

Submitting a job to Backburner from Maya 2010 (Mac OS X)

Creating a tasklist

In order to submit a job to Backburner, you must create a tasklist text file. This text file should describe all the frames that you want to render.

This file should be saved in a location that is accessible to your render farm manager.

The file should consist of three columns.

- The first column should be a description of the frames being rendered.
- The second column should be the start frame.
- The third column should be the end frame.

An example is as follows:

f1-10	1	10
f11-20	11	20
f21-30	21	30
f31-40	31	40
f41-50	41	50

Sending a command to the cmdJob utility

You should start your Backburner job by entering a command similar to the following in your terminal window:

```
/usr/discreet/backburner/cmdjob -jobName "jobName" -description  
"Description" -manager BBmanager -priority 50 -taskList  
"/Users/admin/Desktop/tasklist.txt" -taskName 1  
"/Applications/Autodesk/maya2010/Maya.app/Contents/bin/Render" -r  
file -s %tp2 -e %tp3 -proj "/Volumes/shared/admin/files" -rd  
"/Volumes/shared/admin/files/images"  
"/Volumes/shared/admin/files/scenes/anim.mb"
```

The flags are described as follows:

-jobName

Specify the name of the job you are sending to the cmdJob utility.

-description

Specify the description of the job. This information appears in the Backburner monitor.

`-manager`

Specify the host name or IP address of the Backburner manager.

`-priority`

Specify your job priority (0-100). 0 is the highest priority.

`-taskList`

Specify the directory and name of your tasklist text file.

`-taskName`

Specify the column in the task file that is the name of the task.

`-r`

Specify the name of your renderer. For example, mr for mental ray and file for the renderer specified in the scene file.

`-s %tp2`

Tell the cmdJob utility to get the start frame from the second parameter in task file.

`-e %tp3`

Tell the cmdJob utility to get the end frame from the third parameter in task file.

`-proj`

Location of your project

scene file

The last entry of your command should be the directory and filename of your scene file.