
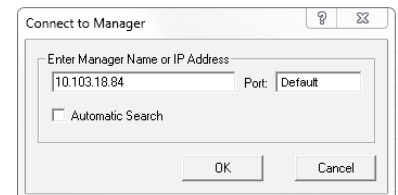
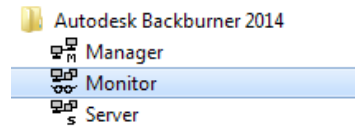




Opening and Connecting to Backburner Queue Monitor

1. Open Autodesk Backburner Queue Monitor.
 Choose **Start > Search** and type "Monitor."
2. To connect to Backburner Manager for viewing render jobs go to **Manager > Connect...** or press the connect button  in the upper left.
3. Enter Manager Name or IP Address:

Manager Name: 10.103.18.84
 or
render-01.academics.rwu



Monitoring Your Job (Overview)

The Backburner Monitor will display the status of current rendering jobs. If a job is listed as **green**, it is actively being rendered. Once the job status changes to "complete," it will change from green to black.

Rendering jobs are displayed in the upper left box.

The screenshot shows the Backburner Queue Monitor interface. The top section, titled 'Show All', displays a list of rendering jobs. The bottom section, titled 'All Servers', displays a list of available render servers.

Job	Or...	Pri...	State	Progress	Owner
3DS_RENDER_FARM_TEST_30	35	50	Complete	(100%) 0004/0004	dalexander
3DS_RENDER_FARM_TEST_31	36	50	Complete	(100%) 0004/0004	dalexander
3DS_RENDER_FARM_TEST_32	37	50	Complete	(100%) 0004/0004	dalexander
3DS_RENDER_FARM_TEST_33	38	50	Complete	(100%) 0004/0004	dalexander
3DS_RENDER_FARM_TEST_34	39	50	Active	(050%) 0002/0004	dalexander
3DS_RENDER_FARM_TEST_35	40	50	Active	(000%) 0000/0004	dalexander
3DS_RENDER_FARM_TEST_36	41	50	Active	(000%) 0000/0004	dalexander
3DS_RENDER_FARM_TEST_37	42	50	Not Started	(000%) 0000/0004	dalexander

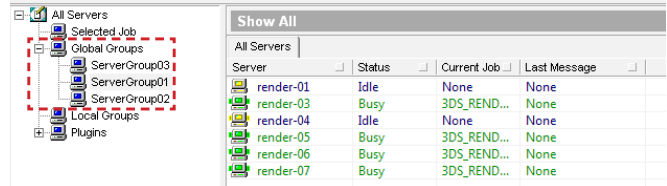
Server	C...	IP Address	Handle	Perf. Ind
render-01	16	10.103.18.84	0023DFE0195F0000	1.00
render-03	16	10.103.68.84	0023DFDFC0710000	1.00
render-04	8	10.103.18.165	C42C0310C2AE0000	0.94
render-05	8	10.103.18.171	C42C0310D3FD0000	0.71
render-06	8	10.103.18.194	C42C0310D5090000	1.00
render-07	8	10.103.18.173	C42C0310C18F0000	0.00
render-08	8	10.103.18.172	C42C0310C3570000	0.87
render-09	8	10.103.18.170	C42C0310CBE70000	0.00
render-11	8	10.103.18.176	C42C0310D420000	0.00
render-12	8	10.103.18.174	C42C0310D4370000	0.00
render-14	8	10.103.18.179	C42C0310D71C0000	0.77
render-15	8	10.103.18.178	C42C030EAF460000	1.00
render-21	8	10.103.18.184	C42C0310C31F0000	1.00
render-22	8	10.103.18.181	C42C0310D5A00000	0.95
render-23	8	10.103.18.182	C42C0310C2770000	0.78
render-24	8	10.103.18.180	C42C0310C5FA0000	1.00
render-25	8	10.103.18.204	C42C0310D4E50000	0.00

All of the available render servers/nodes are listed in the servers window/tab.

Guidelines for Monitoring SAAHP Render Farm Jobs using Autodesk Backburner

Roger Williams University School of Architecture, Art and Historic Preservation (SAAHP)

The render servers/nodes are divided between three groups: **ServerGroup01**, **ServerGroup02**, **ServerGroup03**. Each specified group may be identified under **Global Groups**.



Server	Status	Current Job	Last Message
render-01	Idle	None	None
render-03	Busy	3DS_RENDER...	None
render-04	Idle	None	None
render-05	Busy	3DS_RENDER...	None
render-06	Busy	3DS_RENDER...	None
render-07	Busy	3DS_RENDER...	None

Server Group 01

Render-01
Render-03
Render-04
Render-05
Render-06

Sever Group 02

Render-07
Render-08
Render-09
Render-10
Render-11
Render-12
Render-14

Server Group 03

Render-15
Render-21
Render-22
Render-23
Render-24
Render-25

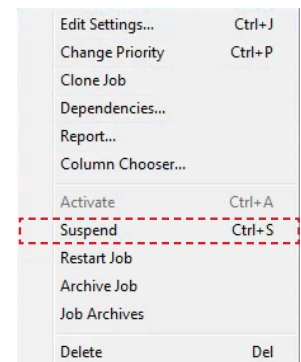
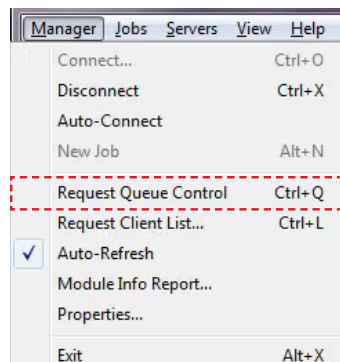
Note: All server groups are roughly equal in size with regards to processing powers.

Requesting Queue Control

Queue Control may be requested in the event that a job must be suspended or cancelled. Student's should only modify the status of their own render jobs while using queue control and may not override/alter other render jobs in the queue.

To access Queue Control choose **Manager > Request Queue Control** (*Ctrl+Q*) from the top menu.

To Suspend a job, right click on the selected job and select "Suspend."



Best Rendering Practices

- Utilize different **Server Groups** to process jobs more efficiently.
- In Maya verify the **Task Size** in the Backburner for Maya dialog box before submitting a job.
- Before submitting multi-frame render jobs, send a **single test render** first to verify render settings.
- Utilize **Split Scan Lines** in 3DS Max to speed up individual frame rendering.

 **Green icon/text means the job is currently being processed.**

 **Yellow icon/text means the job has been suspended.**

 **Red icon/text means the job has encountered an error.**

 **Black icon/text means the job is complete.**

Guidelines for Monitoring SAAHP Render Farm Jobs using Autodesk Backburner

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Troubleshooting

If an error occurs the job will appear as **red** in the Job list.

When the job is selected, the render node for which the error occurred will be identified under the list of servers.

To determine the cause of the error locate the **Errors** tab in the **Job Summary** box on the upper right of the screen.

If an error occurs, the job must be suspended in the queue. In order to do so, queue control must be turned on by going to **Manager > Request Queue Control**.

Once queue control is turned on, right click on the select job and select “suspend” or click the red light bulb option located on the top menu panel.



3DS_RENDER_FARM... 4 50 Waiting (075%) 00... dalexander

Show All				
All Servers				
Server	Status	Current Job	Last Message	
render-01	Idle	None	None	
render-03	Idle	None	None	
render-04	Idle	None	None	
render-05	Idle	None	None	
render-06	Idle	None	None	
render-07	Idle	None	None	
render-08	Idle	None	None	
render-09	Error	None	Task assignment ti...	
render-10	Idle	None	None	
render-11	Error	None	Task assignment ti...	
render-12	Idle	None	None	
render-14	Idle	None	None	

3DS_RENDER_FARM_TEST_23				
Job Summary		Task Summary	Job Details	Errors
Task ID	Server	Error Message		Time
Frame 1	render-09	Task assignment timeout		2013/09/23 15:45:17
Frame 3	render-12	Task assignment timeout		2013/09/23 15:45:46
Frame 1	render-11	Task assignment timeout		2013/09/23 15:45:59
Frame 3	render-07	Task assignment timeout		2013/09/23 15:46:28
Frame 2	render-09	Task assignment timeout		2013/09/23 15:47:22
Frame 2	render-11	Task assignment timeout		2013/09/23 15:48:06
Frame 2	render-11	Task assignment timeout		2013/09/23 15:49:27

Common Errors:

Error Message: “Task assignment timeout”

Solution: Refer to the task line in Autodesk Maya as well as the control settings for Custom Command Options.

Error Message: “Cmdjob adapter: Ping task timeout”

Solution: Check the job task size as well as the command line. Submit a single sample render frame to estimate the amount of time the entire job will require. Make sure the task size is set to render the expected number of frames under 120 minutes. If the job requires over 120 minutes, change the command line to 240 minutes instead.

Error Message: “3Dsmx adapter error... Render error (Initializing Renderer), Render failed”

Solution:

1. Suspend or delete job (queue control may be required).
2. Verify correct renderer is configured in the job file.
3. Resend job with new settings (If error repeats on the same server, resend job to a unique server). If all else fails, contact your professor or D.J. Alexander for support.

Note

Students may not take queue control to override other students jobs.