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Installing RMS on WinXP 32

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Subject: **Installing RMS on WinXP 32**
(#56428)

Date: 02:43 PM on Nov-25-2008

Posted by: **msawtell** (*New Member*)

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I've had trouble getting RMS to work with Maya 2008, so I decided to document the process from a new XP install and a new Maya 2008 install. I'm going to be as anal, specific and pedantic as possible so we can see exactly where the problem/s are and find a way to solve them. People who later want to get the same configuration running can then follow the same steps.

Installation info:

WinXP 32bit SP2 on a quad core2 machine.

Licensing: v6.0, 4 floating licenses. Installation went fine.

Pro Server 14.1 for Windows XP
Utilizes the SSE2 instruction set
RenderManProServer-14.1-windowsXP_x86.msi

RenderMan Studio 1.0.1 for Maya 2008 on Windows XP
Pixar_RenderMan_Studio_1.0.1-maya2008_i686.icc91.msi

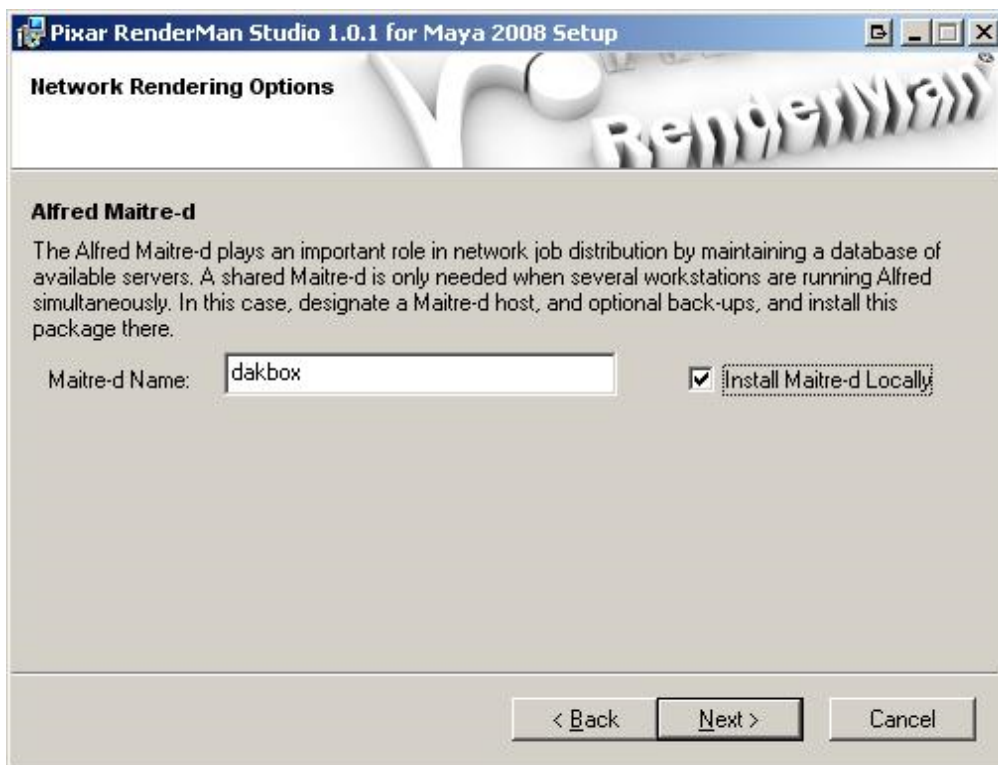
Apart from me mucking around with Houdini 9.5 and trying to get it to work there (all I did was set the env path RMANTREE), a 3rd party firewall and CS4 being installed, it's totally vanilla.

Pro Server and Licensing 6.0 installation was easy. I can get prman to render RIBS and read shaders when it needs to via hand coding and the command line.

Maya 2008- I installed this after RPS and before RMS. I left Every Single Setting to Default.

Lets get academic!

1) My Computer Name is dakbox, this is what I put into the Maitre-d install window:



I set the env paths:

RATTREE is set to:

C:\Program Files\Pixar\RenderMan-Studio-1.0.1-Maya2008

RMANTREE is set to:

C:\Program Files\Pixar\RenderManProServer-14.1

2) I start Maya, none of the Renderman Plugins are loaded, so from top to bottom I click load.

-mtor.mll loads fine

-mtorsubdiv.mll kicks up a slim log window with this error:

quote:

```
ERROR: missing extension: null.slo
NOTICE: Creating library palette "MyLibrary.spl" in directory "C:/Documents and
Settings/Martin/Application Data/Pixar/RenderMan_Studio/1.0/palettes"
INFO: Saving palette file C:/Documents and Settings/Martin/Application Data/Pixar
/RenderMan_Studio/1.0/palettes/MyLibrary.spl
```

-Renderman_For_Maya.mll loads fine

Next I make a simple poly torus and attempt a render:

-Click Render Settings (the Slate icon), change it from software to Renderman

-Click the standard slate icon for render, the tooltip shows "Render current frame (Renderman)"

-The maya listener kicks up the below error:

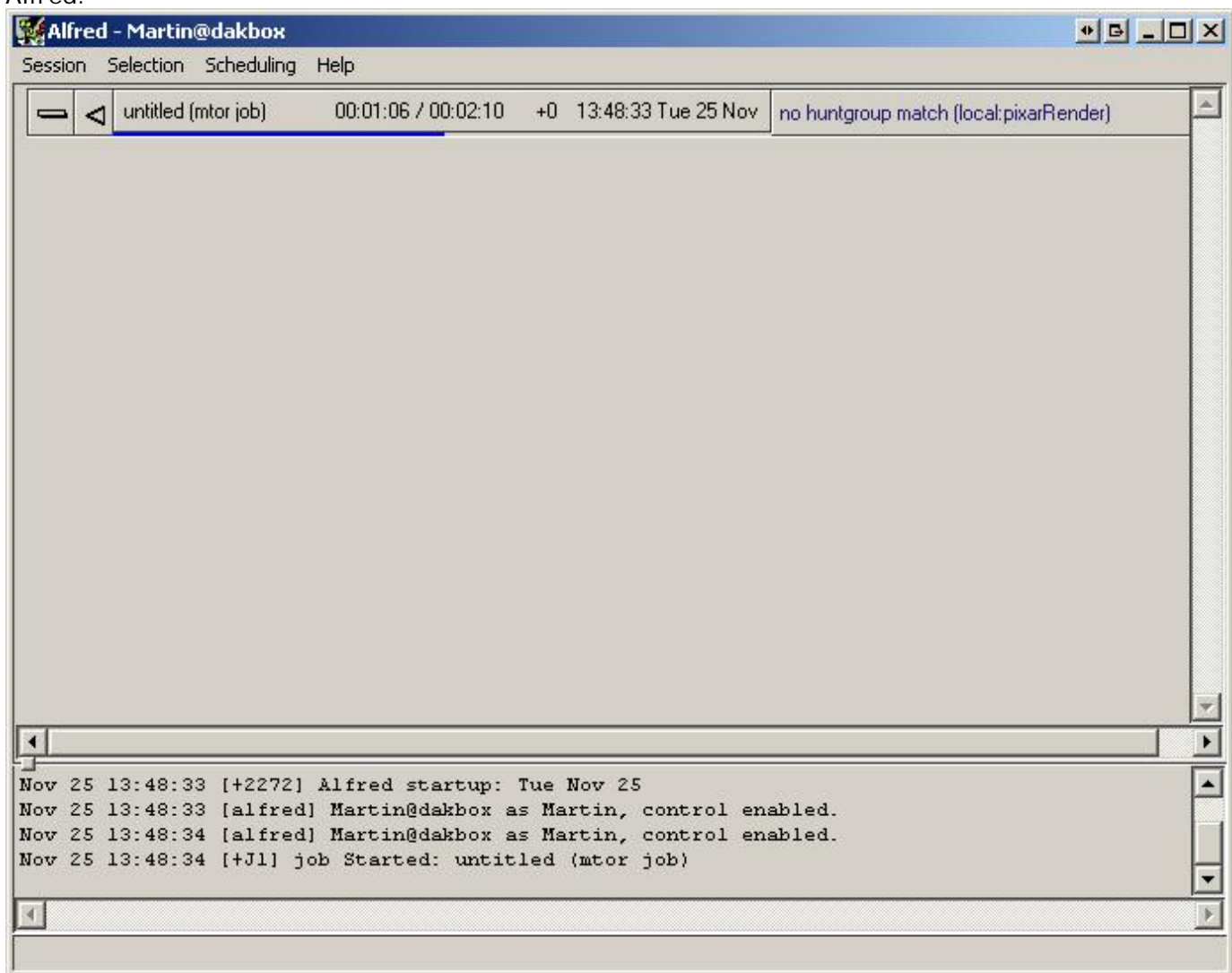
quote:

```
// Error: (11/25 13:44) rman Error: Couldn't check out internal rendering license for 4 threads. //
```

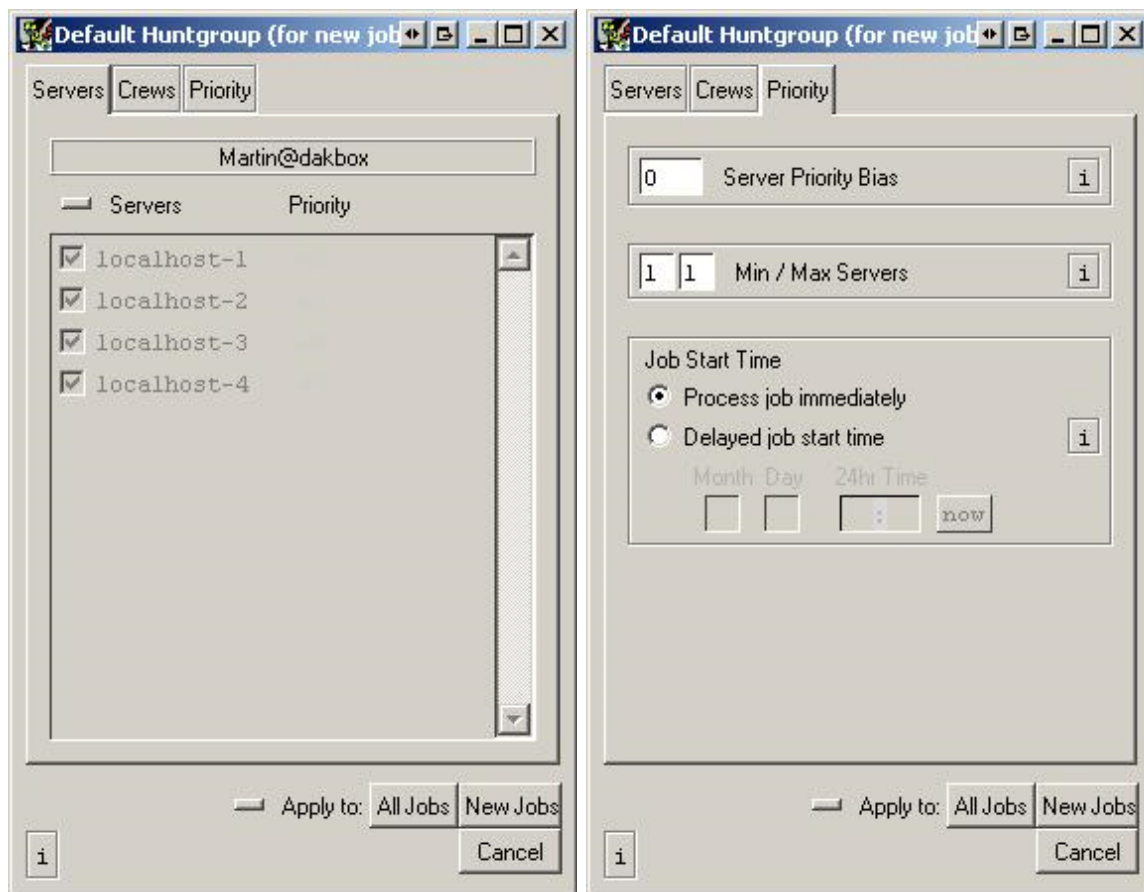
This is probably due to me not having the internal Maya renderer? Fair enough. Onwards...

-Click the Red R icon in the renderman shelf, it gives me the same error. It must be using the same render call.

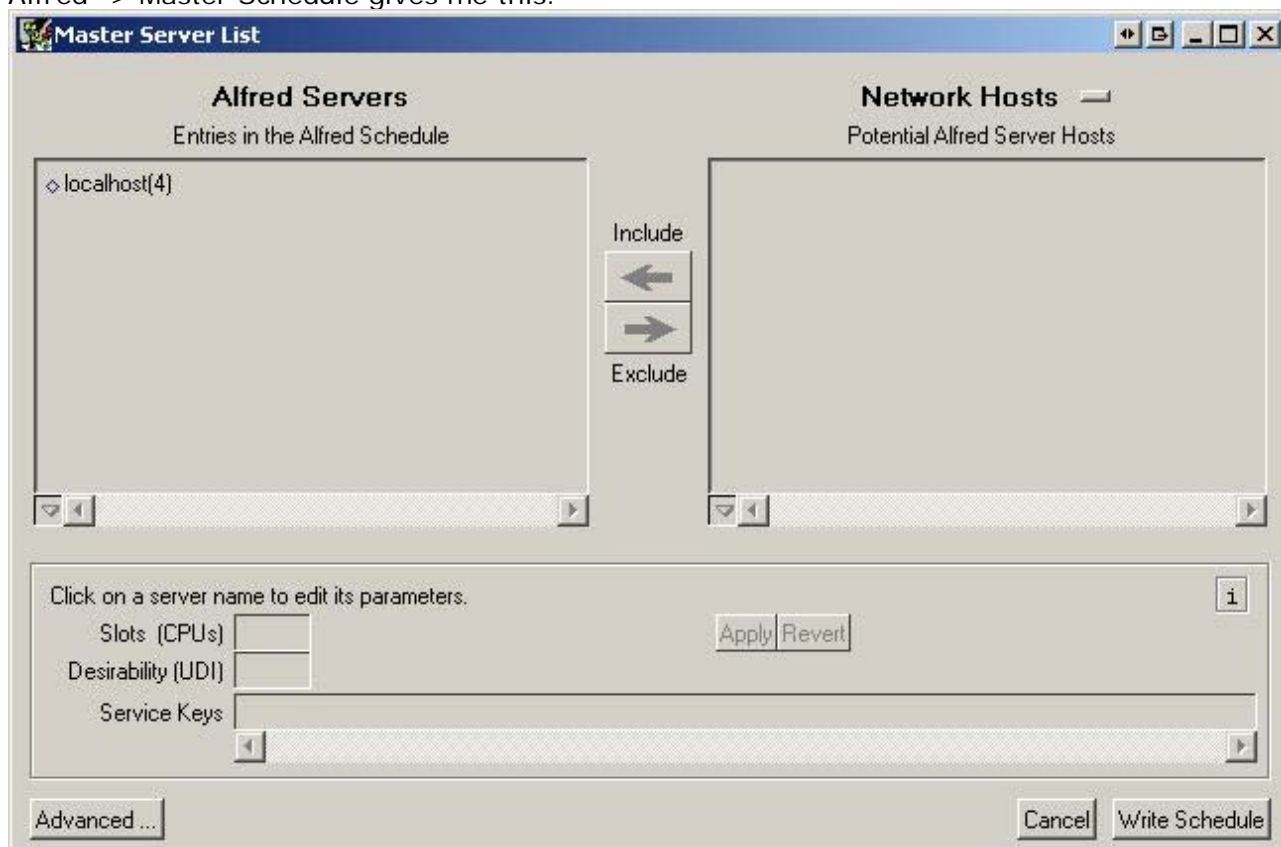
-Up in the file/edit/etc menus there's an entry for renderman. Click that, and click Render. It opens Alfred:



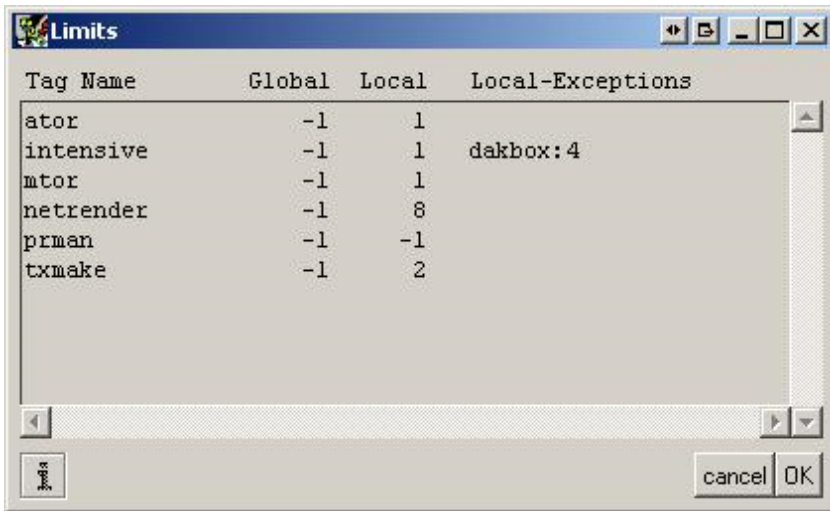
In Alfred, I click Scheduling -> Huntgroup. These are the settings:



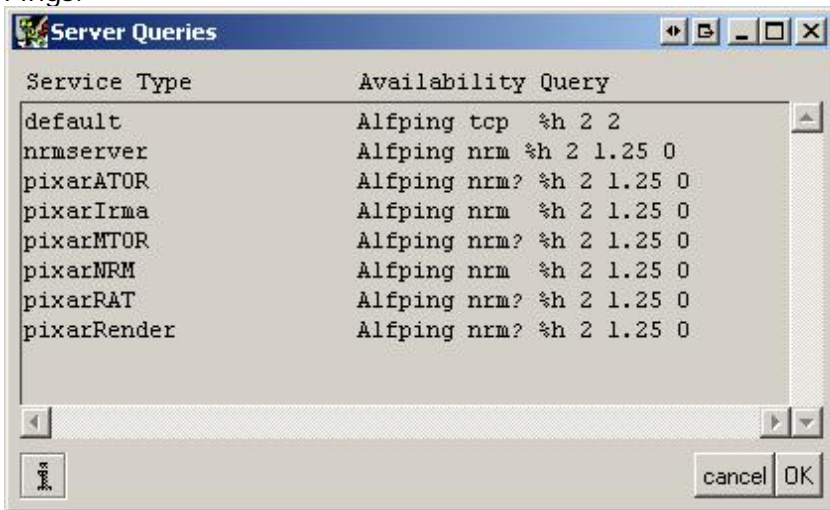
Alfred -> Master Schedule gives me this:



Clicking advanced, and then limits:



Pings:



I saved the maya file to the default location, only typing a filename (heh) and quit everything. Here are all the .ini files that were in C:\Program Files\Pixar\RenderMan-Studio-1.0.1-Maya2008\etc
<http://www.msawtell.com/temp/rman/RMS.ini.rar>

And here are all the ones in C:\Program Files\Pixar\RenderManProServer-14.1\etc
<http://www.msawtell.com/temp/rman/RPS.ini.rar>

And here's the "maya" dir in C:\Documents and Settings\Martin\My Documents
<http://www.msawtell.com/temp/rman/maya.rar>
 (it has the test scene saved in the default proj dir)

So... What do I do next? Let me know if there's any more info needed and be as specific as possible in the steps, then I'll do the next iteration of testing and add everything in here. Hopefully we can all figure this out and have a handy reference for other people like me that become engulfed very quickly in a world of Env variables and duplicate directories!

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Subject: (#56429)
 Date: 02:54 PM on Nov-25-2008
 Posted by: **ihsieh** (A Pixar Newfie)

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A couple of things:

1. You should not be loading both the MTOR and Render_for_Maya plugins. You need to pick one or the other. Most likely you'll want to go with Render_for_Maya, since we're planning on discontinuing MTOR.
2. Regarding environment variables, you'll also want to add %RMANTREE%\bin and %RMSTREE%\bin to your PATH environment variable.
3. In the Alfred windows, go to Scheduling->Master Schedule->Advanced->Server Group->view / edit group list. Change the localhost names to dakbox (I'm assuming that's the machine you're going to render on). Click ok, then Write Schedule.
4. Click the option box next to either Render->Render Current Frame, or Render->Batch Render to switch the rendering styles. Since you don't have internal rendering licenses, you'll want to using external render.

Hope that helps,
Ian

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Subject: (#56434)
Date: 05:06 PM on Nov-25-2008
Posted by: **msawtell** (*New Member*)

Thanks for the feedback, haha I didn't know I was only to load one set of plugins. I have to admit, the names get pretty confusing after a while.

OK so:

- 1) added %RMANTREE%\bin and %RMSTREE%\bin to the PATH env var.
- 2) started Maya, this time only load the Renderman_For_Maya plugin, no errors.
- 3) open previous test file
- 4) click the maya slate render icon, same error as before. (same with the Red R button too). That's fine
- 5) the Renderman menu up top has gone, I guess it was MTOR loading that. I can't see any option box "Current Frame, or Render->Batch Render" anywhere either. (edit: I didn't realise you meant in the Render menu, ha- found it after all the following convoluted steps:)

There doesn't seem to be any way to call the external renderer via the GUI...

- 6) Quit maya, restart and load the scene again. This time I unloaded the Renderman_For_Maya plugin (I forced the unload, Maya gave me a fatal error and crashed).
- 7) Start Maya again, the renderman shelf is there with the buttons, but when I look in the plugin manager, plugins are loaded, weird. So I load mtor.mll this time and get a Slim message log error: "ERROR: missing extension: null.slo"
- 8) The Renderman menu is back up top now. I load the old maya scene I was using, and Slim gives me

quote:

```
ERROR: wrong # args: should be "slim SetSceneLocation location"
while evaluating script: slim SetSceneLocation C:/Documents and Settings/Martin/My Documents/m
/scenes/
wrong # args: should be "slim SetSceneLocation location"
(object "::slim" method "::Slim::AlterEgo::slim::SetSceneLocation" body line 1)
invoked from within
"slim SetSceneLocation C:/Documents and Settings/Martin/My Documents/maya/projects/default/sc
(in namespace eval ":" script line 1)
invoked from within
"namespace eval :: {slim SetSceneLocation C:/Documents and Settings/Martin/My Documents/may
/scenes/}"
("uplevel" body line 1)
invoked from within
"uplevel #0 {namespace eval :: {slim SetSceneLocation C:/Documents and Settings/Martin/My Doc
/default/scenes/}}"
```

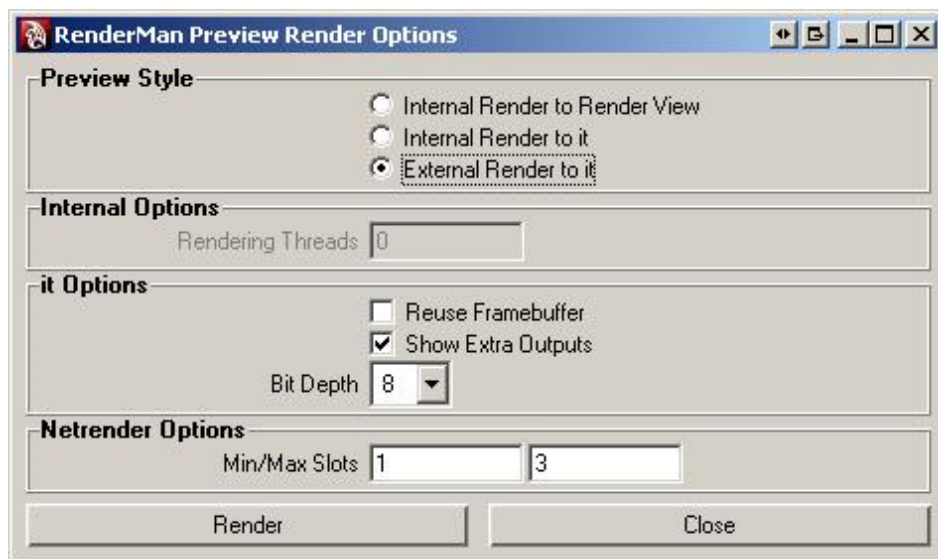
9) Go to the Renderman menu item and hit Render. Alfred loads up and waits for a bit, I click update now huntgroup error as expected. So I change the Master Schedule's server group to this:



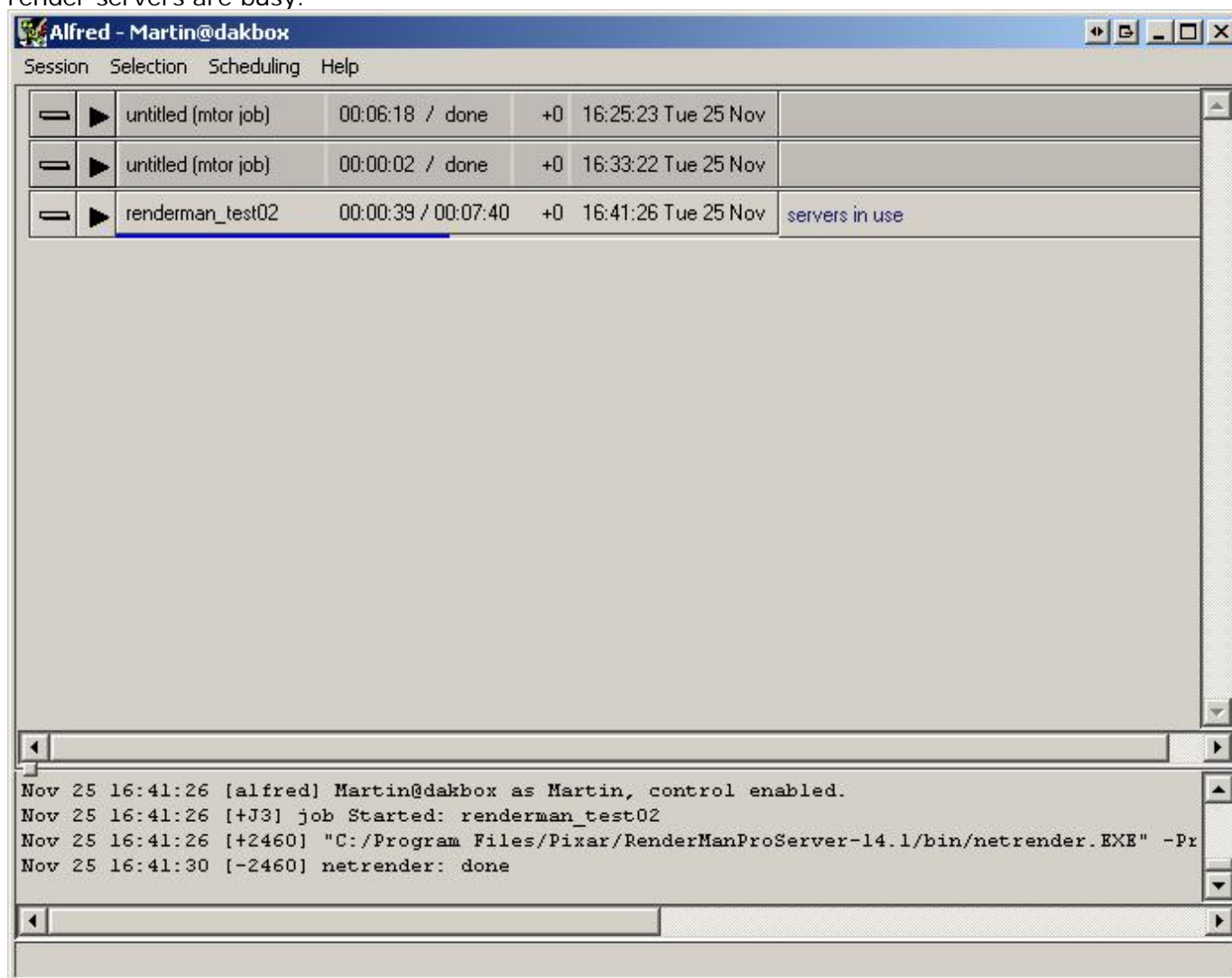
click OK and then Write Schedule. The Alfred job gets going, cool. It brings up the it framebuffer and render at it's alpha and sure enough the torus is there, so I add a point light and re-render. IT WORKS! great...

10) I unload mtor.mll and go to load up the Renderman_For_Maya plugin to get you a screenshot of the i Renderman_For_Maya.mll is apparently loaded. Weird. If I want to unload Renderman_For_Maya.mll it gi instead of doing that again I restart Maya and none of the Renderman plugins are loaded.

11) So lets just load Renderman_For_Maya.mll and see if we can do a test render. As mentioned above I externally render it to IT via the render menu. Don't you love simple mistakes like that? I made a lovely i and tried an external render to IT.

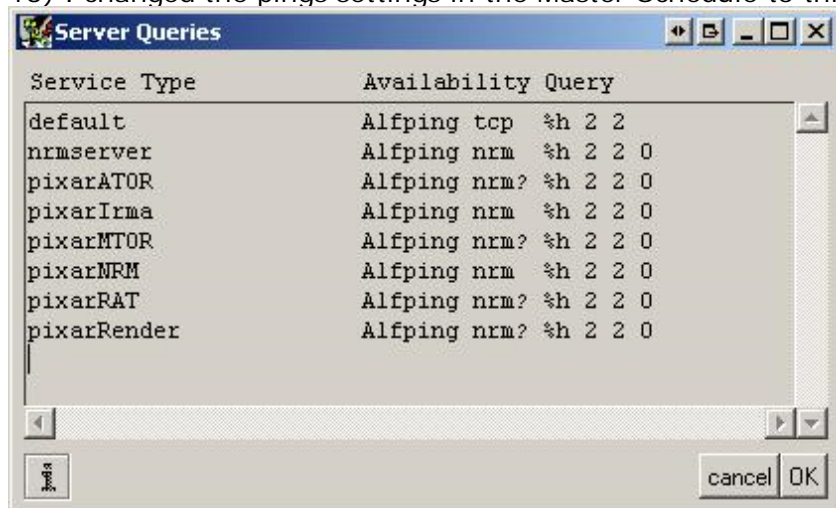


12) This time I get a 'servers in use' error message, which I recall has something to do with metrics and render servers are busy.



After waiting for a minute or so, it did the render. I tried again and watched the metrics (Alfred->Scheduling->WatchServers->Metrics tab). Metrics is sitting on 0.3 the entire time.

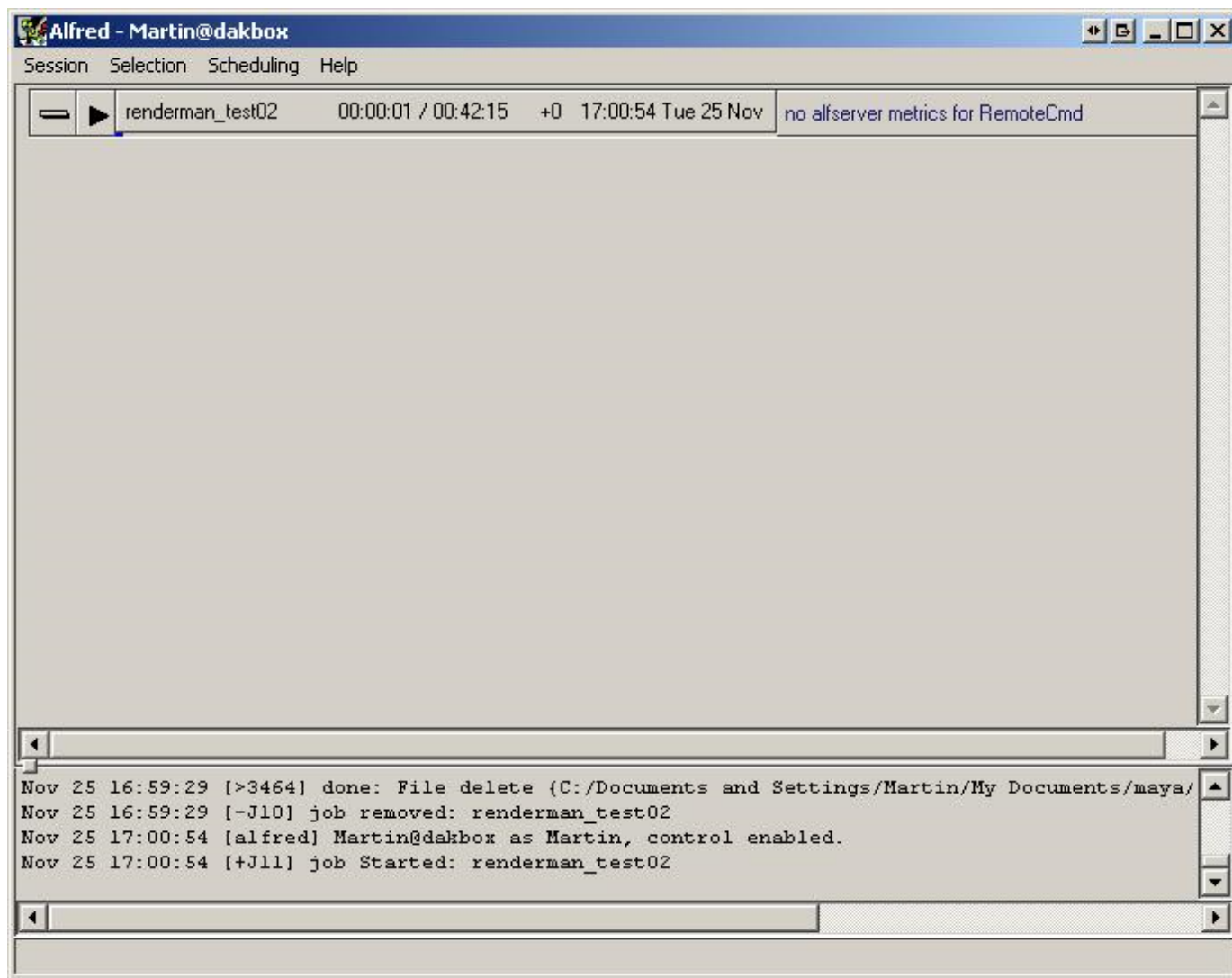
13) I changed the pings settings in the Master Schedule to this:



This time the alfred didn't display the Servers Busy msg and the render kicked off after only about 6-10 s

14) Rendering frame ranges: I animated the object and set the maya settings to save it as an 8 bit tiff (ir thing on the shelf). This time I left the default settings on for batch render, Alfred Spool is off. Apparently can't see the 25 frames anywhere. Ticking Alfred Spool and selecting "immediate rib, local render" I kicke appeared to render 10 out of the 25 frames. Checking the image dir, sure enough there were 10 tiffs, coc

15) Trying any other method in the batch menu results in the following error:



So, my next question is: What needs to be done to get each core to be working on RIB gen, rendering ALL cores rendering with Alfred and spitting out tiffs to that dir?
 (For reference it's putting them here: C:\Documents and Settings\Martin\My Documents\maya\projects\d\renderman_test02\images)
 Would that be the best way to go?

Once we get that going I'll give it some more substantial geometry to confirm that all the cores are being with shaders and figure out which directories to put my custom ones in. Once that's done we'll move on to

Thanks for your help!

Repo

Subject: (#56435)
 Date: 05:33 PM on Nov-25-2008
 Posted by: **ihsieh** (A Pixar Newfie)

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1. The other methods in the batch render menu require that you have alfserver running on your machine. Please check to see that alfserver is running. alfserver is the remote execution daemon that comes with RenderMan Pro Server and runs in the background listening for incoming jobs to run.

2. By default in RMS 1.0.1, external render to it uses netrender to render the image, which also requires alfserver to be running on a remote machine. Since you're only using your local machine to render, you can change it so that it runs a local prman render instead. Open the %RMSTREE%\etc\RenderMan_for_Maya_Pro.ini file and change:

```
SetPref PreviewRenderCmd {netrender -f -Progress %H}  
SetPref PreviewRenderSvc pixarNrm
```

to:

```
SetPref PreviewRenderCmd {prman -t:0 -Progress}  
SetPref PreviewRenderSvc local:pixarRender
```

In the next version of RMS, you'll be able to choose between doing local render, remote render, and netrender in the Render Current Frame menu.

3. You can change the directory to where images are saved to, under Advanced->Output Directories, in the renderer settings.

Hope that helps,
Ian

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Subject: (#56469)
Date: 01:14 PM on Nov-26-2008
Posted by: **msawtell** (*New Member*)

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Great, things are coming along nicely.

Alfserver is running (checked the services under admin tools), so it's strange that it wouldn't work. I changed the .ini settings as above and did a test render with the "Immediate rib, local render", works fine. The 10 frames thing was a maya default render setting, so nevermind that.

I selected Remote Rib, Remote Render in the batch settings and got the same "no alfserver metrics for RemoteCmd" error. "Mayabatch remote" gives a "servers in use" error in Alfred. "Mayabatch local" works fine and seems very quick, so I guess that would be the way to go.

Time to test core utilisation:

1) Imported a 500k poly car model and made it turn about one axis. Assigned a default renderman shader to it, added a point light, saved it off, and gave "Mayabatch local" a go, watching cpu utilisation and alfred progress for 25 frames. Frames per server is set to 100, I'll change that to 5 to see if it distributes the job into 5 chunks. Note that rendering threads is left as 0.

2) The render says it has finished in under 10s... This can't be right. Sure enough the designated output dir in MyDocuments is basically empty except for data\ which has a spool.alf file in it of a massive 1kb. Maybe Mayabatch Local didn't actually work before as I had assumed. OK lets try "Immediate Rib, Local Render".

Maya.exe sat on 25% for a while, then prman kicks in and starts chewing through the frames, using all cores which is good. I assume maya.exe was generating the ribs? Is there a way to get it to use all 4 cores/servers?

3) Lets set the render off twice and see what Alfred does, I'm hoping it schedules it. Cool, it works! Although maya.exe is again having to generate the RIBS using a single core. A better way would be for Alfred to do it using all 4 servers as part of the schedule, but really this is working pretty well.

Shaders

I made a carpaint shader previously which will slow things down a bit, so I went ahead and loaded it into the RendermanShader from an arbitrary directory, made a ground plane, more lights and an env sphere with an HDR tex.

Notes: Now the standard maya slate render icon works. You can also use the standard maya blinn shaders which is nice, although probably not recommended.

4) Trying out the batch render we once again sit on a basically single threaded rib gen (ugh), prman does it's thing efficiently though. Naturally I had rendered from the wrong camera heh. Heres a frame from the correct camera:



THANKYOU, now I can make things!

One thing though, how should I go about generating ribs with more than one thread?

Next up is SLIM.

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Subject: (#56472)
Date: 01:41 PM on Nov-26-2008
Posted by: **msawtell** (*New Member*)

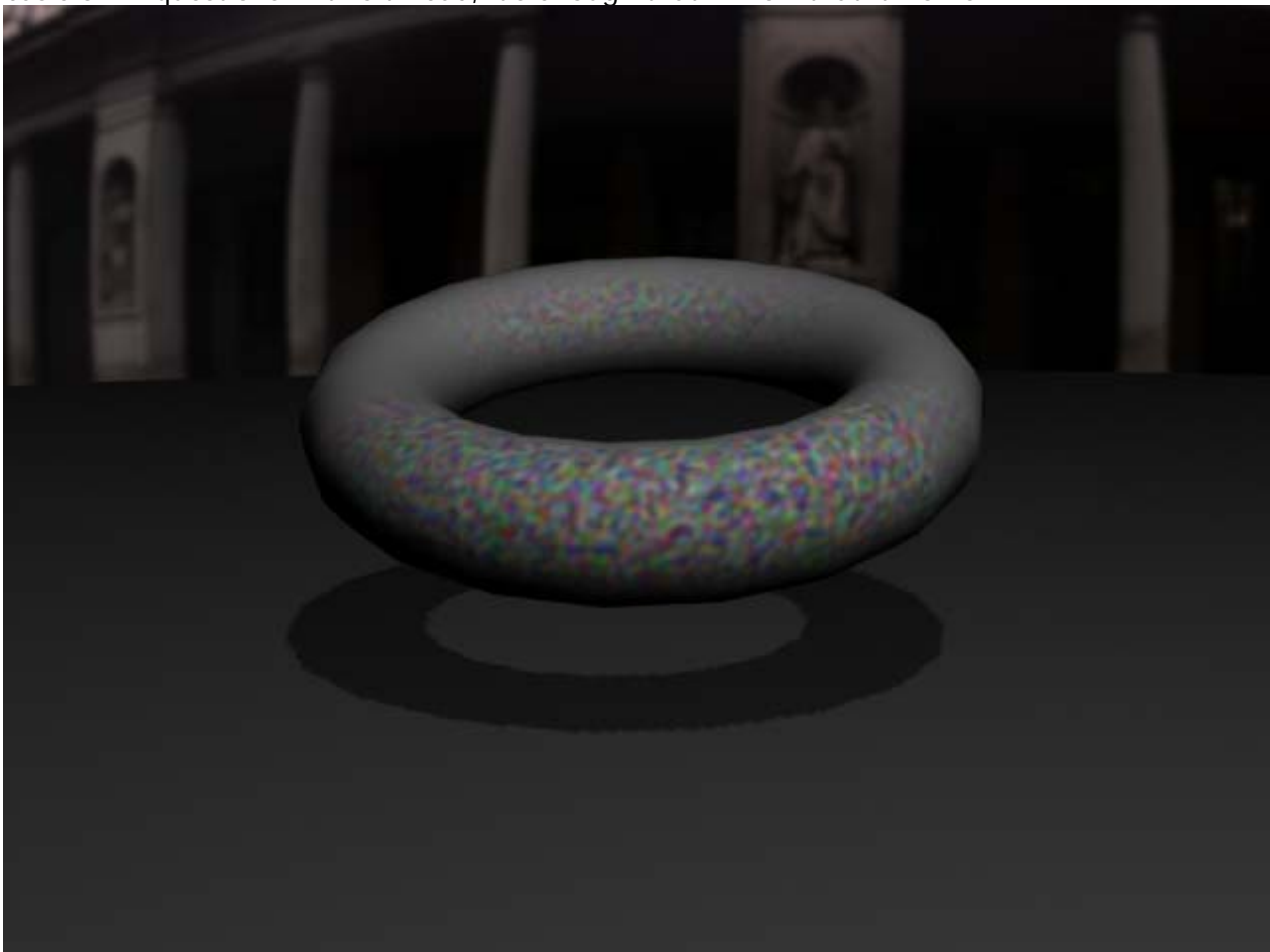
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SLIM stuff:

Okay, using the same car scene, I click the SLIM button in the renderman shelf to see what happens and hold my breath...

It loads fine, I've had problems with it crashing Maya before when it opens or closes, so I move it around a bit to see if maya is OK and try a few maya buttons- everything's fine. Closing SLIM used to jam Maya, but that's when I had both the mtor and rfm plugins loaded. Cool it works fine! Well uh, that was my major concern.

Exporting the quick SLIM shader to Maya and assigning it worked fine, I won't start asking basic SLIM questions in this thread, it's enough that I know that it works:




(What an amazing shader!)

Thanks again for your help so far, I'm now ready to start rendering stuff up in Renderman, making my own shaders and getting into the nitty gritty of it all. Awesome!

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