find that things don't work as you expect them to. See [Parameter Flags](#) for a list of all the flags available and what they mean.

AutoDetect

This section allows you to configure a basic auto-detect ability to set the value of one or more other parameters when a parameter value is changed by a user in a Shell. This system is not as sophisticated as the functionality you would have if you used a compiled module, because compiled modules give you full access to the Smedge API and whatever 3rd party libraries you link into your module. However, it does give a basic functionality using the variable command syntax described in the [Command](#) section.

The key is the name of the parameter that triggers the auto-detect change. When this parameter is changed by the user, the parameters listed in the value will then be changed as well, using the current values of any parameters requested. The basic syntax is *Value* = *Change*[, *Change*...]. Each *Change* is in a *ChangeValue* = *ChangeTo* format. For the changes, the *ChangeValue* is the name of the parameter that you want to automatically modify. No variable substitution is performed on this string. The *ChangeTo* string will be variable substituted.

This syntax can be somewhat complicated. It is also additionally complicated by the use of the = character in the Value, which means that you should not break these lines up onto multiple lines in your Virtual Module file. Examine this sample:

```
Scene = Name = [$(Project): ]$(Scene.File)
```

The *Value* that triggers the auto-detect is **Scene**. When the **Scene** parameter is changed by the user, the *Change* that will be executed is "Name = [\$(Project):]\$(Scene.File)". This auto-detect has only one Change. The *ChangeValue* is **Name**, which means that when the **Scene** parameter is modified, the **Name** parameter will then also be automatically modified with the *ChangeValue* of "[\$(Project):]\$(Scene.File)". The current value of the **Project** parameter and the new value of the **Scene** parameter will be run through the variable substitution system to calculate the actual value that will then be assigned to the **Name** parameter.

Example File

This is a simple example Virtual Module file that shows the basic structure and syntax. It does not actually support any particular renderer, but is useful as an example of creating the file. Note that any comments (in green and starting with a ; at the beginning of the

line) are totally optional, and whitespace in and around the section and key strings is ignored. See the [RLib INI syntax reference](#) for more information.

Also be sure to look at the Virtual Module files that are included in the Smedge distribution to see other examples of what you can do with a Virtual Module, and how to accomplish it.

```
; ProcessSequence.psx

;
; This is a sample virtual Module file for a ProcessSequence.sx Module.
;
; Smedge 3
; Copyright (c) 2004-2005 Überware

; The Module section includes the basic module information

[ Module ]

; Every Job type in Smedge needs its own unique ID. Make sure to modify this
; ID for each new type. Note that Jobs and options will store this type as
; well, so if you change this ID, you will lose any saved options, and be
; unable to use any saved jobs that rely on it. You can use the included
; cmdline too uidgen.exe to create new IDs, or any other tool that will
; create a Globally Unique ID.

ID                                = 46D1CA19-FD89-4ad5-9A43-676A28764C3D

; The actual cmdline is generated by assembling the executable and command
; fields and doing a member name substitution on any special parameters
; marked. Parameters are marked with the notation $(name). Any parameters from
; ProcessSequenceJob or its base classes is available for use, as well as any
; custom parameters defined in this file. For a complete list of parameters
; available, see the documentation for the Job derived classes: SequenceJob,
; ProcessJob, and RenderJob (more may be available in later versions of Smedge).
;
; The most common parameters you will use will be:
;
; $(Scene)           - The scene the user can specify for the Job
; $(SubRange)        - The full range of the work formatted into a x-y string (no spaces)
; $(SubRange.Start)  - Just the start of the range of the work
; $(SubRange.End)    - Just the end of the range of the work
; $(CPUs)            - The number of CPUs that are assigned to this job.
;
; If you want to have a portion of the cmdline conditional on a non-empty
; parameter value, you can surround that portion with square brackets: []
;
; The Command gives the defaults for these values.
; All values are overridable at both the Job and Engine levels.

Command                          = [-proj $(Project) ]-start $(SubRange.Start) -end $(SubRange.End)
                                -format $(Format) [$(Extra) ]$(Scene)
```



```

; Because ProcessSequence is derived from the RenderJob base class, it
; automatically gets all of the functionality of a Rendering app, including
; automatic frame name detection and verification. To enable this, you can
; provide output parsing strings here for detecting the filenames from the
; output of the spawned process. If the detected names are not absolute
; paths, the Engine will look for a parameter called ImageDir and prepend
; that value, or, if that value is empty or cannot be found, the
; StartDirectory value will be prepended.

; Look for lines that with this text. The first non-white space text
; following this text is assumed to be the start of the filename. You can use
; parameters in these fields, and they will be translated when the work is
; started

ImageStartText      = Rendering:

; Trim this text from the end of the line. Whitespace will be trimmed
; automatically, so you don't need to add it here.

ImageEndText        = .

; You can specify text that indicates that lines which may start with the
; ImageStartText string may not actually be images. If the line ends with
; this text, it will not be processed as an image. This test is done before
; the ImageEndText is checked and removed.

ImageNotEndText     =

; The rest of the fields allow you to customize how users interact with your
; custom type

; This is the name displayed to the user for this type of Job
Name                = My Job Type

; This is a shortcut you can use to create jobs of this type, say by a
; commandline. Values can be separated by commas. Whitespace surrounding values
; will be ignored.

Shortcut            = myjobtype, myjob

; This is a short help string that some shells may display to the user about this type

Help                = This is a custom ProcessSequenceJob type

; This is a more extended help text that some shells may display to the user about this type

Details             = There are no shells that currently display this information, but
                    we're working on that. In the mean time, here's a nice long string of
                    information to get you started.

; This allows you to determine if this type should be enabled by default on
; an Engine that has never seen it before.

DefaultEnabled      = No

; The PrimaryParameters section allows you to add custom parameter for the
; type. These parameters are added before any parameters from the underlying
; base classes, so they will generally appear above them in shells. The order
; of parameters is only important to shells. You can order your parameters by
; using a number for the key name. If two parameters have the same number, the
; last one read will be the one used.

```

```

;
; Parameters must have a unique name. This name is used internally to access
; the parameter value, and is used as a section name in this file to describe
; all of the parameter information details. The parameter name must not
; conflict with any other parameter or command, either in this virtual Module
; file or in any of the underlying base classes. The parameter name is not
; generally shown to users, so the general convention is to not use spaces in
; parameter names, and use spaces in command names.

```

[PrimaryParameters]

```

1          = Format

```

```

; The SecondaryParameters section is the same as the PrimaryParameters, except
; that these parameters are added to the Job type information after any
; parameters from the underlying base classes. This means that they will
; appear below the underlying parameters in Shells. The order of parameters is
; only important to Shells. The names of the parameters must not conflict with
; any other parameters or commands, either in this file or in any of the
; underlying base classes. The parameter name is not generally shown to users,
; so the general convention is to not use spaces in parameter names, and use
; spaces in command names.

```

[SecondaryParameters]

```

1          = Extra
2          = Project

```

```

; The PrimaryCommands section allows you to add custom commands to the type.
; Currently commands are limited to executing an external program via a
; commandline. As with the parameters, Primary commands are added to the list
; before the underlying job classes. The only affect this has is the order of
; display of commands in Shells. Commands can be ordered by a number in the key
; name. The Command name must not conflict with any other parameters or
; commands. A command's name is also what is displayed to a user, so the
; general convention is to use spaces in Command names an no spaces in
; Parameter names.

```

[PrimaryCommands]

```

1          = View Format Info
2          = Separator

```

```

; The SecondaryCommands is just like the PrimaryCommands, except that these
; commands are added after the underlying Job base classes.

```

[SecondaryCommands]

```

; The ErrorText section allows you to define text that will be searched for
; at the beginning of a line of output that would signify an error that Smedge
; should assume would signify a failed work unit. You can specify as many of
; these as you need, and the key name does not matter (but must be unique for
; each different value you need). The text is case sensitive.

```

[ErrorText]

```

1          = ERROR:

```

```

; The SuccessText section allows you to define text that will be searched for
; at the beginning of a line of output that would signify successful work. If
; there are no SuccessText entries, then the normal work success tests are
; done. However, if there are any entries in this section, then there must be
; at least one line of output that starts with one of the entries, or the work
; will be considered unsuccessful. You can specify as many of these as you need
; and the key name does not matter (but must be unique for each different value
; you need). The text is case sensitive.

```

```
[ SuccessText ]
```

```

; The OverrideDefaults section allows you to override the default values for
; any parameter. Since you can just provide defaults for custom parameter types
; in their definition, this really only makes sense to override defaults for
; parameters from the base classes. Use the parameter name as the key and
; provide your new default.
;
; Note that parameter defaults will still follow the defined flag for allowing
; display of a default for a Job parameter or an Engine/Shell option. See the
; documentation of ParameterInfo for more information.

```

```
[ OverrideDefaults ]
```

```

Executable      = MyProgram
StartDirectory  = $(Project)/images

```

```

; The AutoDetect section allows your virtual module to perform a basic
; auto-detect ability to set the value of one or more other parameters
; of a job based on the values of other parameters. This is not as cool as
; what you get for doing a compiled module, where you have full access to the
; APIs for both Smedge and whatever 3rd party libraries you want to link to
; your module (e.g., the Maya module, if you wanted to actually open and work
; with Maya files in the AutoDetect logic.)
;
; The keys are in a value = change[, change ...] sequence. The value is the
; parameter that has just been modified. Each change in the list is also in
; a value=change syntax. The value here is the name of the parameter you
; want to modify, and the change is a string that will be run through the
; FormatStringWithParameters function, like the commandline. Use $(Name)
; syntax to access other job values

```

```
[ AutoDetect ]
```

```
Scene           = Name = [$(Project): ]$(Scene.File)
```

```

; Now we have a section for each parameter and command to actually define the
; functionality. The name of these sections must correspond to the names used
; above.

```

```

;
;           Parameters
;

```

```
[ Project ]
```

```

; This is an example of a Parameter definition. You must provide at least a
; type and a name, and a flag if this is a Job object parameter or an option
; for the type. See the documentation for ParameterInfo for full details
; and requirements.

```

```

NiceName      = Project
Type          = Dir
Help          = This is the project base directory
Default      =
Flags         = Parameter

; This is specific to the Dir type:

Prompt        = Select the base project directory

[ Format ]

NiceName      = Scene Format
Type          = Text
Help          = This is the custom type format. You must provide a valid format, or select one from the list
Default      = ascii
Flags         = Parameter, Required

; This is specific to the Text type (technically to all PresetsParameterInfo types):

Choices       = ascii, binary

[ Extra ]

NiceName      = Extra Parameters
Type          = Parameters
Help          = Extra commandline parameters you can pass to the executable.
Flags         = Parameter, Advanced

; This is specific to the Parameters type:
; These are all of the sub-parameters that are used to generate this value

Parameters    = -im, -x, -alpha, x

[ -im ]

NiceName      = Image Name
Type          = Text
Help          = The base filename for the images
Flags         = Required

[ -x ]

NiceName      = Resolution
Type          = Multi
Help          = The X and Y resolution in pixels
Flags         = Required

; These are specific to the Multi type:
Fields        = X, Y
; Notice the whitespace is made part of the separator by using quotes. The
; quote marks will be removed when the file is read, but the spaces inside
; will be left as part of the value of Separator.
Separator     = " -y "

[ -alpha ]

NiceName      = Render Alpha

```

```

Type          = Bool
Help          = Include the alpha channel in the rendered image file
Flags        = Required

    [ x ]

RealName      = -x
NiceName      = Capital x
Type          = Bool
Help          = This parameter should appear as a capital x separate from the lower case x for the Resolution
Flags        = Required

;
;           Commands
;

    [ View Format Info ]

; This is an example of a command section

Command       = $(Executable) -viewFormatInfo $(Format)
Help          = Try to view the completed frame from the renderer
Flags        = ForChild, ForParent

    [ Separator ]

Flags        = Separator

```

Product Reference

This is a reference for all Products that currently ship with Smedge. The following information provides the Smedge default Products from the suite of Job Modules included with Smedge. Many of these Modules support dynamic creation of additional Products, and your system may include different or additional Products. See the chapters on [Dynamic Products](#), [Maya Products](#), and [Virtual Modules](#), or talk to your system administrator for more information about custom or third party Modules you may have installed.

3D Studio Max

This Module is designed to control the 3ds max command line renderer included in versions 6.0 and later. This is a Compiled Module. It includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#). The Max.sx Module can be customized to support multiple versions of Max with the [Dynamic Products](#) configuration system, with one extension: The “SplitFrame” key is a Boolean value that determines if the customized Product is a sequence renderer or a single frame renderer (see [3D Studio Max \(SingleFrame\)](#))

Copying the scene locally

Max has some issues when used in larger networks. Autodesk has confirmed that the Max program code itself can cause failures reading the scene file when a large number of nodes try to read the same file simultaneously. To work around this problem, the Max.sx Module has a system to copy the scene file to the local Engine's drive before starting the max renderer. In so doing, it can also generate a path file with all of the directories and subdirectories of from the directory in which the original scene file is located. This way, any textures can be referenced relative to the scene file and can still be accessed even if the scene file is copied to a different folder. If you have specified a path file for the job, the paths from that file are also read and added to the generated path file.

This system is implemented internally in the Module. You can use the **CopyLocally** parameter of a Job or option for an Engine to enable or disable this behavior. All Max Products (both single and multi-frame) can use this system. By default, it is not enabled. See the Job Parameter Command [CopyLocally](#) for more information about the local copy system that is used to implement this behavior.

General Information

<i>Default ID</i>	A4F726B0-A613-4f2b-94FB-42C812857459
<i>Type Name and Shortcuts</i>	3D Studio Max Max Max6

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
CopyLocally	BoolOverride	X	X	Enables the Max scene file to be copied locally. See Copying the scene locally .	Engine Default (no)

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
LocalPathFile	BoolOverride	X	X	Enables the generation of the local path file (the MXP file) when the copy locally system is enabled. The local MXP file will not be generated if this is not on, and the renderer will only look for textures in the default locations and any locations specified in the original MXP file.	Engine Default (yes)
NthFrame	Text	X	X	Allows you to change the number of frames rendered in a sequence. Make sure that your Packet Size is set to a whole number multiple of this value. If blank, it will default to 1	
PathFile	File	X	X	A path configuration file (.mxp)	
TimeLimits	Parameters	X	X	Max time limits	
WorkPath	Dir	X	X	Root location for job data folders	

3D Studio Max (Single Frame)

This Module is designed to control the 3ds max command line renderer included in versions 6.0 and later to split a single frame across multiple machines. This is a Compiled Module. It includes all of the parameters from [Job](#), [ProcessJob](#), [SliceDistributor](#), and [RenderJob](#). The Max.sx Module can be customized to support multiple versions of Max with the [Dynamic Products](#) configuration system, with one extension: The "SplitFrame" key is a Boolean value that determines if the customized Product is a sequence renderer or a single frame renderer (see [3D Studio Max](#))

Single Frame Max Products can also make use of the system for [Copying the scene locally](#).

General Information

<i>Default ID</i>	e59d00dd-3c2e-4994-b665-ca5fdcbc92ed
<i>Type Name and Shortcuts</i>	3D Studio Max (Single Frame) Max single Max1

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
CopyLocally	BoolOverride	X	X	Enables the Max scene file to be copied locally. See Copying the scene locally .	
Extra	Parameters	X	X	Extra parameters you want to send on the command line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Overlap	Int	X	X	The amount of overlapping pixels that border each strip	10
PathFile	File	X	X	A path configuration file (.mxp)	
TimeLimits	Parameters	X	X	Max time limits	
WorkPath	Dir	X	X	Root location for job data folders	

3D Studio Max (via SFRender)

This Module is designed to control 3ds max via the SFRender third party commandline interface. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	42906ff2-25b4-4021-a391-39238e96922f
<i>Type Name and Shortcuts</i>	3D Studio Max (via SFRender) max3 max4 max5 sfrrender

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	

3Delight

This Module is designed to control 3Delight renderer. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	7582c8ad-cafd-4ac2-b5f0-a20101872527
<i>Type Name and Shortcuts</i>	3Delight

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	

3Delight for Maya

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **RenderMan for Maya** Product is designed to control the 3Delight for Maya plug-in for Maya. This product is included in the Compiled Module **Maya.sx**. This will override any Render Layer renderer settings in your Maya 7 file.

The RenderMan for Maya Product includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

General Information

<i>Default ID</i>	4b877075-b0d8-44a5-89dd-d62e557bff45
<i>Type Name and Shortcuts</i>	3delight4m 3d4m

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RenderDir	Dir	X	X	Override the output folder	
ReNUMBERBy	Text	X	X	The increment value for renumbering the frame files. Blank defaults to 1	
ReNUMBERStart	Text	X	X	The Job can be renumbered starting at this value. If left blank, the file frame numbers will correspond to the frames rendered	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

3Delight for Maya (Single Frame)

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **RenderMan for Maya (Single Frame)** Product is designed to control the 3Delight for Maya plug-in for Maya. This product is included in the Compiled Module **Maya.sx**. Using this product will override any Render Layer renderer settings in your Maya file.

The RenderMan for Maya (Single Frame) Product includes all of the parameters from [Job](#), [ProcessJob](#), [SliceDistributor](#), and [Render-Job](#). It adds the SingleFrame option in the product definition in order to provide the attributes used for splitting single frames

General Information

<i>Default ID</i>	51C0B8BB-D6C5-4c7f-AC01-C827B3F1D9E1
<i>Type Name and Shortcuts</i>	3d4m-1 3Delight for Maya Single Image 3Delight for Maya Single 3delight4m-1

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
CompositeCommand	Text	X	X	This is the command that can be used to re-assemble the slices. No default is provided because Maya does not include a system that can composite every possible type of image that it can create. You can supply your own command, using job variable substitution to find and place the slices. If this is blank when the stitch work is ready to be sent, no automated composition of the image slices is done.	
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RegionEnd	Multi: •X •Y	X		The top, right corner of the current slice in pixels	
RegionEndPercent	Multi: •X •Y	X		The top, right corner of the current slice as a percentage (floating point between 0 and 1). <i>Note:</i> This value is currently only correctly calculated if the RenderRegion is the entire image size.	
RegionName	Text	X	X	The naming convention for each slice. You can reference other parameters in this text, and they will be properly expanded at render time.	Slice_ \$(RegionStart.X)- \$(RegionStart.Y)
RegionSize	Multi: •X •Y	X		The size of the current slice, in pixels.	
RegionSizePercent	Multi: •X •Y	X		The size of the current slice, in pixels.	
RegionStart	Multi: •X •Y	X		The bottom, left corner of the current slice in pixels	
RegionStartPercent	Multi: •X •Y	X		The bottom, left corner of the current slice as a percentage (floating point between 0 and 1). <i>Note:</i> This value is currently only correctly calculated if the RenderRegion is the entire image size.	
RenderDir	Dir	X	X	Override the output folder	
RenderRegion	Multi: •Left •Right •Bottom •Top	X	X	This is the total sub-region of the full image size that will be divided up to other machines. To render the full image size, use 0 for Left and Bottom, and the image width and height for Right and Top, respectively. Fields: Left, Right, Bottom, Top Separator: " "	
SliceImage	Multi: •Horizontal •Vertical	X	X	The number of sections, horizontally and vertically, to divide the image into.	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	
SliceOverlap	Int	X	X	The number of pixels of overlap between the slices. Useful for reducing edge artifacts on the slices.	50
Slices	Text	X		The total number of slices from the image that will be rendered. Equal to: \$(SliceImage.Horizontal) x \$(SliceImage.Vertical)	

After Effects

This Module is designed to control the AfterEffects 6.x or later commandline renderer. This is a Compiled Module. It includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

This Module supports the creation of Dynamic Products with a simple INI file format. See the [Dynamic Products](#) chapter for more information.

Using Smedge with After Effects

After Effects works differently than most other rendering systems. Because of the variety of ways that you can configure and use AE to render, see the supplemental *Using Smedge with After Effects* manual included in the documentation folder of the Smedge distribution.

Note that you cannot currently use Smedge to control After Effects rendering to a single movie file. You will need to render to an image sequence of some kind, which you can then convert to a movie file if you need.

General Information

<i>Default ID</i>	ef7f0373-3542-4d1d-80d0-bb8599fa4c63
<i>Type Name and Shortcuts</i>	After Effects AE

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Comp	Text	X	X	The name of the comp in the scene file to render	
Extra	Text	X	X	Extra commandline parameters you wish to pass to the renderer.	

Air

The **Air** Product allows you control the Air renderer. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	1ee7351d-6d52-48f7-9bb8-df232d2faca4
<i>Type Name and Shortcuts</i>	Air

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	

Aqsis

The **Aqsis** Product allows you control the Aqsis command line renderer. This is a **Virtual Module**. It includes all of the parameters from **ProcessSequence**.

General Information

<i>Default ID</i>	89f86e8d-578e-4859-96b0-102153b79a32
<i>Type Name and Shortcuts</i>	Aqsis

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Crop	Multi	X	X	Define a crop window. Only the portion of the image inside the specified region will be rendered. The coordinates are in screen space, so a value of 0.0 is at the top resp. left and a value of 1.0 is at the right resp. bottom, irrespective of the actual resolution. Using this option is equivalent to the RIB command Crop-Window x1 x2 y1 y2.	
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Res	Multi	X	X	Set the output image pixel resolution regardless of what is specified in the RIB.	

Alias

This Module is designed to control the Alias Studio commandline renderers. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	374e7b28-645c-4385-a3Cb-c5fc7f45ac11
<i>Type Name and Shortcuts</i>	Alias Studio Alias Studio

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Product	Choice	X	X	Which Alias renderer to use for the Job. Your choices are: Renderer RayTracer PowerCaster PowerTracer	PowerTracer

Blender

This Module is designed to control the Blender commandline renderer. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	75316b6c-2510-44f1-b15d-d6a8f23a4c3f
<i>Type Name and Shortcuts</i>	Blender

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	

Cinema 4D

This Module is designed to control the Cinema 4D commandline renderer. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	986184cd-04c1-451f-af66-f2947e405434
<i>Type Name and Shortcuts</i>	Cinema 4D C4d

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	

Combustion 4

This Module is designed to control the Combustion commandline renderer. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	0dcfc181-7272-4d27-8042-cf208b8f05b5
<i>Type Name and Shortcuts</i>	Combustion 4 C4 Combustion

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
RenumberBy	Text	X	X	The increment value for renumbering the frame files. If blank, defaults to 1	
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

Digital Fusion

This Module is designed to control the Alias Studio commandline renderers. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	ae fec858-eeb1-4e67-8b75-d147e0b60a0b
<i>Type Name and Shortcuts</i>	Digital Fusion Fusion DF

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
rtPath	File	X	X	The name (and optionally the path to) the dfsript that actually controls the rendering.	Rendertool
dfPath	File	X	X	You can supply the full path to the Digital Fusion executable to the script. If you leave this blank, the default supplied script will check the environment variable FUSION_LOCATION, then the start directory for a copy of Digital Fusion or the Render Node.	

finalRender for Maya

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **finalRender for Maya** Product allows you to tell Maya to render using the Maya Vector renderer. This will override any Render Layer renderer settings in your Maya 7 file.

The finalRender for Maya Product includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

General Information

<i>Default ID</i>	a9bdf783-810b-46ce-885e-90d37f2e4128
<i>Type Name and Shortcuts</i>	finalRender for Maya fr4m fr

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RenderDir	Dir	X	X	Override the output folder	
ReNumberBy	Text	X	X	The increment value for renumbering the frame files. Blank defaults to 1	
ReNumberStart	Text	X	X	The Job can be renumbered starting at this value. If left blank, the file frame numbers will correspond to the frames rendered	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

Fryrender

This Module is designed to control the Maxwell Light Simulator command line renderer. This is a Compiled Module. It includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

Fryrender/dsimerge or Frycmd

The Fry.sx Module can handle the command line operation for both Fryrender using dsimerge to merge the DSI files together (version 1.0), and for Frycmd, which can also be used to merge DSI files (version 1.5). If you set the command line to the Fryrender executable, the command line will automatically be created with the extra flags required, and DSI merging will use the dsimerge command. If you set it to the Frycmd executable, that executable will be used for both the rendering and merging DSI files.

DSI Generation

Fry can generate a proprietary output format that it can use to “merge” the results from several machines into a single file, improving quality. Because these files are so large, Smedge always creates them locally on the machine during the render process. Once finished, Smedge intelligently handles the transfer and merging of these files when you choose to repeat the job.

You can optionally request the Smedge use [Large File Transfer](#) jobs to queue the moving, instead of having the move happen immediately as part of the work process. This can decrease the load on your network as these very large files are moved around between machines, but may slow down the merge process depending on your settings for distributing [Large File Transfer](#) work.

General Information

<i>Default ID</i>	26BD6DFF-1F01-4CD3-A326-94722F132039
<i>Type Name and Shortcuts</i>	Fryrender Fry

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
DistributionMode	Choice	X	X	Determines how repetitions of sequences are handled. Set to “0” to dispatch every repetition of a frame before moving to the next frame. Set to “1” to have every frame distributed once before the successive repetitions of each frame.	1

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
DSI	File	X	X	Specify the DSI file path used during rendering	
Output	File	X	X	Specifies the full path and name of the image file. The file name can refer to any of the multiple graphic formats supported.	

Custom Commands

Fry also adds some additional commands that you can use to control the rendering process.

Stop and Merge

This will stop a current running render, and allow it to be merged immediately at its current quality level. Note that this only affects the specific work unit(s) you have selected when you request the command, and won't stop any additional renders from starting in order to finish all of the requested repetitions.

Stop All Work and Merge

This will stop all currently running renders and start the merge process for all of them. Additionally, no further renders will be started, even if there are outstanding repetitions that haven't been rendered yet. You can access this command by selecting any work unit from the Job, the Job itself, or any history element from the job.

FFmpeg

This Module is designed to control the FFmpeg renderer. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	5fe84ba1-cbbf-49fd-a244-2732bfbd7b71
<i>Type Name and Shortcuts</i>	FFmpeg

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
GlobalOptions	Parameters	X	X	Extra parameters you want to send on the command line, which apply to the global settings of FFmpeg.	
InfileOptions	Parameters	X	X	Extra parameters you want to send on the command line, which apply to the input file settings of FFmpeg.	
OutfileOptions	Parameters	X	X	Extra parameters you want to send on the command line, which apply to the output file settings of FFmpeg.	
OutputFile	File	X	X	Specifies the full path and format string or file name used for the output file passed into Ffmpeg.	

Gelato

This Module is designed to control the Gelato renderer. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	0e304886-b40b-4471-8e08-3f431442c3e1
<i>Type Name and Shortcuts</i>	Gelato

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	

Generic Script

This Module is designed to allow the distribution of any commandline. You can use it to distribute a range based sequence, such as a rendered animation sequence, or you can use it to distribute a command to execute exactly one time on every Engine that is a member of the assigned Pool. If you supply a **Range** value, the Master will use that range to break up the distribution just like every other range based Product. However, if you leave the **Range** blank, the work will be evenly distributed to every Engine in the pool. When you submit a Generic Script Job with **Submit**, you will still need to supply a **-Range** flag to the **Submit** commandline, but you can leave its value blank. **This is different than other Products.**

Generic Script is a Compiled Module. It includes all of the parameters from [Job](#), [ProcessJob](#), and [SequenceDistributor](#).

General Information

<i>Default ID</i>	2c0ad30d-5432-44f3-8ab9-5d09d08e2955
<i>Type Name and Shortcuts</i>	Generic Script Generic Script

Parameters

<i>Name</i>	<i>Type</i>			<i>Meaning</i>	<i>Default</i>
Command	Text	X	X	The command line to execute. The Engine will perform standard Smedge style variable substitution before launching the command. You can access other Job parameters using the \$(Name) syntax.	

Houdini

This Module is designed to control the Houdini command line renderer. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	044da801-d94b-41bd-9861-ec429c7ee6e4
<i>Type Name and Shortcuts</i>	Houdini Mantra

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
PythonFilter	File	X	X	This is the path to a Python script file that is used to do filtering of the Houdini IFD Files before rendering.	

imgcvt

This Module allows you to control the imgcvt image conversion program that is included with Maya. It is supplied by the Maya.sx compiled module, and includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#). Note that this module is hard coded in the Maya module code, and is not configured by the Maya.ini file.

When using the GUI, if you select an existing frame file for the InSequence or OutSequence parameters, it will automatically convert that image to a format specifier.

General Information

<i>Default ID</i>	fdae3386-7a20-460d-9795-a1adf0f8a841
<i>Type Name and Shortcuts</i>	imgcvt

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
InSequence	File	X	X	The input sequence	
Options	Text	X	X	Additional command line options	
OutSequence	File	X	X	The output sequence	

Large File Transfer

This Module allows you to queue file operations in order to reduce your network load. File operations are queued separate from other Smedge workers, but can still be limited in the number of simultaneous operations allowed. This is a Compiled Module. It includes all of the parameters from [Job](#).

General Information

<i>Default ID</i>	3e732d37-a865-45f3-b2b2-3624db07ce2d
<i>Type Name and Shortcuts</i>	Large File Transfer lft copy move

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Operation	Choice	X	X	The type of operation to perform. Choices are: 0 = Move/Rename a file 1 = Copy a file	1
Overwrite	Bool	X	X	Allow the target file to be overwritten if it exists	Yes
Source	File	X	X	The source file	
Target	File	X	X	The target file	

Lightwave

This Module is designed to control the Lightwave command line renderer. This is a Compiled Module. It includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

This Module supports the creation of Dynamic Products with a simple INI file format. See the [Dynamic Products](#) chapter for more information.

General Information

<i>Default ID</i>	0c09288e-7241-439c-af2b-b9954c61fb6d
<i>Type Name and Shortcuts</i>	Lightwave LW LWSN

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
ConfigFile	Dir	X	X	The full path to the Lightwave config files to use for rendering.	
ContentDir	Dir	X	X	The path to the content directory to use for rendering.	
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

MachStudioPro 1.4

This Module is designed to control the Mach Studio Pro command line renderer (version 1.4). This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	d8b129ac-a4e2-41b6-a504-474df4349cf7
<i>Type Name and Shortcuts</i>	MachStudioPro Render 1.4

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Show	Choice	X	X	Select show to display a preview of the hardware buffer output during rendering. The choices are: /noshow: Do not show output /show: Show output	/noshow

Maxwell Light Simulator

This Module is designed to control the Maxwell Light Simulator command line renderer. This is a Compiled Module. It includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

Maxwell 1 and Maxwell 2

The command line syntax and functionality of the rendering has changed significantly in various versions of Maxwell. To support this, Smedge now can set a Maxwell job to use a command line formatted correctly for Maxwell 1.6.0 and earlier (with no output), Maxwell 1.6.1 – 1.7 (with output), or Maxwell 2.0 or later (with a revised and extended syntax). Make sure you choose the correct syntax version for the version of Maxwell you are using for rendering. See the **CommandFormat** parameter for more information.

MXI Generation

Maxwell can generate a proprietary output format that it can use to “merge” the results from several machines into a single file, improving quality. Because these files are so large, Smedge always creates them locally on the machine during the render process. Once finished, Smedge intelligently handles the transfer and merging of these files when you choose to repeat the job.

You can optionally request the Smedge use [Large File Transfer](#) jobs to queue the moving, instead of having the move happen immediately as part of the work process. This can decrease the load on your network as these very large files are moved around between machines, but may slow down the merge process depending on your settings for distributing [Large File Transfer](#) work.

To properly allow MXI merging, you need to configure the path to the mximerge executable as well as the path to the normal maxwell render command. You can set this path, along with the options for using the [Large File Transfer](#) job as Engine Product options. See the User Manual for more information on setting Product Options in Smedge.

General Information

<i>Default ID</i>	644d0701-8027-48e0-8bf8-ea8851a519f2
<i>Type Name and Shortcuts</i>	Maxwell Light Simulator Maxwell mx mxcl

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
CommandFormat	Choice	X	X	Sets the command line format for the version of Maxwell that you are using. Choices: 0: version 1.0 – 1.6.0 1: version 1.6.1 – 1.7 2: version 2.0 +	2
Display	Choice	X	X	Select the options for displaying the Maxwell program while a render is running. (Note that you cannot display an interface when SmedgeEngine is running as a background Service). 0: No display 1: Console display only 2: Full GUI display	0
DistributionMode	Choice	X	X	Determines how repetitions of sequences are handled. Set to “0” to dispatch every repetition of a frame before moving to the next frame. Set to “1” to have every frame distributed once before the successive repetitions of each frame.	1
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.) Note that there are some extra parameters that are only allowed for Maxwell 2.0+. Smedge does not verify that you have specified flags in this parameter that are allowed for the command format you are using. Be sure to check that you are not using flags that are not allowed, or you will have work units that fail.	
MXI	File	X	X	Specify the MXI file path used during rendering	
Output	File	X	X	Specifies the full path and name of the image file. The file name can refer to any of the multiple graphic formats supported. In case of sequences, the output files will be numbered with a 4-digit suffix.	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
UseZeroCPUs	Bool-Override	X	X	When Smedge starts a worker on a machine that is to use all of the Engine's CPUs, you can tell Maxwell to use the number 0 instead of the actual CPU count. This can lead to some performance gain in Maxwell.	Engine Default (yes)
Verbose	Choice	X	X	Sets the verbosity level from the renderer (Maxwell 2.0+) 0: None 1: Errors 2: Warnings 3: Info 4: All	3

Custom Commands

Maxwell also adds some additional commands that you can use to control the rendering process.

Stop and Merge

This will stop a current running render, and allow it to be merged immediately at its current quality level. Note that this only affects the specific work unit(s) you have selected when you request the command, and won't stop any additional renders from starting in order to finish all of the requested repetitions.

Stop All Work and Merge

This will stop all currently running renders and start the merge process for all of them. Additionally, no further renders will be started, even if there are outstanding repetitions that haven't been rendered yet. You can access this command by selecting any work unit from the Job, the Job itself, or any history element from the job.

Maya

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The default Maya product is designed for use with Maya 7.0 and later. It can handle the extended Render Layers feature new in Maya 7, which allows you to assign different renderers for each layer. The downside of this new system is that you have less control of the render settings via the Extra Parameters you can supply to the command line. If you are using Maya 6, or if you want more command line controls, you can use the **Maya Software** Product.

The Maya Product includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

General Information

<i>Default ID</i>	56f3b0da-a949-4c76-a21e-5bffa03aca8af
<i>Type Name and Shortcuts</i>	Maya file

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
mrVerbosity	Choice	X	X	<p>This controls the amount of verbosity of the mental ray renderer (if it is being used by the scene file). You can choose from:</p> <p>" " - Use default verbosity "0" - No messages "1" - Fatal Errors Only "3" - Errors and Warnings Only "5" - Progress (including image filenames)</p> <p>Note you must use the highest verbosity for Smedge to detect the image filenames, but this can slow down renders that have a lot of output</p>	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RenderDir	Dir	X	X	Override the output folder	
ReNumberBy	Text	X	X	The increment value for renumbering the frame files. Blank defaults to 1	
ReNumberStart	Text	X	X	The Job can be renumbered starting at this value. If left blank, the file frame numbers will correspond to the frames rendered	
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

Maya (1-5)

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The Maya (1-5) Product allows you to control older versions of Maya using the old command line syntax.

The Maya (1-5) Product includes all of the parameters from Job, ProcessJob, SequenceDistributor, and RenderJob.

General Information

<i>Default ID</i>	8f6790c1-7ea9-4091-82b9-e7c64327a632
<i>Type Name and Shortcuts</i>	Maya (1-5) Maya1 Maya2 Maya3 Maya4 Maya5

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RenderDir	Dir	X	X	Override the output folder	
ReNumberBy	Text	X	X	The increment value for renumbering the frame files. Blank defaults to 1	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
RenumberStart	Text	X	X	The Job can be renumbered starting at this value. If left blank, the file frame numbers will correspond to the frames rendered	
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

Maya Hardware Renderer

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **Maya Hardware** Product allows you to tell Maya to render using the Maya Hardware renderer. Note that hardware rendering is actually dependent upon the hardware installed on your Engines. Using this product will override any Render Layer renderer settings in your Maya 7 file.

The Maya Hardware Renderer Product includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

General Information

<i>Default ID</i>	bbf04770-cb4b-40b7-8d2d-eb98c3a767
<i>Type Name and Shortcuts</i>	Maya Hardware Renderer Maya Hardware hw

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RenderDir	Dir	X	X	Override the output folder	
RenumberBy	Text	X	X	The increment value for renumbering the frame files. Blank defaults to 1	
RenumberStart	Text	X	X	The Job can be renumbered starting at this value. If left blank, the file frame numbers will correspond to the frames rendered	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

Maya Lightmap Generator

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **Maya Lightmap Generator** Product allows you to tell Maya to render using the mental ray lightmap renderer. Using this product will override any Render Layer renderer settings in your Maya 7 file.

The Maya Product includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#). **Note:** Currently the Maya lightmap renderer does not support overriding the frame range to render. You can only send this type of Job as a single whole work unit for the entire scene.

General Information

<i>Default ID</i>	cb4dcb75-6330-47df-af47-cae6fe573389
<i>Type Name and Shortcuts</i>	Maya Lightmap Generator Lightmap lm

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RenderDir	Dir	X	X	Override the output folder	

Maya Software Renderer

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **Maya Software** product is what used to be the normal Maya Product in Smedge 3 version 1.0.x. It actually forces the Maya command line to use the Maya Software renderer. If you are using Maya 6, you will need to use this Product if you want to render with the Maya software renderer, because the **Maya** product uses a render product switch that is not available in Maya 6. You can also use this product with Maya 7 or later if you want to force Maya to use the Maya Software renderer, or if you want the extended command line control over the render quality that you can get with the specific render products.

The Maya Software Renderer Product includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

General Information

<i>Default ID</i>	44d7ee77-ffe5-4f45-abe0-8aced1a7fae7
<i>Type Name and Shortcuts</i>	Maya Software Renderer Maya Software sw

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RenderDir	Dir	X	X	Override the output folder	
RenumberBy	Text	X	X	The increment value for renumbering the frame files. Blank defaults to 1	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
RenumberStart	Text	X	X	The Job can be renumbered starting at this value. If left blank, the file frame numbers will correspond to the frames rendered	
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

Maya Software Renderer (Single Frame)

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **Maya Software Renderer (Single Frame)** product is what used to be the normal Maya Product in Smedge 3 version 1.0.x. It actually forces the Maya command line to use the Maya Software renderer. If you are using Maya 6, you will need to use this Product if you want to render with the Maya software renderer, because the **Maya** product uses a render product switch that is not available in Maya 6. You can also use this product with Maya 7 or later if you want to force Maya to use the Maya Software renderer, or if you want the extended command line control over the render quality that you can get with the specific render products.

The Maya Software Renderer (Single Frame) Product includes all of the parameters from [Job](#), [ProcessJob](#), [SliceDistributor](#), and [RenderJob](#). It adds the SingleFrame option in the product definition in order to provide the attributes used for splitting single frames

General Information

<i>Default ID</i>	2B2C5C75-6AA8-457f-B72D-3CAE698C7772
<i>Type Name and Shortcuts</i>	sw-1 Maya Software Renderer Single Image Maya Software Single Image Maya Software Single

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
CompositeCommand	Text	X	X	This is the command that can be used to re-assemble the slices. No default is provided because Maya does not include a system that can composite every possible type of image that it can create. You can supply your own command, using job variable substitution to find and place the slices. If this is blank when the stitch work is ready to be sent, no automated composition of the image slices is done.	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RegionEnd	Multi: •X •Y	X		The top, right corner of the current slice in pixels	
RegionEndPercent	Multi: •X •Y	X		The top, right corner of the current slice as a percentage (floating point between 0 and 1). <i>Note:</i> This value is currently only correctly calculated if the RenderRegion is the entire image size.	
RegionName	Text	X	X	The naming convention for each slice. You can reference other parameters in this text, and they will be properly expanded at render time.	Slice_\$(RegionStart.X)-\$(RegionStart.Y)
RegionSize	Multi: •X •Y	X		The size of the current slice, in pixels.	
RegionSizePercent	Multi: •X •Y	X		The size of the current slice, in pixels.	
RegionStart	Multi: •X •Y	X		The bottom, left corner of the current slice in pixels	
RegionStartPercent	Multi: •X •Y	X		The bottom, left corner of the current slice as a percentage (floating point between 0 and 1). <i>Note:</i> This value is currently only correctly calculated if the RenderRegion is the entire image size.	
RenderDir	Dir	X	X	Override the output folder	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
RenderRegion	Multi: •Left •Right •Bottom •Top	X	X	This is the total sub-region of the full image size that will be divided up to other machines. To render the full image size, use 0 for Left and Bottom, and the image width and height for Right and Top, respectively. Fields: Left, Right, Bottom, Top Separator: " "	
SliceImage	Multi: •Horizontal •Vertical	X	X	The number of sections, horizontally and vertically, to divide the image into.	
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	
SliceOverlap	Int	X	X	The number of pixels of overlap between the slices. Useful for reducing edge artifacts on the slices.	50
Slices	Text	X		The total number of slices from the image that will be rendered. Equal to: \$(SliceImage.Horizontal) x \$(SliceImage.Vertical)	

Maya to mental ray Exporter

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **Maya to mental ray Exporter** Product allows you to tell Maya to convert the Maya scene to .mi files for use with the mental ray standalone renderer.

The Maya to mental ray Exporter Product includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

General Information

<i>Default ID</i>	17e64628-b48c-4464-86d6-3f3389758db9
<i>Type Name and Shortcuts</i>	Maya to mental ray Exporter MentalRay Exporter exporter mi

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RenderDir	Dir	X	X	Override the output folder	
ReNUMBERBy	Text	X	X	The increment value for renumbering the frame files. Blank defaults to 1	
ReNUMBERStart	Text	X	X	The Job can be renumbered starting at this value. If left blank, the file frame numbers will correspond to the frames rendered	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

Maya Vector Renderer

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **Maya Vector Renderer** Product allows you to tell Maya to render using the Maya Vector renderer. Using this product will override any Render Layer renderer settings in your Maya 7 file.

The Maya Vector Renderer Product includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

General Information

<i>Default ID</i>	fb5da2e3-22bf-41f9-adc4-e00fb6fbed2
<i>Type Name and Shortcuts</i>	Maya Vector Renderer Maya Vector vr

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RenderDir	Dir	X	X	Override the output folder	
ReNumberBy	Text	X	X	The increment value for renumbering the frame files. Blank defaults to 1	
ReNumberStart	Text	X	X	The Job can be renumbered starting at this value. If left blank, the file frame numbers will correspond to the frames rendered	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

MayaMan

This Module is designed to control the MayaMan product. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	794874ce-eabc-485a-85a8-097b66e8b009
<i>Type Name and Shortcuts</i>	MayaMan mm

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	

mental ray for Maya

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **mental ray for Maya** Product is designed to control the mental ray for Maya command line renderer included in versions Maya 6.0 and later. This product is included in the Compiled Module **Maya.sx**. Using this product will override any Render Layer renderer settings in your Maya file.

The mental ray for Maya Product includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

General Information

<i>Default ID</i>	43a9184b-2b5e-4abc-958c-2aa244a36019
<i>Type Name and Shortcuts</i>	mental ray for Maya MentalRay for Maya MR4M

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
mrVerbosity	Choice	X	X	<p>This controls the amount of verbosity of the mental ray renderer (if it is being used by the scene file). You can choose from:</p> <p>" " - Use default verbosity "0" - No messages "1" - Fatal Errors Only "3" - Errors and Warnings Only "5" - Progress (including image filenames)</p> <p>Note you must use the highest verbosity for Smedge to detect the image filenames, but this can slow down renders that have a lot of output</p>	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RenderDir	Dir	X	X	Override the output folder	
ReNumberBy	Text	X	X	The increment value for renumbering the frame files. Blank defaults to 1	
ReNumberStart	Text	X	X	The Job can be renumbered starting at this value. If left blank, the file frame numbers will correspond to the frames rendered	
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

mental ray for Maya (Single Frame)

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **mental ray for Maya (Single Frame)** Product is designed to control the mental ray for Maya command line renderer included in versions Maya 6.0 and later. This product is included in the Compiled Module **Maya.sx**. Using this product will override any Render Layer renderer settings in your Maya file.

The mental ray for Maya (Single Frame) Product includes all of the parameters from [Job](#), [ProcessJob](#), [SliceDistributor](#), and [RenderJob](#). It adds the SingleFrame option in the product definition in order to provide the attributes used for splitting single frames

General Information

<i>Default ID</i>	99BCA4F7-1973-454E-99E4-A60871473997
<i>Type Name and Shortcuts</i>	mr4m-1 mental ray for Maya Single Image MentalRay for Maya Single Image mental ray for Maya Single MentalRay for Maya Single

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
CompositeCommand	Text	X	X	This is the command that can be used to re-assemble the slices. No default is provided because Maya does not include a system that can composite every possible type of image that it can create. You can supply your own command, using job variable substitution to find and place the slices. If this is blank when the stitch work is ready to be sent, no automated composition of the image slices is done.	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RegionEnd	Multi: •X •Y	X		The top, right corner of the current slice in pixels	
RegionEndPercent	Multi: •X •Y	X		The top, right corner of the current slice as a percentage (floating point between 0 and 1). <i>Note:</i> This value is currently only correctly calculated if the RenderRegion is the entire image size.	
RegionName	Text	X	X	The naming convention for each slice. You can reference other parameters in this text, and they will be properly expanded at render time.	Slice_ \$(RegionStart.X)- \$(RegionStart.Y)
RegionSize	Multi: •X •Y	X		The size of the current slice, in pixels.	
RegionSizePercent	Multi: •X •Y	X		The size of the current slice, in pixels.	
RegionStart	Multi: •X •Y	X		The bottom, left corner of the current slice in pixels	
RegionStartPercent	Multi: •X •Y	X		The bottom, left corner of the current slice as a percentage (floating point between 0 and 1). <i>Note:</i> This value is currently only correctly calculated if the RenderRegion is the entire image size.	
RenderDir	Dir	X	X	Override the output folder	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
RenderRegion	Multi: •Left •Right •Bottom •Top	X	X	This is the total sub-region of the full image size that will be divided up to other machines. To render the full image size, use 0 for Left and Bottom, and the image width and height for Right and Top, respectively. Fields: Left, Right, Bottom, Top Separator: " "	
SliceImage	Multi: •Horizontal •Vertical	X	X	The number of sections, horizontally and vertically, to divide the image into.	
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	
SliceOverlap	Int	X	X	The number of pixels of overlap between the slices. Useful for reducing edge artifacts on the slices.	50
Slices	Text	X		The total number of slices from the image that will be rendered. Equal to: \$(SliceImage.Horizontal) x \$(SliceImage.Vertical)	

mental ray Standalone

The **MentalRay Standalone** Product allows you control the mental ray standalone renderer. This is a Compiled Module. It includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

This Module supports the creation of Dynamic Products with a simple INI file format. See the [Dynamic Products](#) chapter for more information.

General Information

<i>Default ID</i>	bfe924c1-6d48-422c-bf71-a1305ef75437
<i>Type Name and Shortcuts</i>	MentalRay Standalone MR Ray

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
ActualScene	Text	X		Returns the full path to the actual scene file or files that will be handled in this work unit. For single .mi file scenes, it's the same as Scene, but for multiple .mi files, it will return a space separated list of files with the actual frames substituted in.	
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
SceneNameFormat	Text	X	X	For sequences of .mi files, this is the formatting string that is used to determine the scene file names. Uses standard printf formatting. Leave blank if you have the entire scene in a single .mi file.	

Modo

This Module is designed to control Modo via the modo_cl command line interface. It sends a series of commands to open the scene and start the render using the input pipe, and includes the ability to add custom operations. It cannot currently detect the rendered im-

age filenames directly. This is a Compiled Module. It includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

This Module supports the creation of Dynamic Products with a simple INI file format. See the [Dynamic Products](#) chapter for more information.

General Information

<i>Default ID</i>	dfd3ea42-d630-4326-a33b-9b9125f9b7ea
<i>Type Name and Shortcuts</i>	Nuke

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
argv	Text	X	X	Anything here can be used by [argv n] expressions to provide changing arguments to the script. Each must start with a non-digit to avoid confusion with the frame ranges. See the Nuke command line documentation for more information.	
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
TranslateScriptPaths	Bool-Override	X	X	Enables the automatic Nuke script path translation system. When on, the Nuke script is copied to the job local folder and any paths inside the script are translated using the Smedge Platform path translation system	Engine Default (yes)
WriteNode	Text	X	X	An optional write node to render. If you do not supply a value for this parameter, all write nodes in the Nuke scene file will be rendered.	

Nuke

This Module is designed to control Nuke via the commandline renderer. This is a Compiled Module. It includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

This Module supports the creation of Dynamic Products with a simple INI file format. See the [Dynamic Products](#) chapter for more information.

Note that the automatic scene translation system is now part of the RenderJob base class. You can find more information about the parameters used to access and configure this system in the section on the RenderJob common parameters.

General Information

<i>Default ID</i>	dfd3ea42-d630-4326-a33b-9b9125f9b7ea
<i>Type Name and Shortcuts</i>	Nuke

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
argv	Text	X	X	Anything here can be used by [argv n] expressions to provide changing arguments to the script. Each must start with a non-digit to avoid confusion with the frame ranges. See the Nuke command line documentation for more information.	
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
WriteNode	Text	X	X	An optional write node to render. If you do not supply a value for this parameter, all write nodes in the Nuke scene file will be rendered.	

Pixar RenderMan

The **Pixar RenderMan** Product is designed to control the prman commandline renderer. This is a **Virtual Module**. It includes all of the parameters from **ProcessSequence**.

The PRMan Product assumes the sort of RIB directory structure like that produced by exporting RIB sequences from Maya:

```
.../Path-To-Project-Root/renderman/Scene-Folder/rib/frame/frame.rib
```

You should select the “Scene-Folder” folder for the RibBase folder. Smedge will try to guess the “Path-To-Project-Root” folder based on the RibBase folder you select, and set this as the Start Folder for the Job. The Start Directory should be the root of your RenderMan project hierarchy, the base folder for any relative paths inside the RIB files.

Note that this behavior and this structure is easily adjusted. You can modify the Smedge prman command line using the Product Options for the Engines, and you can change both the command line and the auto-detect system if your RIB directory structure is different by modifying the PSX file itself.

Note that currently, the Virtual Module cannot find the frame range on disk automatically, nor can it parse the RIB files to get the list of image sequences that will be rendered for the image verification systems.

General Information

<i>Default ID</i>	cbf2137f-a69a-4f81-a826-e7d4140fe06b
<i>Type Name and Shortcuts</i>	Pixar RenderMan RenderMan prman

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
RibBase	Dir	X	X	The base folder with the RIB folder sequence.	

REDline

This Module is designed to control the REDline RED camera image conversion utility. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	f7696060-645c-4bd9-93d6-4dbe07c91610
<i>Type Name and Shortcuts</i>	REDline

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command line that control the settings for the resulting converted output files.	
LeftEye	File	X	X	Left Eye Input (for stereo conversion instead of a single camera conversion that uses the Scene parameter)	
Output	Text	X	X	The base name for the output image files from the conversion process.	
OutputDir	Dir	X	X	The folder where the converted output files are saved	
RenumberStart	Text	X	X	Optional number for offsetting the frame number in the converted output files.	
RightEye		X	X	Right Eye Input (for stereo conversion instead of a single camera conversion that uses the Scene parameter)	
Verbosity	Choice	X	X	Controls the output verbosity of the convert process. Options are "" (default) "--verbose" (verbose) "--errorsOnly" (errors only) and "--silent" (silent)	

RenderMan for Maya

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **RenderMan for Maya** Product is designed to control the RenderMan for Maya plug-in for Maya. This product is included in the Compiled Module **Maya.sx**. This will override any Render Layer renderer settings in your Maya 7 file.

The RenderMan for Maya Product includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

General Information

<i>Default ID</i>	6e5b4220-63ad-4a1b-b6a6-a7ccaa4ecf1a
<i>Type Name and Shortcuts</i>	RenderMan for Maya rm4m

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RenderDir	Dir	X	X	Override the output folder	
ReNumberBy	Text	X	X	The increment value for renumbering the frame files. Blank defaults to 1	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
RenumberStart	Text	X	X	The Job can be renumbered starting at this value. If left blank, the file frame numbers will correspond to the frames rendered	
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

RenderMan for Maya (Single Frame)

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **RenderMan for Maya (Single Frame)** Product is designed to control the RenderMan for Maya plug-in for Maya. This product is included in the Compiled Module **Maya.sx**. Using this product will override any Render Layer renderer settings in your Maya file.

The RenderMan for Maya (Single Frame) Product includes all of the parameters from [Job](#), [ProcessJob](#), [SliceDistributor](#), and [RenderJob](#). It adds the SingleFrame option in the product definition in order to provide the attributes used for splitting single frames

General Information

<i>Default ID</i>	92E88EB6-EFD3-4bfa-BBBD-00A79219F849
<i>Type Name and Shortcuts</i>	rm4m-1 RenderMan for Maya Single Image RenderMan for Maya Single

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
CompositeCommand	Text	X	X	This is the command that can be used to re-assemble the slices. No default is provided because Maya does not include a system that can composite every possible type of image that it can create. You can supply your own command, using job variable substitution to find and place the slices. If this is blank when the stitch work is ready to be sent, no automated composition of the image slices is done.	
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RegionEnd	Multi: •X •Y	X		The top, right corner of the current slice in pixels	
RegionEndPercent	Multi: •X •Y	X		The top, right corner of the current slice as a percentage (floating point between 0 and 1). <i>Note:</i> This value is currently only correctly calculated if the RenderRegion is the entire image size.	
RegionName	Text	X	X	The naming convention for each slice. You can reference other parameters in this text, and they will be properly expanded at render time.	Slice_\$(RegionStart.X)-\$(RegionStart.Y)
RegionSize	Multi: •X •Y	X		The size of the current slice, in pixels.	
RegionSizePercent	Multi: •X •Y	X		The size of the current slice, in pixels.	
RegionStart	Multi: •X •Y	X		The bottom, left corner of the current slice in pixels	
RegionStartPercent	Multi: •X •Y	X		The bottom, left corner of the current slice as a percentage (floating point between 0 and 1). <i>Note:</i> This value is currently only correctly calculated if the RenderRegion is the entire image size.	
RenderDir	Dir	X	X	Override the output folder	
RenderRegion	Multi: •Left •Right •Bottom •Top	X	X	This is the total sub-region of the full image size that will be divided up to other machines. To render the full image size, use 0 for Left and Bottom, and the image width and height for Right and Top, respectively. Fields: Left, Right, Bottom, Top Separator: " "	
SliceImage	Multi: •Horizontal •Vertical	X	X	The number of sections, horizontally and vertically, to divide the image into.	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	
SliceOverlap	Int	X	X	The number of pixels of overlap between the slices. Useful for reducing edge artifacts on the slices.	50
Slices	Text	X		The total number of slices from the image that will be rendered. Equal to: \$(SliceImage.Horizontal) x \$(SliceImage.Vertical)	

Rendition

The **Rendition** Product is designed to control the Rendition commandline renderer. This is a **Virtual Module**. It includes all of the parameters from **ProcessSequence**.

General Information

<i>Default ID</i>	6cecdad0-061a-43e7-b36e-5a5f20431dcb
<i>Type Name and Shortcuts</i>	Rendition

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
FileName	File	X	X	The filename of the rendered images	

Shake

This Module is designed to control the Shake commandline renderer. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	4c94c165-9462-498a-be5f-fb69fa8673b6
<i>Type Name and Shortcuts</i>	Shake

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	

Turtle

This Module is designed to control the Turtle for Maya commandline renderer. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	d472685f-d229-4d9b-9e75-270d7851ea5c
<i>Type Name and Shortcuts</i>	Turtle for Maya turtle

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -frameStep flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

Viz

This Module is designed to control the Viz commandline renderer. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	d57cf46d-3df8-4239-a163-79f2e27951bf
<i>Type Name and Shortcuts</i>	Viz

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
CommandFile	File	X	X	You can specify a file with your parameters instead of adding them manually using this option. If you use standard Smedge \$(Name) syntax, you can have other parameters from the Job substituted into this filename when the commandline is actually generated	
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -nthFrame flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

V-Ray for Maya

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **V-Ray for Maya** Product is designed to control the V-Ray for Maya plug-in for Maya. This product is included in the Compiled Module **Maya.sx**. This will override any Render Layer renderer settings in your Maya 7 file.

The V-Ray for Maya Product includes all of the parameters from [Job](#), [ProcessJob](#), [SequenceDistributor](#), and [RenderJob](#).

General Information

<i>Default ID</i>	31beca7c-49ea-4c14-93e9-4d0d7d225175
<i>Type Name and Shortcuts</i>	VRay for Maya vr4m

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RenderDir	Dir	X	X	Override the output folder	
ReNumberBy	Text	X	X	The increment value for renumbering the frame files. Blank defaults to 1	
ReNumberStart	Text	X	X	The Job can be renumbered starting at this value. If left blank, the file frame numbers will correspond to the frames rendered	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	

V-Ray for Maya (Single Frame)

The **Maya.sx** compiled Module now includes the ability to set up customized products for different renderers accessible through the Maya command line interface. Each Product is a section in the Maya.ini file which is in the Module folder. You can add your own or customize the existing ones in a similar manner to how you create Virtual Modules.

The **V-Ray for Maya (Single Frame)** Product is designed to control the V-Ray for Maya plug-in for Maya. This product is included in the Compiled Module **Maya.sx**. Using this product will override any Render Layer renderer settings in your Maya file.

The V-Ray for Maya (Single Frame) Product includes all of the parameters from [Job](#), [ProcessJob](#), [SliceDistributor](#), and [RenderJob](#). It adds the SingleFrame option in the product definition in order to provide the attributes used for splitting single frames

General Information

<i>Default ID</i>	51C0B8BB-D6C5-4c7f-AC01-C827B3F1D9E1
<i>Type Name and Shortcuts</i>	vr4m-1 V-Ray for Maya Single Image Vray for Maya Single Image V-Ray for Maya Single Vray for Maya Single

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
CompositeCommand	Text	X	X	This is the command that can be used to re-assemble the slices. No default is provided because Maya does not include a system that can composite every possible type of image that it can create. You can supply your own command, using job variable substitution to find and place the slices. If this is blank when the stitch work is ready to be sent, no automated composition of the image slices is done.	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Project	Dir	X	X	The Maya project to use for rendering. If left blank, no project will be passed to the renderer.	
RegionEnd	Multi: •X •Y	X		The top, right corner of the current slice in pixels	
RegionEndPercent	Multi: •X •Y	X		The top, right corner of the current slice as a percentage (floating point between 0 and 1). <i>Note:</i> This value is currently only correctly calculated if the RenderRegion is the entire image size.	
RegionName	Text	X	X	The naming convention for each slice. You can reference other parameters in this text, and they will be properly expanded at render time.	Slice_ \$(RegionStart.X)- \$(RegionStart.Y)
RegionSize	Multi: •X •Y	X		The size of the current slice, in pixels.	
RegionSizePercent	Multi: •X •Y	X		The size of the current slice, in pixels.	
RegionStart	Multi: •X •Y	X		The bottom, left corner of the current slice in pixels	
RegionStartPercent	Multi: •X •Y	X		The bottom, left corner of the current slice as a percentage (floating point between 0 and 1). <i>Note:</i> This value is currently only correctly calculated if the RenderRegion is the entire image size.	
RenderDir	Dir	X	X	Override the output folder	

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
RenderRegion	Multi: •Left •Right •Bottom •Top	X	X	This is the total sub-region of the full image size that will be divided up to other machines. To render the full image size, use 0 for Left and Bottom, and the image width and height for Right and Top, respectively. Fields: Left, Right, Bottom, Top Separator: " "	
SliceImage	Multi: •Horizontal •Vertical	X	X	The number of sections, horizontally and vertically, to divide the image into.	
SequenceBy	Text	X	X	Allows you to change the number of frames rendered in a sequence, using the -b flag. Make sure that your PacketSize is set to a whole number multiple of this value. If blank, defaults to 1	
SliceOverlap	Int	X	X	The number of pixels of overlap between the slices. Useful for reducing edge artifacts on the slices.	50
Slices	Text	X		The total number of slices from the image that will be rendered. Equal to: \$(SliceImage.Horizontal) x \$(SliceImage.Vertical)	

V-Ray Standalone

This Module is designed to control the V-Ray standalone command line renderer. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	f703ae62-8fbb-425f-9681-f4a22624480f
<i>Type Name and Shortcuts</i>	V-Ray Standalone V-Ray vray

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
AutoClose	Bool-Override	X	X	If Display is enabled, this tells the renderer to automatically close the V-Ray Frame Buffer when the render is complete.	Engine Default (Yes)
Display	Bool-Override	X	X	If enabled, this tells the renderer to open the V-Ray Frame Buffer and show the progress of the rendering in the window.	Engine Default (No)
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
RT	Parameters	X	X	Extra parameters relating to the V-Ray RT rendering engine that you want to send on the commandline. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string.	
SetFocus	Bool-Override	X	X	If Display is enabled, this tells the renderer to set the focus to the V-Ray Frame Buffer window during the render.	

Vue

This Module is designed to control the Vue renderbull command line renderer. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	b88c0489-128b-4e4f-9d38-f25133857745
<i>Type Name and Shortcuts</i>	VUE Renderbull Vue

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Output	Dir	X	X	The path to the rendered image files. You cannot override the filename, and there should be no slash at the end of this value.	

XSI

This Module is designed to control the XSI command line renderer. This is a [Virtual Module](#). It includes all of the parameters from [ProcessSequence](#).

General Information

<i>Default ID</i>	b3a204c8-da3c-408b-b2c0-2d417e531ae2
<i>Type Name and Shortcuts</i>	XSI xsibatch

Parameters

<i>Name</i>	<i>Type</i>	<i>Get</i>	<i>Set</i>	<i>Meaning</i>	<i>Default</i>
Extra	Parameters	X	X	Extra parameters you want to send on the command-line. Note: In order to be sure that the parameters are passed properly, enclose this entire list of parameters in quote marks. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	
Echo	Parameters	X	X	Custom parameters that can be set to control XSI to mental ray exporting. If you have only 1 parameter, you still need to enclose it in quote marks, and include a space somewhere in the string. (See bug database for more information.)	

Common Client Command Line Options

All Smedge client applications (everything except the Master) have a shared set of common command line options available:

<code>-ConnectTimeout</code> <i>float</i>	If no connection is established after the specified number of floating point seconds, the program will automatically terminate itself. The default is 0. Any value less than or equal to 0 will disable this time out, and the program will continue to wait for a connection indefinitely.
<code>-LogCleanup</code> <i>seconds size</i>	Overrides the History.log file cleanup system. In order to keep the Smedge operational log files from filling up your hard drive, they are periodically culled. This flag allows you to override the period and the maximum log file size. Period is specified in seconds (default is 3600 or 1 hour), and size is specified in megabytes (default is 1 MB).
<code>-LogDisplayLevel</code> <i>integer</i>	This flag is deprecated and ignored. Smedge no longer logs to the display because of threading issues that can cause it to hang.
<code>-LogFileLevel</code> <i>integer</i>	Every application saves a log file with everything it does. This switch controls what level of information is saved in that file. Valid values are 0 – 6, where higher numbers are more detailed information. The default file level is 5.
<code>-LogFolder</code> <i>base-folder</i>	Override the machine Log folder, the base folder in which this application will create its logs.
<code>-LogMessages</code>	If set, the client will create additional log files that report every message sent and received by the client.
<code>-Master</code> <i>master[:port]</i>	Override the automatic Master location system with a specific machine name and optional port.
<code>-MasterPort</code> <i>port</i>	Override the Master port only. (Default port is 6870)

SmedgeMaster Reference

SmedgeMaster is the program that performs the role of the “Master” in a Smedge environment. Normally, you don’t have to interact with this process. Sometimes, however, it is useful to configure its operation. For example, if you are debugging a Virtual Module, you may want to isolate yourself from your active system.

Command Line Interface

<code>-AllowMultiple</code>	Disable the single instance check, to allow multiple instances of SmedgeMaster to run on the same machine. Warning: be sure to also specify an alternate data-base location or data corruption or crashes can result.
<code>-Daemon</code>	Use this to notify Smedge on startup that it is starting as a Service or daemon. This should not be used directly, but should be part of the command line that starts the Service. <code>-Service</code> has the same effect.
<code>-Description <i>text</i></code>	<i>Windows only.</i> Used with <code>-InstallService</code> . This sets the “Description” text in the Service database.
<code>-Heartbeat [<i>seconds</i>]</code>	Enables the Smedge internal heartbeat logging for finding thread deadlocks that may disable or hang the application. The current state of every thread is periodically reported to the Heartbeat.log file in the log folder. The optional floating point parameter specifies the number of seconds between reports. If not supplied, the default is 15 seconds.
<code>-InstallService</code>	<i>Windows only.</i> Tells SmedgeMaster to install itself as a service with the system.
<code>-License <i>license_code</i></code>	Override the license code that will be used by SmedgeMaster to allow Engines to work.
<code>-LogDisplayLevel <i>integer</i></code>	This value is currently ignored. Log messages are no longer displayed to avoid thread locking issues with the standard output.

<code>-LogFileLevel <i>integer</i></code>	Every application saves a log file with everything it does. This switch controls what level of information is saved in that file. Valid values are 0 – 6, where higher numbers are more detailed information. The default file level is 5.
<code>-LogFolder <i>directory</i></code>	Override the directory in which log files are saved.
<code>-LogMessages</code>	Turns on logging for all messages sent or received by every client of the Master
<code>-MasterDatabase <i>directory</i></code>	Provide an alternate path for the Master to save its data.
<code>-MasterPort <i>port</i></code>	Override the TCP port that the Master uses for communication. (Default port is 6870.)
<code>-MaxJobFailures <i>integer</i></code>	Override the maximum allowed Job failure count
<code>-MaxTypeFailres <i>integer</i></code>	Override the maximum allowed Product Type failure cont.
<code>-ModulePath <i>directory</i> [<i>directory</i> ...]</code>	Add additional folders to scan for Modules. You can specify as many folders as you wish. If the directory path has a space anywhere in it, you should enclose the whole path in quotes.
<code>-Name <i>text</i></code>	<i>Windows only.</i> Used with <code>-InstallService</code> . This sets the “Name” of the Service in the Service database.
<code>-NoDefaultEngine</code>	Disables the customizable default Engine system. Only the hard-coded defaults built into the system will be available.
<code>-OptionsFolder <i>directory</i> [<i>directory</i> ...]</code>	Add additional folders to scan for Options files. You can specify as many folders as you wish. If the directory path has a space anywhere in it, you should enclose the whole path in quotes. Added folders will be searched in the order given, and before any default folders.
<code>-Password <i>text</i></code>	<i>Windows only.</i> Used with <code>-InstallService</code> . This sets the password for the account that the Service will run as.
<code>-RemoveService</code>	<i>Windows only.</i> Tells SmedgeMaster to remove itself from the service database.
<code>-ReportStatistics [<i>seconds</i>]</code>	Enables the Smedge statistics logging, which reports internal data status and memory usage periodically into files in the log folder. The optional floating

	point parameter indicates the number of seconds between reports. If not supplied, the default value is every 900 seconds.
<code>-Service</code>	Use this to notify Smedge on startup that it is starting as a Service or daemon. This should not be used directly, but should be part of the command line that starts the Service. <code>-Daemon</code> has the same effect.
<code>-SmedgeOptionsFile <i>name</i></code>	Override the name of the options file.
<code>-StartService</code>	<i>Windows only.</i> Asks the Service Control Manager to start the SmedgeMaster service.
<code>-StopService</code>	<i>Windows only.</i> Asks the Service Control Manager to stop the SmedgeMaster service.
<code>-User <i>name</i></code>	<i>Windows only.</i> Used with <code>-InstallService</code> . This sets the user account that the Service will run as.
<code>-Wait [<i>seconds</i>]</code>	<i>Windows only.</i> Used with <code>-StartService</code> and <code>-StopService</code> . This requests the process to wait for the Service process to report itself as fully started or shut down before returning. If you leave off this flag, the process will return immediately after requesting the Service to close, though the operation you requested may not yet have completed. You can optionally supply a maximum number of seconds to wait. If this timeout expires before the Service has reported its status, the service may not have finished the requested operation. If you do not supply a timeout, the default timeout period is 30 seconds.
<code>-WaitForPID <i>id</i></code>	Forces the Master to wait for the specified process to finish before starting.

SmedgeMaster.ini options

These are all of the possible configuration values that SmedgeMaster will read from its options files. SmedgeMaster will first try to load these options from a copy of SmedgeMaster.ini in the Program folder. It will then load additional settings from a copy of SmedgeMaster.ini in the “machine” folder (on Windows this is usually C:\Documents and Settings\All Users\Application Data\Überware\SmedgeMaster, on Linux it is usually /etc/smedge3/SmedgeMaster), overriding any settings that may have been previously loaded. The Master will then save any settings that are configured dynamically while the program is running in the machine folder.

Many Master settings can be configured directly with the Shells. More advanced settings must be manually added to the file. You should only mess with the more advanced settings under the advisement of Uberware technical support, or if you really know what you are doing. Changing the values inappropriately can cause the Master to fail to operate normally.

Note that any changes you manually to the SmedgeMaster.ini file in the Machine folder while the SmedgeMaster process is running will be lost. In order to make changes while the process is running, you must use a Shell program that can interact with the Master, such as SmedgeGui or ConfigureMaster. ConfigureMaster includes an option to copy all settings from an INI file, which would allow you to set any setting listed here while the program is running. Changing some options will require you to restart the SmedgeMaster process to have it use the new value.

[Options]

```
; This stores an encrypted form of the Administrator password.
Administrate = value

; Limits the number of repeated exceptions the main thread can encounter before aborting. Default is 25
ExceptionLimit = integer

; The license code is stored here
License = license code

; Allow you to change the folder where the Master will save its data on disk
MasterDatabase = directory

; Add additional directories to look for Modules
ModulePaths = directory[;directory...]

; Change the default message displayed in the SmedgeGui about box
WelcomeMessage = text to display
```

[Communication]

```
; How often to look for lost clients. Default is every 5 seconds.
CheckForLostClients = float

; Timeout period after sending messages to receive a valid response from the client. Default is 150 seconds
FinishTimeout = float

; If a client has not reported in after this amount of time since their last report, the client is considered lost
; If the client was an Engine, any work it was executing will be queued. Default is 90 seconds
LostClientTimeout = float

; TCP and UDP ports that the Master will use to listen for clients. Default is port 6870
MasterPort = port

; Maximum number of messages to send at one time down an open TCP socket. Default is 75.
; If you set this value too high, clients may timeout if it takes longer to send the messages than the client timeout period
MaxSendAtOnce = integer

; A guide to the maximum size of the thread pools that are used for communication. Default is 10.
; The actual maximum number of threads will vary based on how many CPUs are installed on the machine.
; This setting is only read at Master startup time
MaxThreadCount = integer

; Set the polling period during communication. Default is .25 seconds
```



```

; Larger numbers use less CPU. Smaller numbers are more responsive
MessengerGranularity = float

; When a client operation cannot complete, the Master will delay trying again for this period of time
; to allow the client to finish whatever is blocking it. The default is .25 seconds
RequeueDelay = float

; Timeout period for waiting for additional messages to send on an open TCP socket. Default is .5 seconds
SendAnotherTimeout = float

; Timeout period during shutdown to wait for final communication notifications to be sent. Default is 10 seconds
ShutdownTimeout = float

; Timeout period after which inactive messenger threads will terminate to release system resources. Default is 60 seconds
ThreadIdleTimeout = float

; The scaling factor between the number of clients making concurrent contact and the number of threads to handle those clients.
; Default is 1.4
ThreadPoolScale = float

; Timeout for an incoming message to arrive on an open TCP socket. Default is 30.0 seconds
WaitMessageTimeout = float

[ Distribution ]

; Allows work to be distributed with fewer than the requested number of CPUs
AllowFewerCPUs = boolean

; Enables the mirror system. If enabled, SmedgeMaster can run on more than one machine, and it will mirror the primary Master
; If disabled, any secondary Master processes that connect to the Master will be automatically terminated.
AllowMirrors = boolean

; Tells the Master to automatically delete finished work as soon as it finishes
AutoDelete = boolean

; Sets the default "creator" string generation. Accepted values:
; 0: the current user name
; 1: the local machine name
; 2: user@machine
CreatorMode = integer

; Delays distribution of work until this many seconds after the last license is checked out. Default is 5.0 seconds.
; Allows time for Engines to connect and report any work that may have completed while disconnected from the Master
; before the Master starts redistributing that work, thinking it lost.
DelayDistribution = float

; Tells the Master to automatically delete work after the specified number of hours. Ignored if AutoDelete is true.
; Default is 0, which means that the Jobs are never automatically deleted.
DeleteAfter = integer

; Amount of time to sleep between successive iterations of the distribution loop. Default is .5 seconds.
; Larger numbers use less CPU. Smaller numbers improve distribution performance.
DistributeFrequency = float

; A comma separated list of the names of computers that are allowed to be mirrors if AllowMirrors is false.
ExceptMirrors = text

; Distribution mode. 'true' is First-In, First-Out; 'false' is Round-Robin. Default is 'true'
FIFO = boolean

; The maximum number of work units to distribute during the global stagger start interval, regardless of the Product

```

```

; Default is 0, which means there is no limit, and no global stagger start.
GlobalStaggerCount = integer

; The global stagger start period, in seconds. Once this timeout has expired, more work can be started, up to the limit
; set in the GlobalStaggerCount above. Default is 0.0, which means there is no limit, and no global stagger start.
GlobalStaggerDelay = float

; Tells the Master to dump the dispatch loop details into the Dispatch.log file. This value will be reset
; to false at the end of a dispatch loop in which it has been set to true.
LogDispatch = boolean

; Timeout period after work has been marked as "Lost" before the work is requeued. Default is 30 seconds.
; If the Engine reconnects within this timeout period, the "lost" work is found again, and is not requeued.
LostWorkTimeout = integer

; Maximum number of times an Engine is allowed to fail on a single Job. Default is 5
MaxJobFailures = integer

; Maximum number of Jobs of the same Product an Engine is allowed to fail before that Product is disabled. Default is 5.
MaxTypeFailures = integer

; Memory Distribution mode:
; 0 = Processors Only (default - like old versions)
; 1 = Memory only
; 2 = Both Processors and Memory
MemoryDistribution = integer

; Minimum elapsed work time to count as part of the average work time for a Job. Default is 5.0 seconds.
MinimumTimeForAverage = float

; Tells the Master to automatically delete finished work as soon as it finishes
OutputFileCleanup = integer

; Allows work to be distributed to an Engine with the requested number of CPUs, even if the Engine does not have
; that many CPUs actually available for work
OverloadEngine = boolean

; If true, no work will be distributed from Jobs with a "Priority" of 0.
; If false, priority 0 is just the lowest possible priority
PriorityZeroIsPaused = boolean

; If true, the Master will always reset the Job Creation time to the current local system time when the Job is created
; If false, the Master will keep the Job creation time that the Shell submitting the Job has set the as the Creation time
ResetCreationTime = boolean

; A number of seconds for a work unit to start. If the Engine does not report the work started within this timeout
; period, the Master will assume there was some problem, and re-queue the work. Set this to 0 to disable this test.
StartWorkTimeout = integer

; If true, all Engines are part of the "whole system" pool by default. If false, there is no "whole system" pool.
UseWholeSystem = boolean

[ Limit ]

; Entries in this section set the limit for the total number of workers from a given type that are allowed
; to be outstanding at one time. The Syntax is <type> = <limit>. The default for a type if it is not provided
; is -1, or no limit.

typeid-string = integer

[ Restrictions ]

```

*; Entries in this section establish the restrictions on SmedgeGui's functionality.
; The syntax is <restriction> = <Boolean>. If the Boolean value is true, then the restriction is in place.
; If the Boolean value is false, or if the restriction name does not appear in this section at all,
; the functionality is available to all SmedgeGui users*

restriction-name = boolean

SmedgeEngine Reference

SmedgeEngine is the program that performs the work in a Smedge environment. Normally, you don't have to interact with this process. Sometimes, however, it is useful to configure its operation. Here is a list of the commandline parameters that SmedgeEngine understands.

<code>-AllowMultiple</code>	Disable the single instance check, to allow multiple instances of SmedgeEngine to run on the same machine. You should only do this if you are also going to override the Master or Master Port (see Common Client Commandline Options).
<code>-Daemon</code>	Use this to notify Smedge on startup that it is starting as a Service or daemon. This should not be used directly, but should be part of the command line that starts the Service. <code>-Service</code> has the same effect.
<code>-DeleteOutputAfter</code> <i>days</i>	Override the amount of time that the Engine will keep captured output files in the local log folder. This command line flag will override the Master option for this Engine. If not set, the Engine will either use the value set by the last connected Master, or the default (30 days) if the Engine has never been connected.
<code>-Description</code> <i>text</i>	<i>Windows only.</i> Used with <code>-InstallService</code> . This sets the “Description” text in the Service database.
<code>-InstallService</code>	<i>Windows only.</i> Tells SmedgeEngine to install itself as a service with the system.
<code>-ModulePath</code> <i>directory</i> [<i>directory...</i>]	Add additional folders to scan for Modules. You can specify as many folders as you wish. If the directory path has a space anywhere in it, you should enclose the whole path in quotes.
<code>-Name</code> <i>text</i>	<i>Windows only.</i> Used with <code>-InstallService</code> . This sets the “Name” of the Service in the Service database.
<code>-Password</code> <i>text</i>	<i>Windows only.</i> Used with <code>-InstallService</code> . This sets the password for the account that the Service will run as.
<code>-RemoveService</code>	<i>Windows only.</i> Tells SmedgeEngine to remove itself from the service database.

<code>-Service</code>	Use this to notify Smedge on startup that it is starting as a Service or daemon. This should not be used directly, but should be part of the command line that starts the Service. <code>-Daemon</code> has the same effect.
<code>-SmedgeOptionsFile <i>name</i></code>	Override the name of the options file.
<code>-StartService</code>	<i>Windows only.</i> Asks the Service Control Manager to start the SmedgeEngine service.
<code>-StopService</code>	<i>Windows only.</i> Asks the Service Control Manager to stop the SmedgeEngine service.
<code>-User <i>name</i></code>	<i>Windows only.</i> Used with <code>-InstallService</code> . This sets the user account that the Service will run as.
<code>-Wait [<i>seconds</i>]</code>	<i>Windows only.</i> Used with <code>-StartService</code> and <code>-StopService</code> . This requests the process to wait for the Service process to report itself as fully started or shut down before returning. If you leave off this flag, the process will return immediately after requesting the Service to close, and the operation you requested may not yet have completed. You can optionally supply a maximum number of seconds to wait. If this timeout expires before the Service has reported its status, the service may not have finished the requested operation. If you do not supply a timeout, the default timeout period is 30 seconds.

Frequently Asked Questions

To better serve your needs, a large selection of searchable Frequently Asked Questions is now available on the Uberware.net web page:

<http://www.uberware.net/faq.php>

How do I use a Mapped Network Drive with SmedgeEngine running as a Service?

Most of the time, Smedge will handle drive remapping for you without any user interaction. If you have missing file errors that seem to be related to missing drive mapping, you can use the Mapped Drive Manager in SmedgeGui to configure multiple mapped drives for all Products on all Engines at one time. See the Mapped Drive Manager reference in the User Manual for more information.

Why isn't my Job being distributed?

When this happens, the first thing to check is if the Job or Engines have had too many errors. Once a Job or Engine hits the failure limit set in the Master Options, no more work will be distributed from that Job or to that Engine. The idea is to keep a bad Job or Engine from wasting work time.

If resetting the Job or Engine failure counts does not work, try creating a Dispatch Log. This is a log from the Master's distribution algorithm that will display the status of work distribution. From this file you should be able to debug the problem. To create a dispatch log from SmedgeGui, select System > System Commands > Generate Dispatch Log. The next time through its loop, the Master will create a file called Dispatch.log in its log folder. You must be in Administrator Mode to access this command.

Does Smedge work with disk image software?

Yes. SmedgeEngine will always determine the hardware information (Unique ID, Name, and Maximum CPUs) from the OS when it starts. Any attempt to modify this data will result in the Engine correcting itself back to the correct information. This means you do not have to worry about using disk imaging software to distribute an Engine configuration.

Additionally, SmedgeGui has the ability to configure all of the Engine settings in a single dialog box, and to load and save all Engine settings into an INI file. It also includes a customizable default system. All of this makes it easier than ever to set up new Engines.

Does Windows Firewall disrupt Smedge?

Yes. Windows Firewall blocks programs from communicating on the network. The installer tries to create the necessary exceptions to allow Smedge communication through Windows Firewall. If you have problems with connections, be sure that the firewall exceptions are enabled, or try disabling the firewall altogether to see if that is the cause of the problem.

The command to request a demo license is not there!

In order to install a license on Smedge, the SmedgeMaster needs to be running. You can then use any machine to launch the SmedgeGui and request the license. The commands to request the license will only be available if the Gui is able to connect to the Master, which must be running. The license information is all maintained and controlled by the Master, so it doesn't matter which machine you run the GUI on, because it will just get the Master's information when it connects.

However, obviously, making a connection to the runnign app is critical. So, first, make sure that the SmedgeMaster program is actually running somewhere. If you installed the Master as a Windows Service, the installer should have started the service for you. To check, you can use the Services Control Panel, and look for the Service named "SmedgeMaster". Make sure that it is started. You can also check that it is started by looking for a SmedgeMaster.exe program running in the Task Manager's list of Processes.

If the Master is installed as a service, but is not running, you can use the Services Control Panel to start it. You can also use the shortcuts that the installer created to start the service. You won't see any indication on the screen, but you should see the SmedgeMaster.exe program file appear in the Task Manager's list of Processes.

If you did not install SmedgeMaster as a Service, then you need to make sure that it is actually started and running. The Installer created a shortcut to start the Master in the Startup folder, but it does not actually start it for you. So you can use the shortcuts created by

the installer to start SmedgeMaster.exe. When you do so, you should see a command prompt window with the name SmedgeMaster and a bunch of messages. You should also see SmedgeMaster.exe in the Task Manager's list of Processes.

When you start SmedgeGui, it will try to detect the Master automatically and connect to it. You can tell if the SmedgeGui is connected to the Master because you will see 6 menus instead of 3, and you will see the word "Connected" in the Status Bar. If the Master is running, but the Gui won't connect, then you have a problem connecting.

One thing to try is to use a Connection.ini file to tell the Gui where to find the Master without it having to find it automatically. The automatic detection system only works within a subnet, and uses the UDP networking transport, which is not as reliable as the TCP transport used for normal connection operations. So, using the Connection.ini file can speed up your connection time and make it more reliable. You can get more information about the Connection.ini file in the Installation Guide.

Once the GUI is connected to the Master, you should be able to request the license as described on the web site.

If you cannot get the GUI to connect to the Master, please send us the History.log files from the Master and from the GUI that will not connect to it.

My Job is immediately finished when I submit it!

For many Products, Smedge cannot determine the frame range automatically from the scene. The frame range is necessary to Smedge in order to properly manage the distribution of an animation sequence. So, you need to supply a valid range in the **Range** parameter of the Job.

Ranges can be any sequence of integers, using the – or , characters as ‘through’ and ‘and’. For example, ‘1-5’ would be the same as ‘1,2,3,4,5’ or ‘1-2,3,4-5’.

You can also check if this is your problem by looking at the Master's History.log file. When you submit the Job, you should see an entry in the log file that looks like this:

```
[ Warning ] <Main Thread> Job 'name' has no work available, but is not marked as finished: marking as finished now
```


How do I set Environment Variables in Smedge?

If you find that your Job works normally when you execute it from a Command Prompt window, but fails in Smedge, possibly reporting missing DLLs or other missing components, this may be caused by missing or incorrect environment variables. Some Products use complicated environment setting scripts in order to work at all.

There are several ways to get environment variables set. Which way you should use will depend on how often you change the environment variables and how complicated the system to set the environment variables needs to be.

You can set the environment variables for all users. If the variables don't change too often and do not need programmatic control to set correctly, this system is the easiest.

1. Go to Control Panels->System, on the "Advanced" tab, and press the "Environment Variables" button
2. Add the appropriate environment variables in the "All users" section.
3. Restart the Smedge component applications running on your system.

You can also call batch files to set environment variables. This is useful when your environment variables change regularly, because you can centralize the script and only have to change one file for the changes to propagate to every machine. It is also useful for products that have complicated programmatic environment scripts that need to be used.

You can call a batch file to start the SmedgeEngine program itself, which will globally set the environment for all child processes that Smedge starts. This is useful if you change your environment regularly, or need a sophisticated script to set it properly, but can use the same environment for all the Products you use.

1. Create a text file called something like StartEngine.bat
2. You can type the environment SET commands into this file directly, or call another batch file that sets the environment variables using the CALL command. See the operating system documentation for more information on setting environment variables from a script or batch file.
3. Add a line to start the Smedge component application with all of the passed parameters at the end of the batch file. You can use syntax like this:

```
SmedgeEngine %*
```

4. Set the shortcut or service to start SmedgeEngine (or whichever component you are setting the environment for) to use the batch file instead of starting the executable directly.

The third option is to have a batch script called to start the render executable. This way you can actually customize the environment for each Product.

1. Create a text file called something like StartProduct.bat
2. You can type the environment SET commands into this file directly, or call another batch file that sets the environment variables using the CALL command. See the operating system documentation for more information on setting environment variables from a script or batch file.
3. Add a line to start the executable for the Product with all of the passed parameters at the end of the batch file. You can use syntax like this:

```
Render %*
```

4. Use the [Configure Modules](#) command in the [Engine menu](#), select the Product in question, and set the **Path to the Executable** to start this batch file instead of starting the render executable directly.

Using Engine to control the local machine

The new commandline shell Engine, included in Smedge 3 version 1.5.0, allows you to control any Engine with simple commands via a command prompt window, or a script. You can use this in your own network to integrate more extensive control of Smedge.

Engine allows you to specify one or more Engines, either by name or by their ID, to have the command operate on those Engines. However, it also allows you to leave off the Engine to control, in which case it tries to control an Engine running on the local machine.

This means you can create two handy shortcuts to allow users to enable or disable the Engine running on their local machine. Create a shortcut and make the commandline:

```
Engine Enable
```

(You may need to put the full path to Engine.exe if it is not in your PATH environment variable). Whenever a user launches this shortcut, it will try to enable the Engine running on their local machine. Similarly you can make another shortcut with the commandline:

```
Engine Disable
```

This will allow them to disable their machine. You can optionally specify whether the disable is immediate or delayed (immediate will attempt to terminate any currently going work, and delayed will allow it to finish). Delayed is the default if you don't specify anything, but to specify immediate make your commandline:

```
Engine Disable true
```

On Windows, if you want to use Engine Enable as part of a Log-Off script, you may want to use the Engine service mode. This mode enables the Engine shell to send the requests asynchronously, which means that when a user logs off, she doesn't have to wait for the Engine shell to connect and successfully send the request. Instead, the request is queued to be sent by a service, and the log off process can proceed more quickly. To enable this service, you must install the Engine shell as a service on the machine.

Check out the Engine help by typing **Engine** with no parameters into the commandline.

Maintain complex Job hierarchies in a Job file

Job Files (.sj files) can contain any number of Jobs. When the Job File is loaded, any dependencies between jobs within the file will be correctly maintained when the file is loaded, every time it is loaded, even though the jobs will have new IDs each time.

This is useful for creating a complex render that includes preparation or post-processing steps. For example, you could have a 3-D render, then run through a composite, then make a QuickTime movie from the composite frames, making sure that each job waits for the previous to be complete before beginning.

Because the IDs are changed each time, you can repeatedly submit the same file over and over and a new set of jobs will be created each time. This is another way you can "batch submit" a bunch of Jobs at once, even if you don't need to maintain dependencies between them.

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