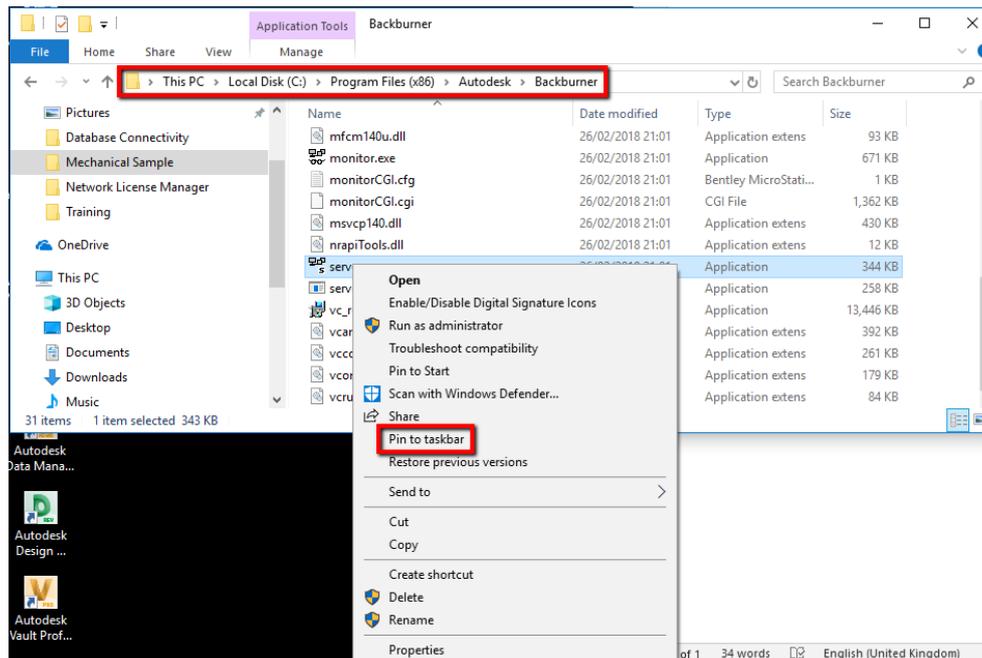
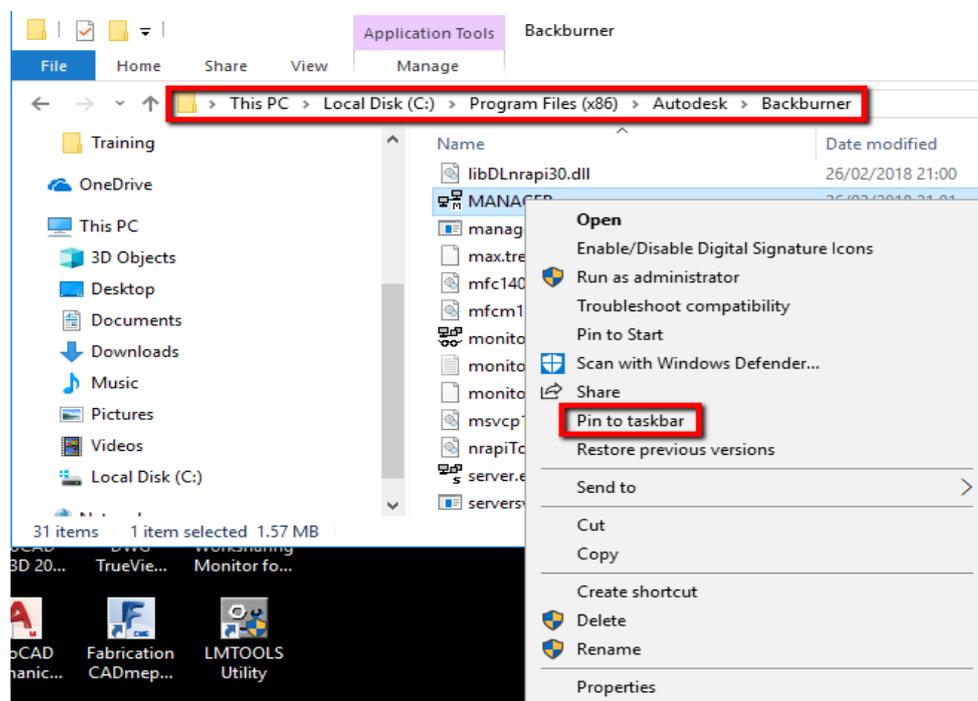


Configuring Backburner for 3ds Max 2019

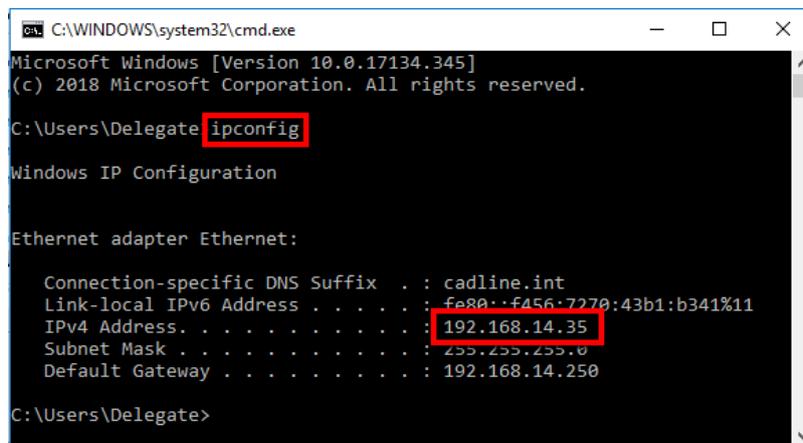
- On each machine you wish to use as a render node, pin the Backburner server application to the task bar for ease of use.



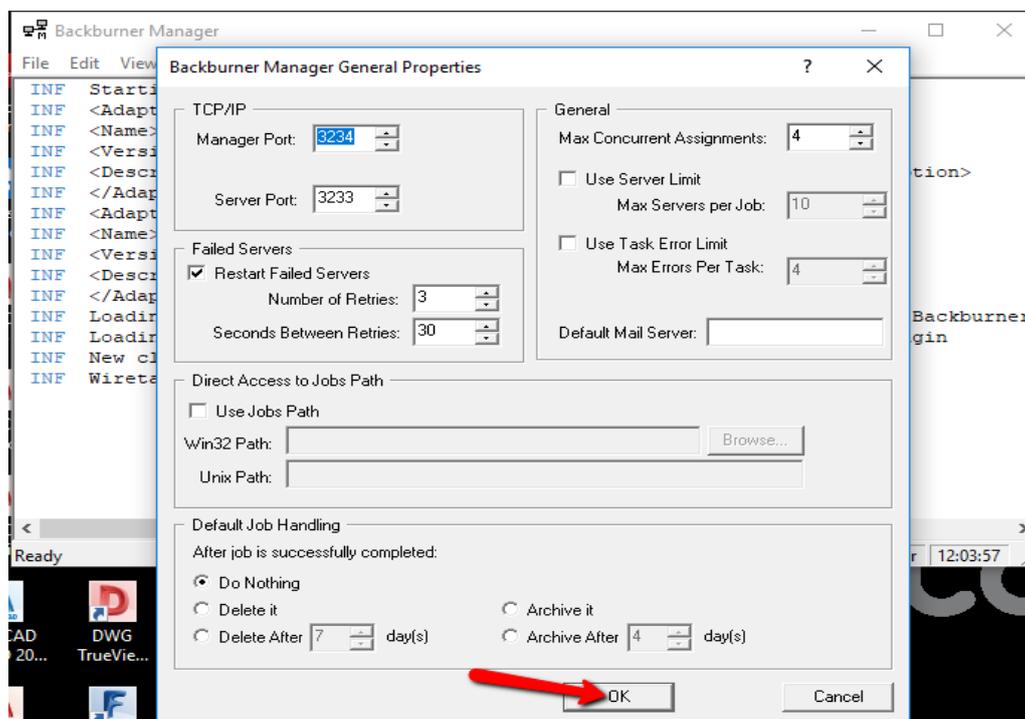
- You will also need to decide on a machine to run the manager application. This is usually one of the render nodes. Pin this application to the taskbar for ease of use.



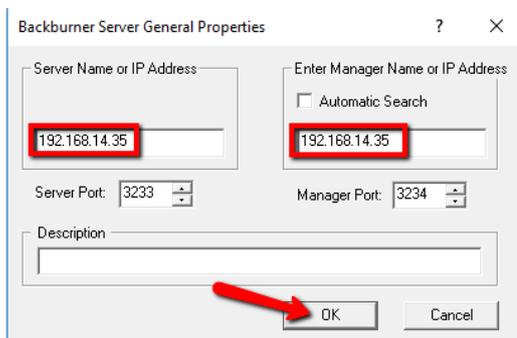
- Before the setup of Backburner you need to obtain the IP Address of each render node and the machine you are running the manage utility, to enter in to the Backburner server's application.
- You can obtain the IP address of the machine by typing "ipconfig" in to a command prompt.



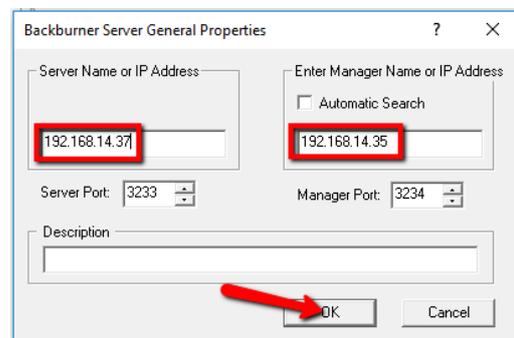
- Open the Backburner Manager application and accept the default settings by clicking OK.



- On each render node, open the Backburner server application and enter the IP address of the machine, along with the IP address of the manager and click OK.

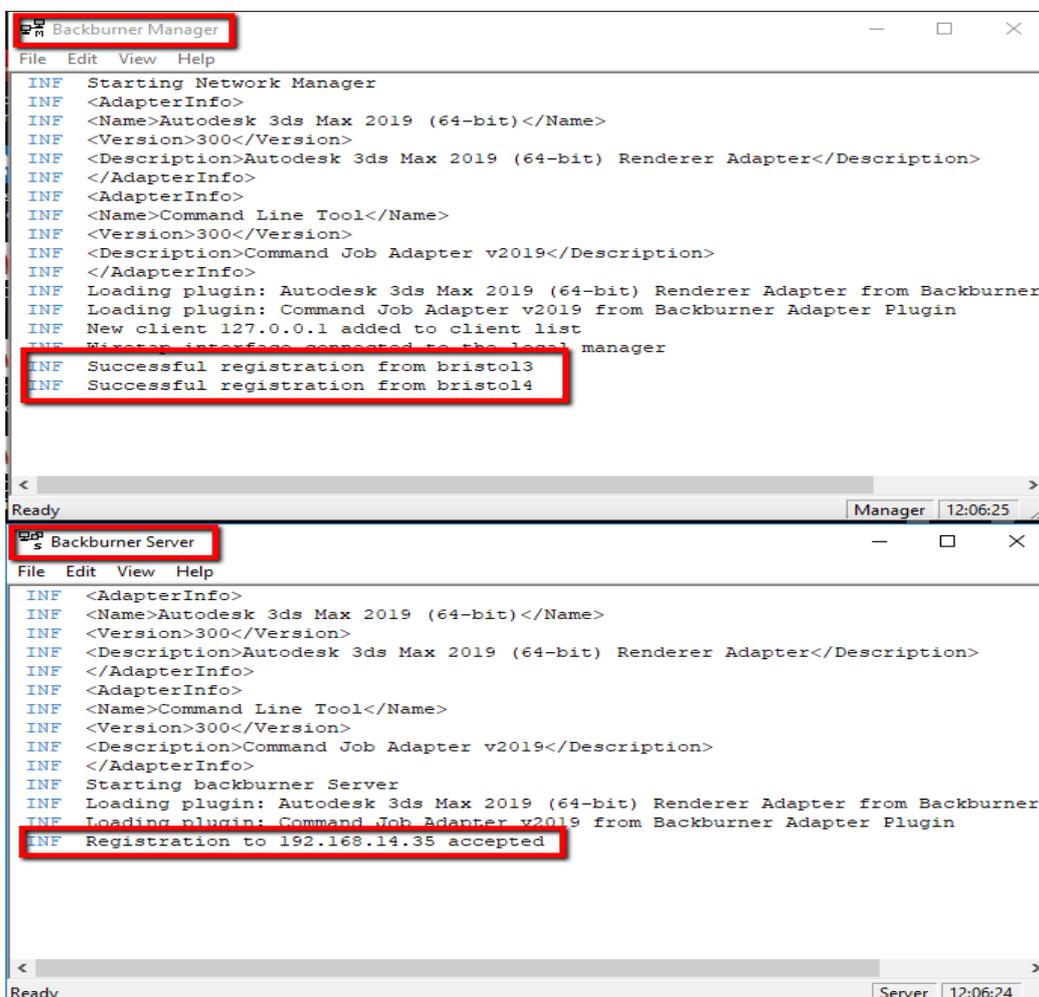


First Render Node



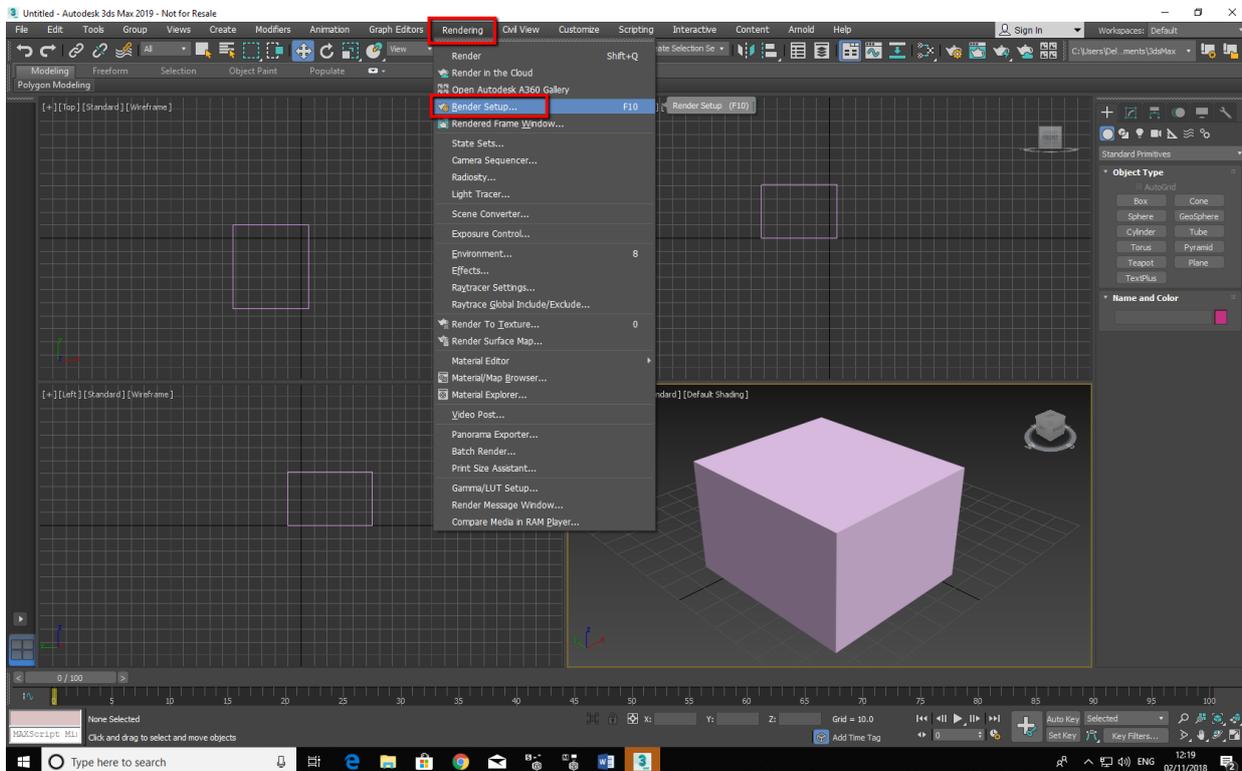
Second Render Node

- In the Backburner Server application, you will find that the machine's registration has been accepted and in the Backburner Manager application you will see the machines listed as successful registration.

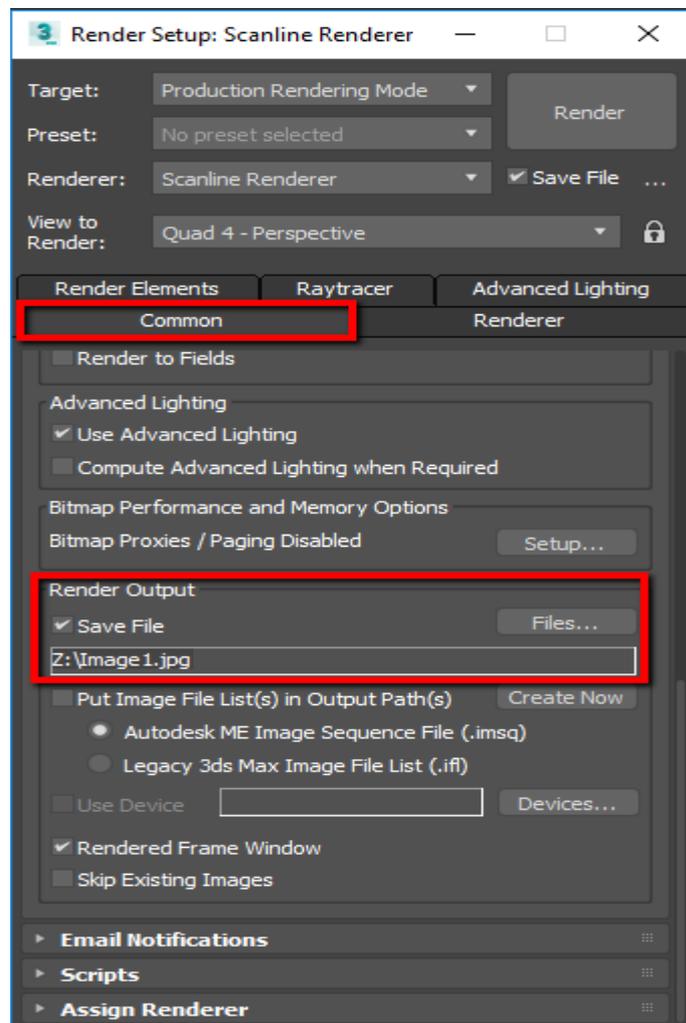


- Backburner is now ready to accept the jobs from 3ds Max.

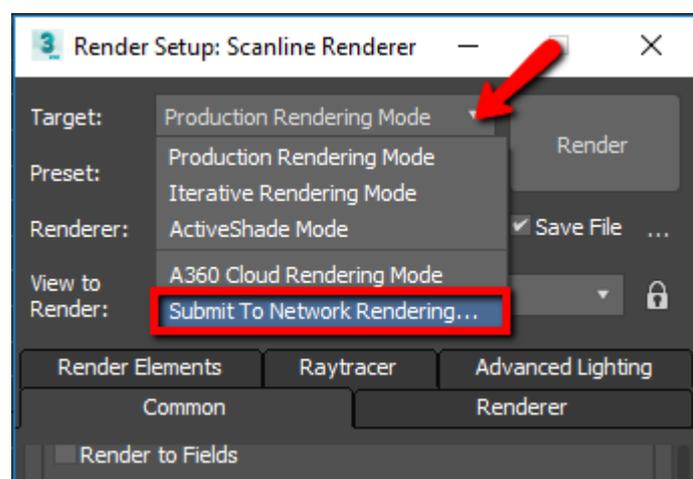
- With your scene selected, open the Render Setup dialog.



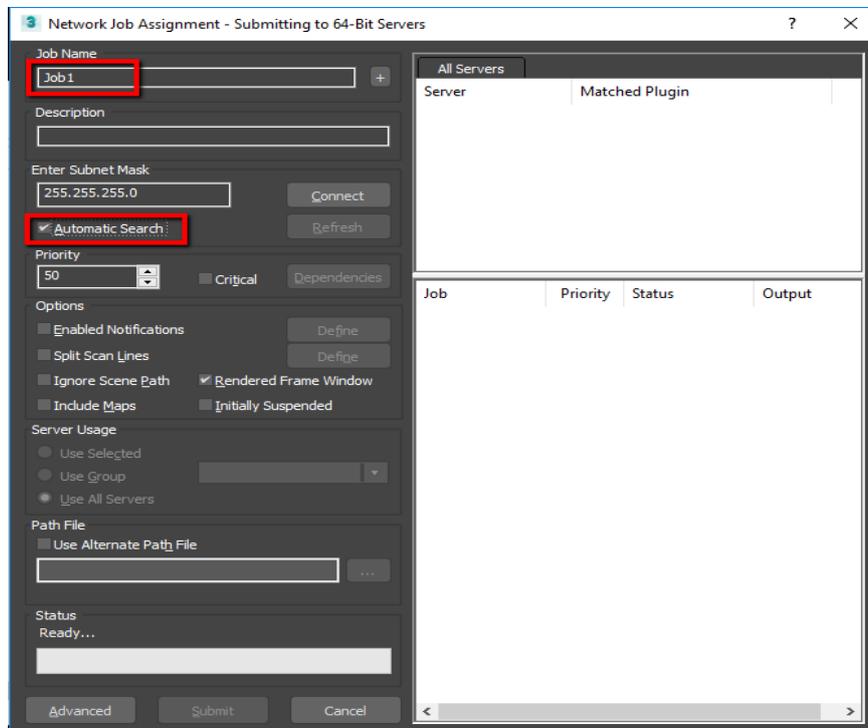
- From the Common tab >> Render Output. Provide filename on a network shared drive.



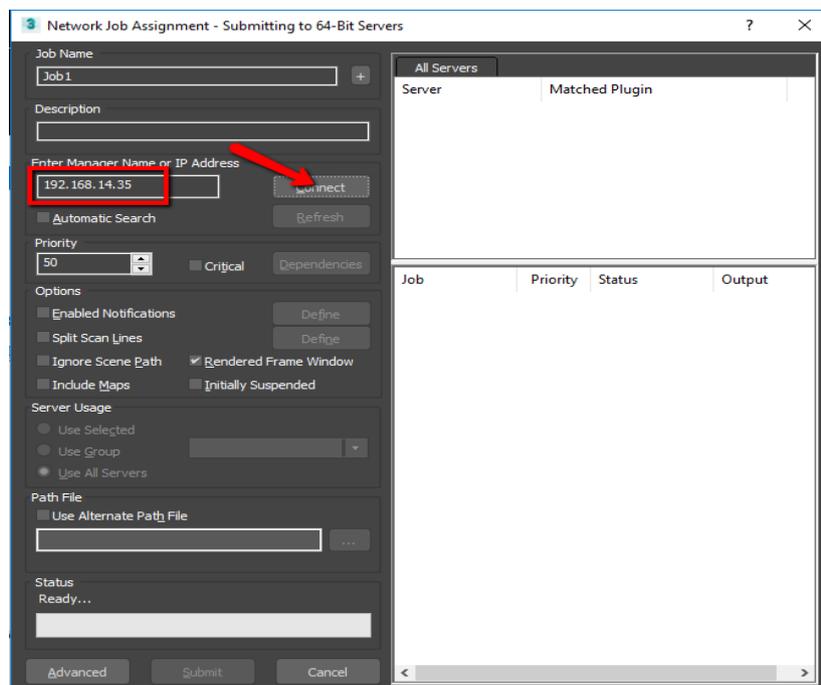
- Change Production Rendering Mode to Submit To Network Rendering.



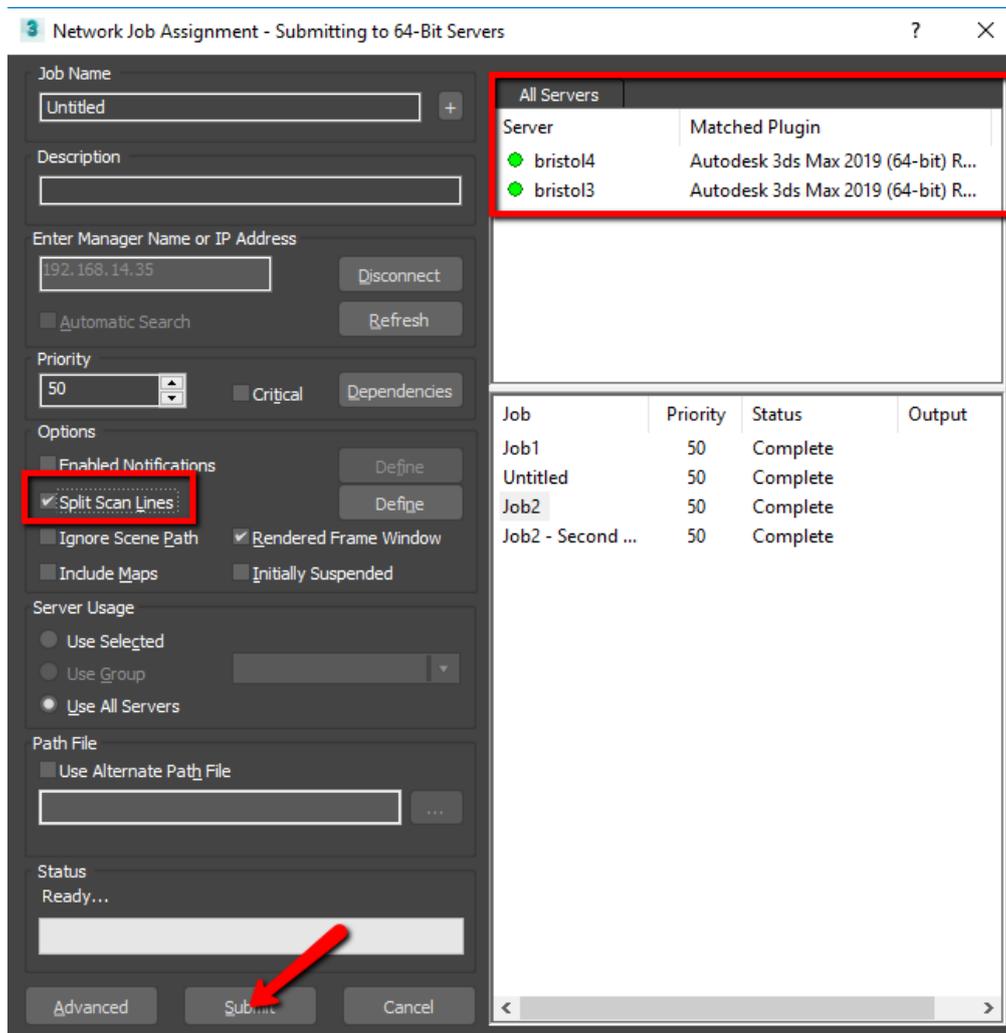
- Enter the Job Name and uncheck Automatic Search.



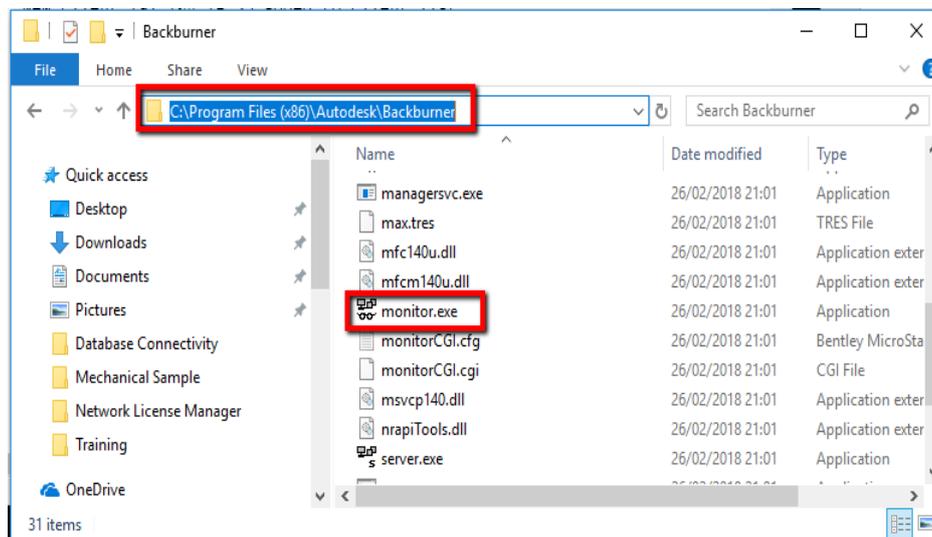
- Enter the IP Address of the Manager and click Connect.



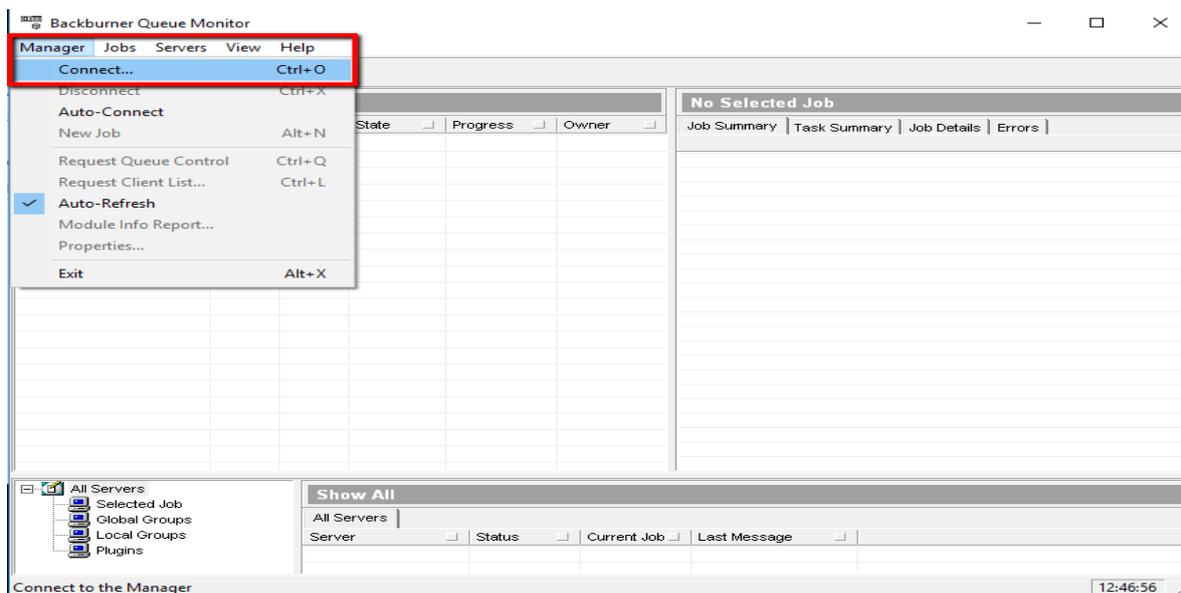
- You will see your Render Nodes then listed in the All Servers window. You can then Submit the job.



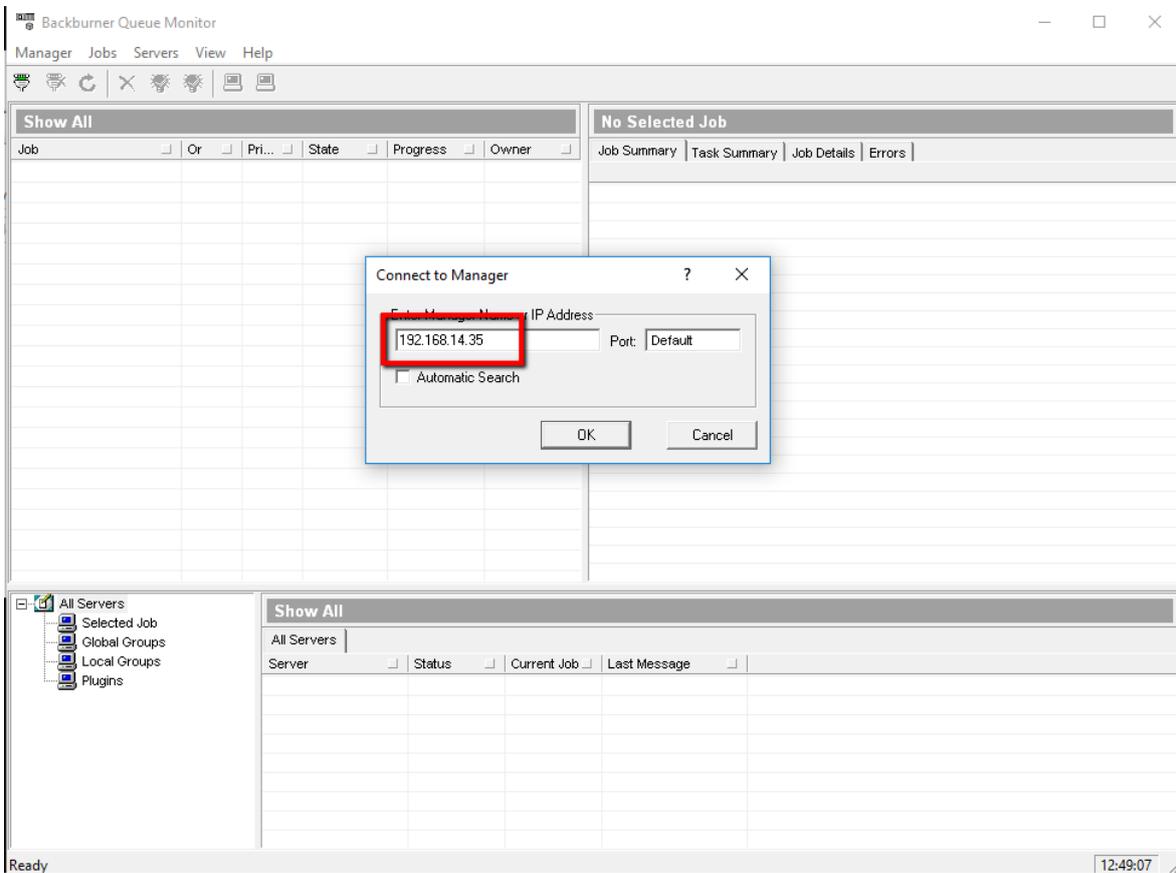
- You can view the job status via the Backburner Monitor application. You can open this from any machine as you then connect to the Backburner Manager to view the status.



- Open the monitor.exe application. Select the Manager menu and Connect.



- Enter the IP Address of the Backburner Manager machine and click OK.



The screenshot displays the Backburner Queue Monitor interface for a host named 'bristol3'. The main window is titled 'Backburner Queue Monitor - bristol3' and includes a menu bar (Manager, Jobs, Servers, View, Help) and a toolbar. The interface is divided into several sections:

- Jobs List (Top Left):** A table with columns for Job, Or, Pri..., State, Progress, and Owner. The 'Job2 - Second Pass' row is highlighted with a red box. The data is as follows:

Job	Or	Pri...	State	Progress	Owner
Job1	1	50	Complete	(100%) Si...	delegate
Untitled	2	50	Complete	(100%) Si...	delegate
Job2	3	50	Active	(000%) 00...	delegate
Job2 - Second Pass	4	50	Not Started	(000%) Si...	delegate
- Job Details (Top Right):** A panel titled 'Untitled' showing details for the selected job. It includes sections for 'JOB SUMMARY' (Name: Untitled, Handle: 301A9628, Description: *, Submitted By: delegate, Submitted From: bristol3, Job Type: Autodesk 3ds Max 2019 (64-bit) Renderer Adapter, Priority: 50, Submission: 02/11/2018 12:41:43, Started: 02/11/2018 12:41:44, Ended: 02/11/2018 12:42:07, Last Updated: 02/11/2018 12:50:07, Dependencies: No), 'TASKS' (Number of Tasks: 1, Tasks Completed: 1), and 'ASSIGNMENT' (Enable Blocking T...: Yes, Use All Available ...: Yes, Server Limit: N/A, Server Group).
- Servers List (Bottom Left):** A tree view showing 'All Servers', 'Selected Job', 'Global Groups', 'Local Groups', and 'Plugins'.
- Servers Status (Bottom Right):** A table titled 'Show All' with columns for Server, Status, Current Job, and Last Message. The 'bristol3' and 'bristol4' rows are highlighted with a red box. The data is as follows:

Server	Status	Current Job	Last Message
bristol3	Busy	Job2	None
bristol4	Busy	Job2	None

At the bottom of the window, a status bar indicates '4 Jobs in Queue. Displaying All.' and the system clock shows '12:51:12'.