

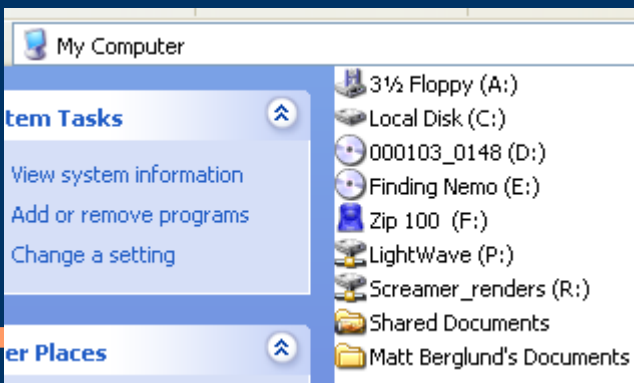
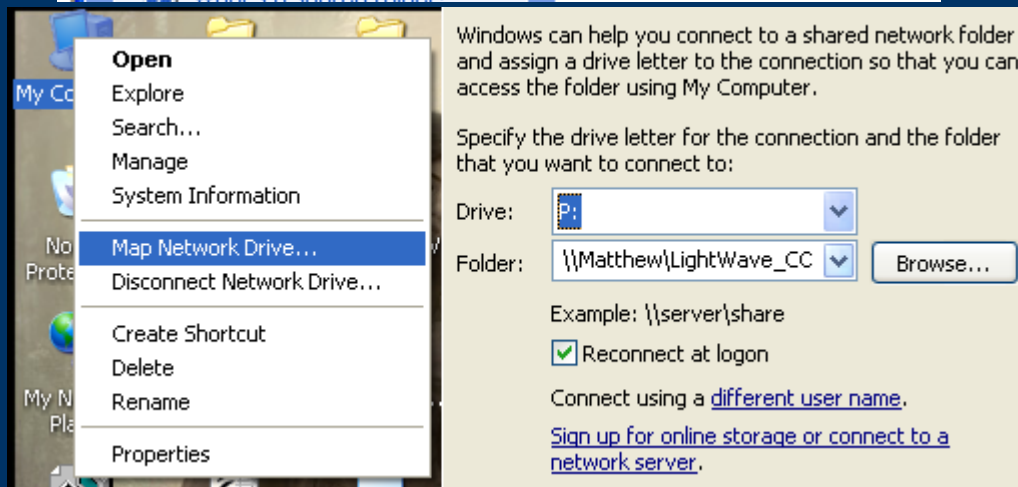
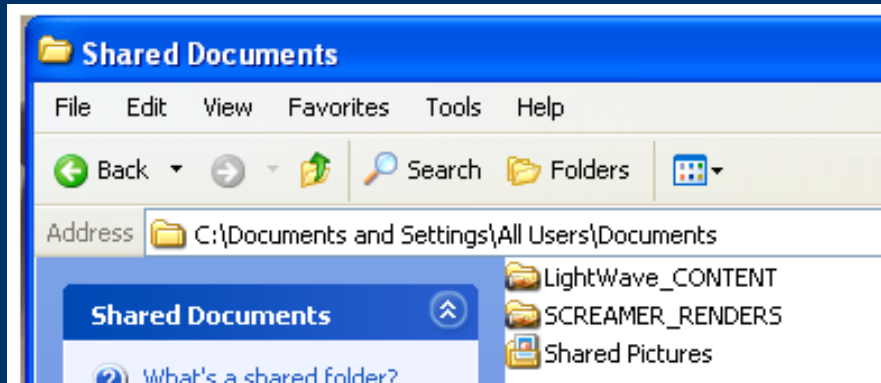
How To Set Up ScreamerNet Network Rendering

By Matt Berglund

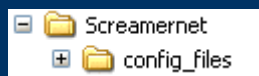
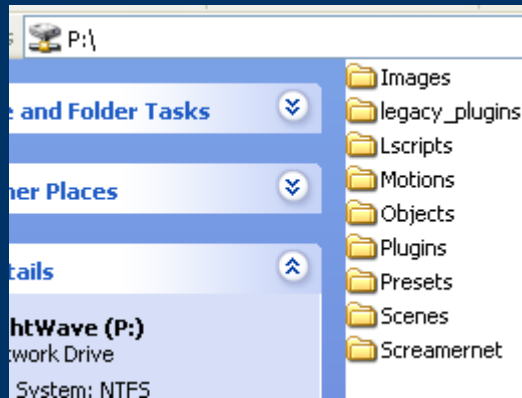


Map Network Drive

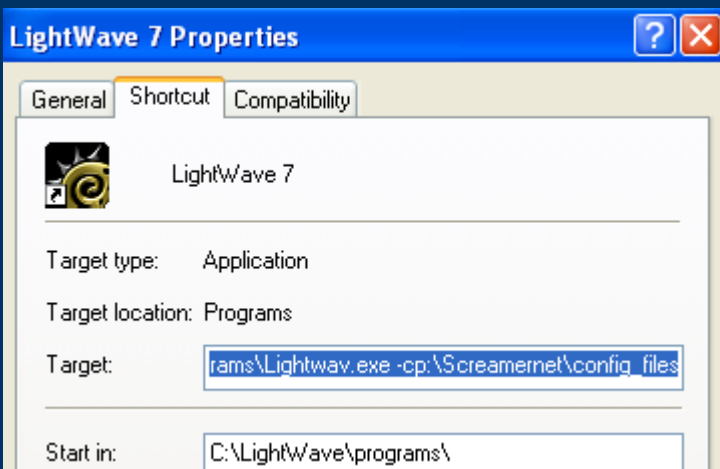
- Each computer will need to access the same objects, scene, presets, etc.
- To accomplish this we network map two drives, so each computer can read and write to these drives.
- You must have a network setup. For this example I will assume a three computer network.
- Create two shared folders on your C: drive.
- Name them **Lightwave_Content** and **Screamer_Renders**
- **Enable sharing to each folder, then right click on My Computer click Map Network Drive**
- **Choose P:** then browse and click **Lightwave**.
- **Do the same for the Renders folder and choose R:**
- **You should see them in My Computer**



Common Files Access

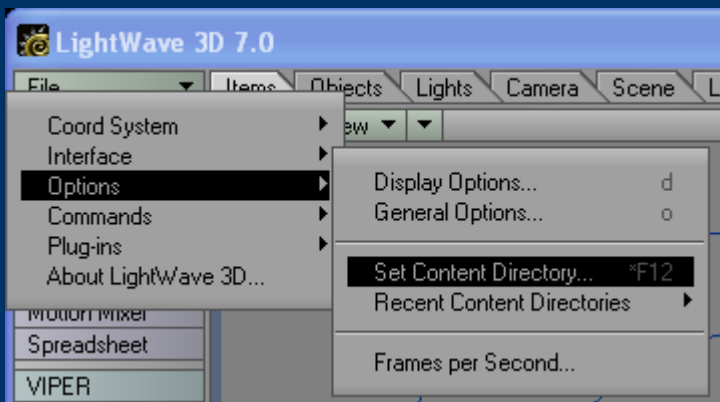
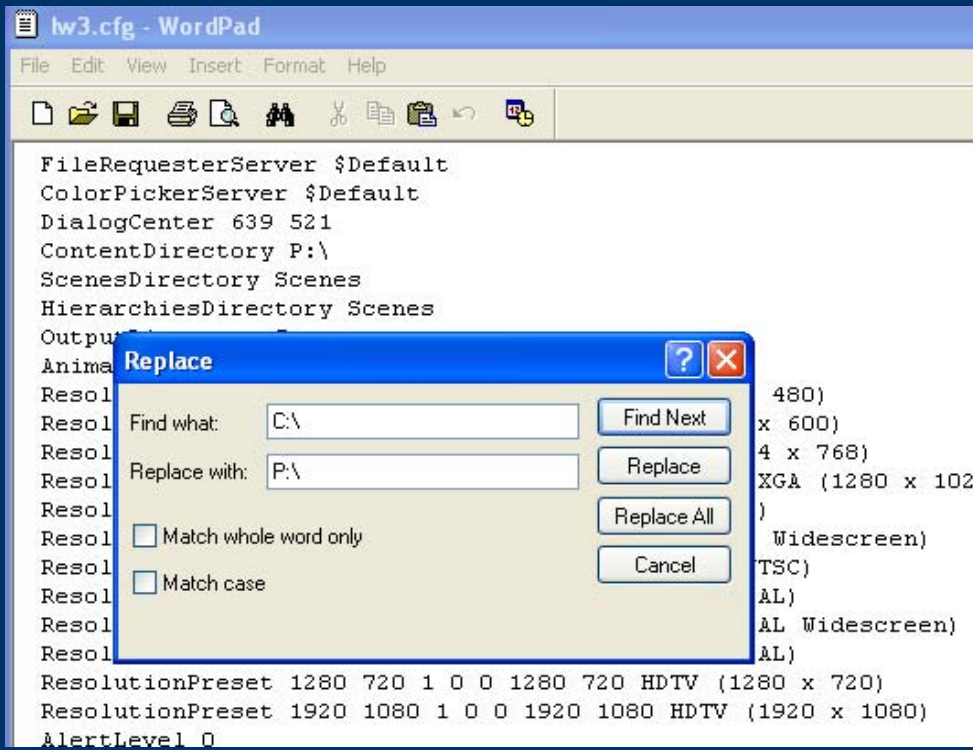


- Now we need to copy all the common files to the new folders we created, so each computer to access them.
- Go to your Lightwave folder and copy your Scene, Images, Objects, Motions, Presets, Legacy_Plugins, Lscripts, Plugins folder to your Lightwave_Content folder, also create a folder called Screarnet.
- Create another folder inside of the Screarnet folder called **config_files**.
- **Now go to C:\Documents and Settings\USER and copy the files: LW3.CFG, LWEXT3.CFG, LWHUB.CFG, LWM3.CFG to the config_files.**
- **Now go to your Lightwave shortcut, right-click, click properties. At the end of the Target path add: *space*-cp:\Screarnet\config_files**
- **Don't forget to add the space**
- **This tells the shortcut where to look for the config files. Now do the same for the Modeler shortcut.**



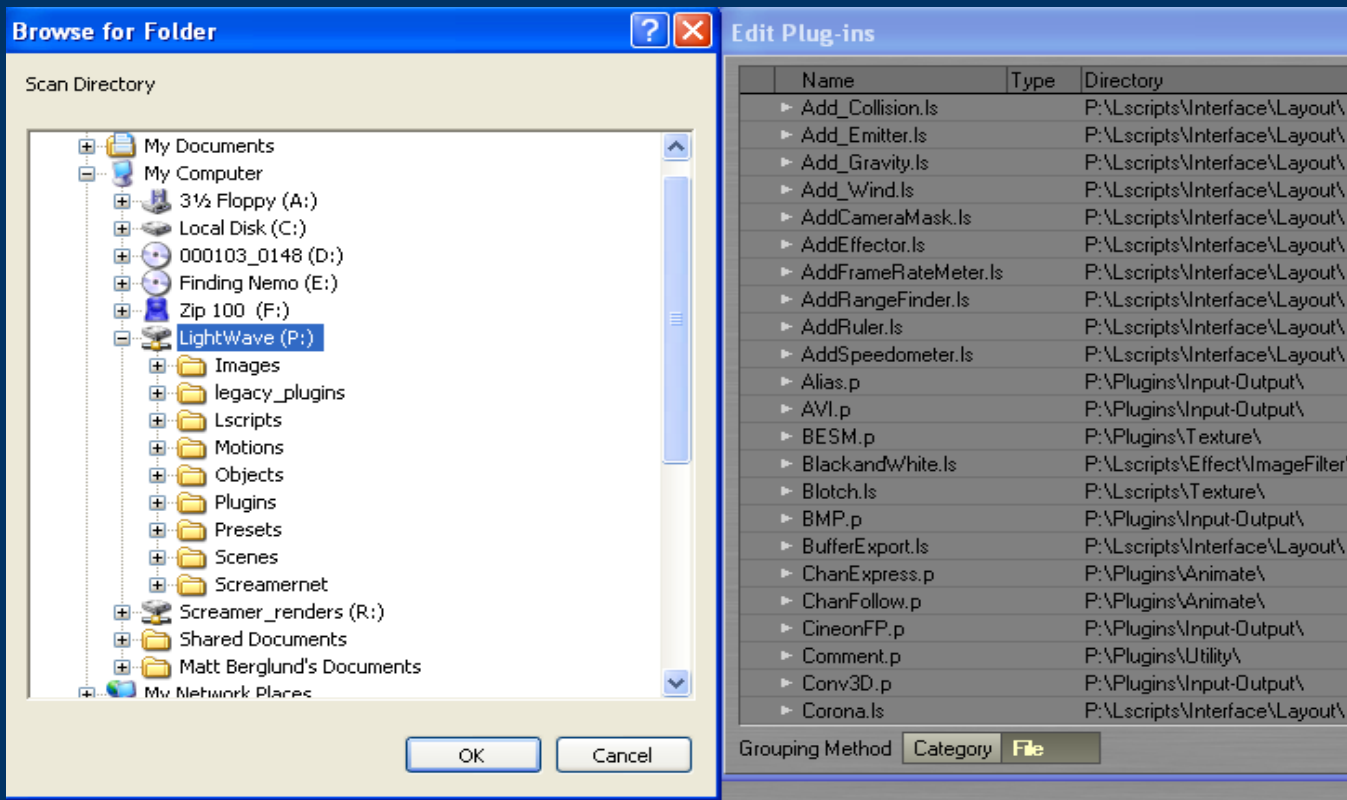
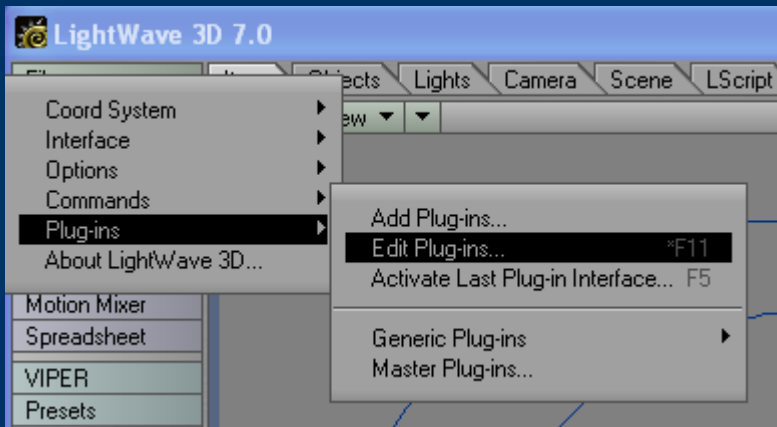
Text Editing

- Now comes the somewhat hard part. We will have to edit the config files we just copied to the `config_files` folder.
- When you double click on the config files you will have to associate them with a text editor I choose wordpad.
- Open up the config file `lw3.cfg`. Now preform a find and replace. Find C:\ and Replace P:\ then save.
- Do this with the rest of the config files except `lwext3.cfg`.
- Launch both layout and modeler, to make sure they are working. If they don't recopy over the config files and try editing them manually.
- In layout go to options, then set content directory. Set it as `Lightwave_Content(P:)`



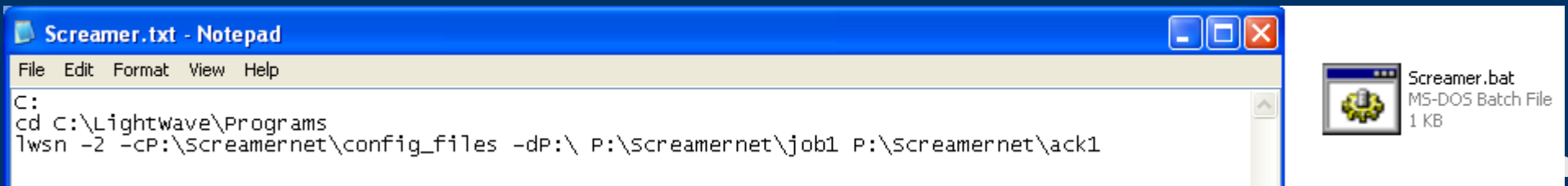
Plugins

- Now we have to tell Lightwave where to look for the plug-ins.
- In Layout click options, then Edit Plugins. Click Scan Directory, click Lightwave_Content(P:) Then click OK.
- It should find all the plugins. At the bottom click file and verify that the directory is P:



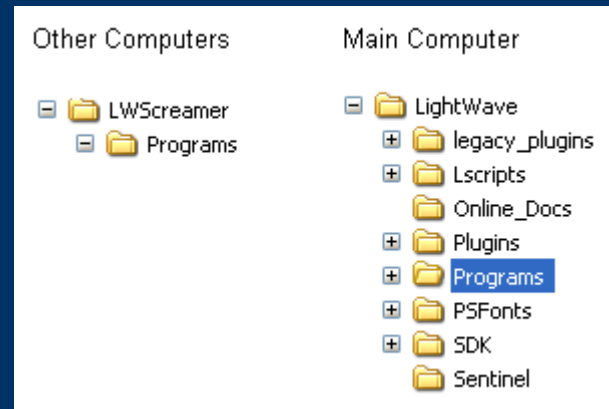
Screamer Nodes

- Each computer will have its own Node. This will tell each computer what its job is and what to do.
- Open up wordpad and type exactly what is below:
`cd C:\LightWave\Programs` `lwsn -2 -cP:\Screamernet\config_files -dP:\P:\Screamernet\job1 P:\Screamernet\ack1`
- Observe the spaces.



- save it as **Screamer.txt**.
- When it is saved rename **Screamer.bat**. You might have to folder options in any open screen and in the view tab, uncheck **Hide Extensions for Known File Types**.
- The icon should like the one above.

- Now we have to setup the nodes for the other computers.
- For the other computers create a folder in their C: called **LWScreamer**
- **Inside that folder copy the entire Programs folder from the main computer.**



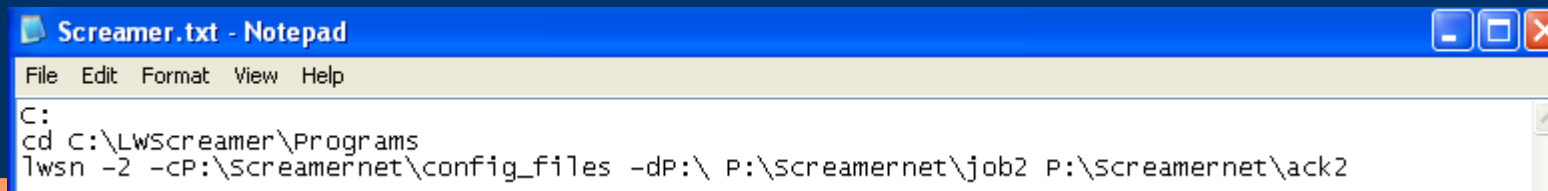
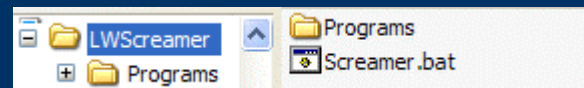
- Now open up Wordpad again a type exactly what is below:

C:

```
cd C:\LWScreamer\Programs
```

```
lwsn -2 -cP:\Screamernet\config_files -dP:\ P:\Screamernet\job2 P:\Screamernet\ack2
```

- As you can see it is almost the same as before except its pointing to a new directory and it now has job2 and ack2. This is important because it distinguishes the computers. So each one knows which job is theirs.
- Do the same with the other computer just change the 2 to a 3.
- Now save it to the LWScreamer folder and rename it Screamer.bat



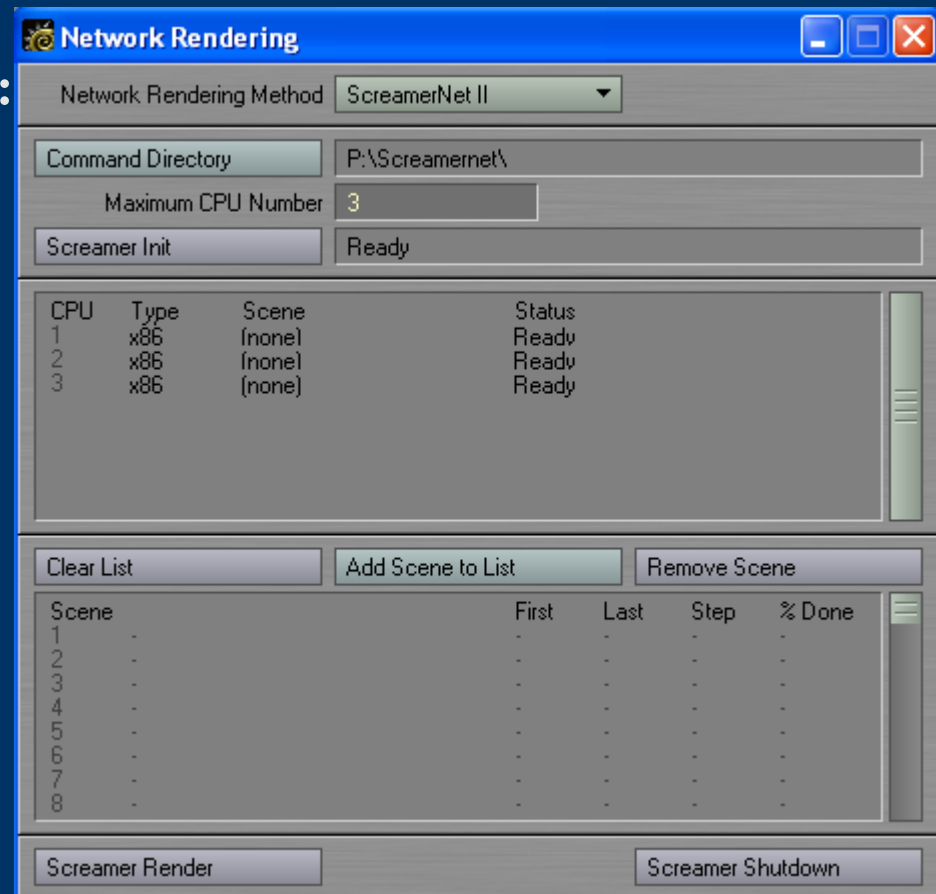
Network Rendering

- Now open Layout and open **Network Rendering**
- **Change the command directory to P:\Screamernet**
- **Now on each computer double click on screamer node Screamer.bat**
- **If you see what is below it is normal. It cant find the job1 file, so it creates**

```
C:\LightWave\Programs>C:
C:\LightWave\Programs>cd C:\LightWave\Programs
C:\LightWave\Programs>lwsn -2 -cP:\Screamernet\config_files -dP:\ P:\Screamernet
\njob1 P:\Screamernet\ack1
LightWave x86 ScreamerNet Module (Build 536)
CPU number: 1

Current directory is now "P:\".
Can't open job file "P:\screamernet\job1".
Can't open job file "P:\screamernet\job1".
```

- In the Network Rendering panel click Screamer Init. This will search for CPU's
- When it is done you should see:
- It has found Three CPU's and they are ready.
- Now just load some scenes Press Screamer Render.



- Make sure you specify in Render Options, in the Output File tab, Click save RGB and choose the folder R:\Screamer Renders and give it a name. This is so when ScreamerNet is finished rendering it knows where to put your picture.

THE END

