The Network Manager

Introduction

The Network Manager does two things:

Floating licences: If you have purchased some floating Indigo licences, the Network Manager is the piece of software that hands out floating licences to computers on your network. However, you don't require floating licences to use the Network Manager for network rendering coordination.

To purchase Indigo floating point licences, email us at sales@indigorenderer.com

Coordinating masters and slaves doing network rendering: Indigo supports network rendering, which means that additional computers (slaves) can help other computers (masters) render an Indigo scene. The Network Manager can control and coordinate this network rendering, by assigning slaves to masters.

Setting up the Network Manager and Starting a Network Rendering

Step 1: Choose the manager computer

Choose a computer to run the network manager on. Ideally, this computer should be on at all times – it should basically be a 'server' type computer. We will call the computer chosen the 'manager computer'

Step 2: Install Indigo on the manager computer

Install the Indigo distribution on the manager computer, as per normal installation.

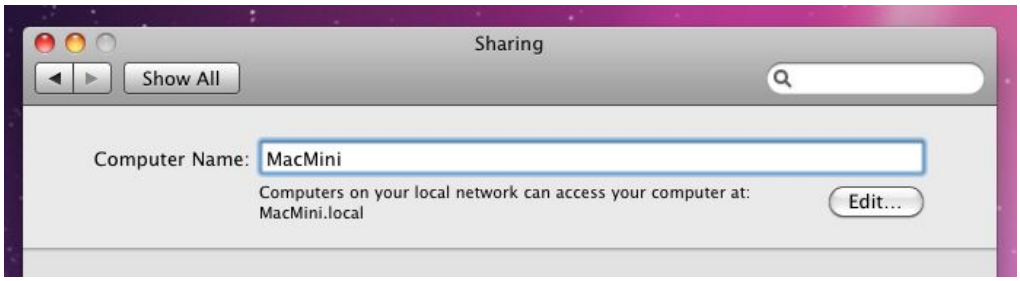
Step 3: Write down the manager computer hostname

Find and write down the hostname (domain name) of the computer:

On Windows: Right-Click on the My Computer icon (on your desktop, or in your Start menu), and select 'Properties' from the pop-up menu. Then, from the Computer Name tab, write down the 'Full Computer name'.

Windows Computer Name

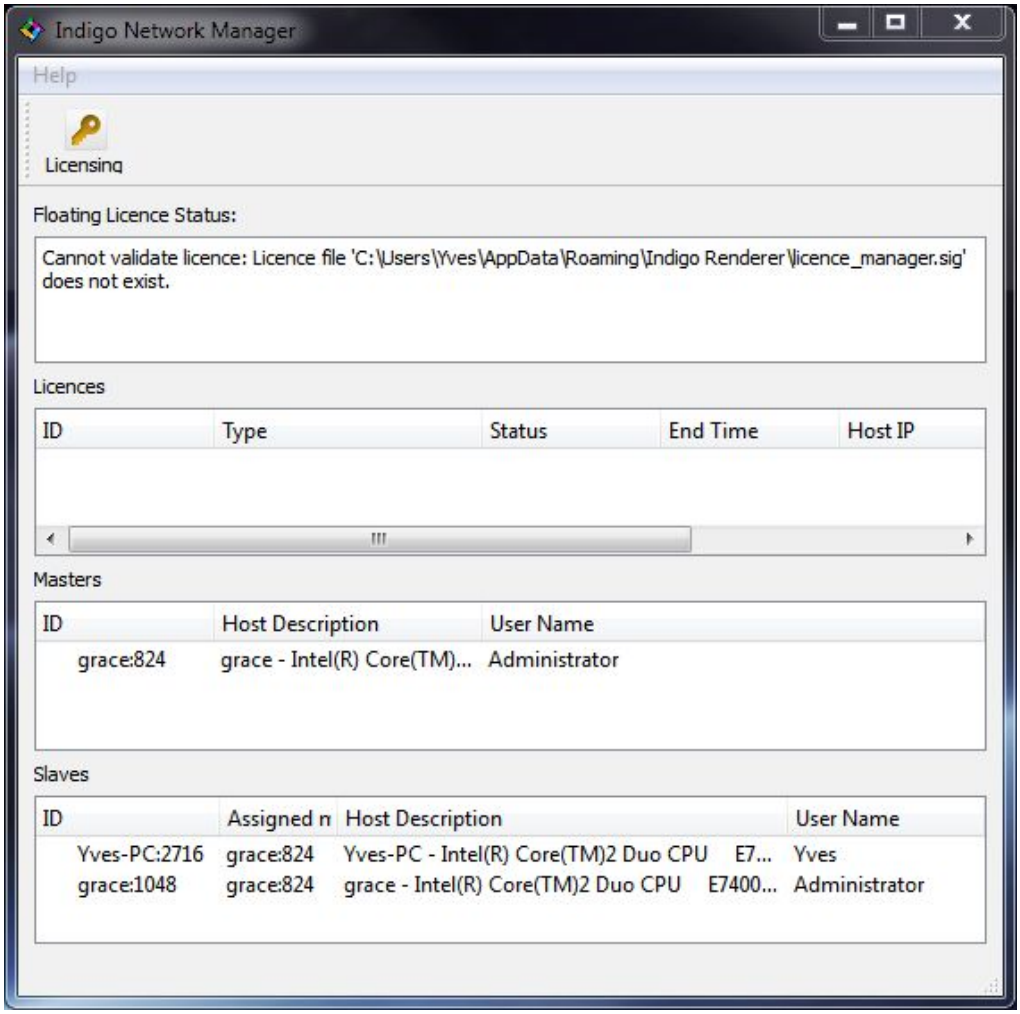
On Mac: Go to **System Properties → Sharing.** Write down the Computer Name.



Mac Computer Name

Step 4: Run the Network Manager

Run the Network Manager on the manager computer. If the operating system asks you if you wish to accept incoming connections, answer yes.



Indigo Network Manager with a master and two clients connected (Windows)

On Windows:

Start → All Programs → Indigo Renderer → Indigo Network Manager

On Mac:

Finder → Applications → Indigo.app → Indigo Network Manager

Step 5: Running a slave

On another computer that has Indigo installed, open Indigo:
Start → All Programs →Indigo Renderer → Indigo Renderer

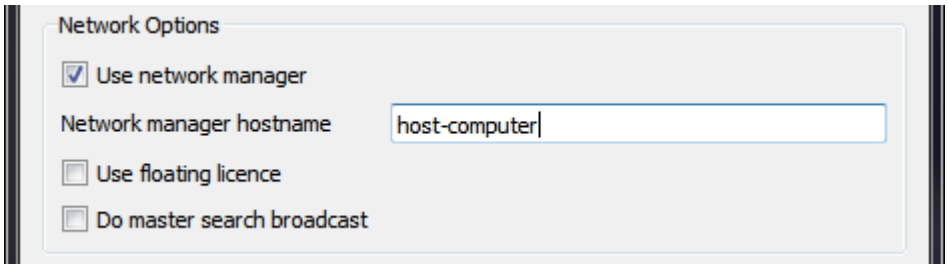
1. Click on the Options button

2. Make sure 'Use network manager' is ticked

3. Set Network Manager hostname to the name you wrote down in step 3.

4. Make sure 'Use floating licence' is **unticked**

5. Make sure 'Do master search broadcast' is **unticked**



Indigo Options → Network Options → change host-computer name.

Now close the main Indigo GUI.

Run a network slave

On Windows:
Start → All Programs →Indigo Renderer → Indigo Renderer Network Slave

On Mac:
Finder → Applications → Indigo.app → Indigo Network Slave

Leave the network slave running for now.

Step 6: Running the master

On the computer that you wish to use as the master computer, e.g. the computer that you will be starting a render from, start Indigo:

Start → All Programs →Indigo Renderer → Indigo Renderer

1. Click on the Options button

2. Make sure 'Use network manager' is ticked

3. Set Network manager hostname to the name you wrote down in step 3.

4. Make sure 'Use floating licence' is **unticked**

5. Make sure 'Do master search broadcast' is **unticked**

Step 7: Start the render

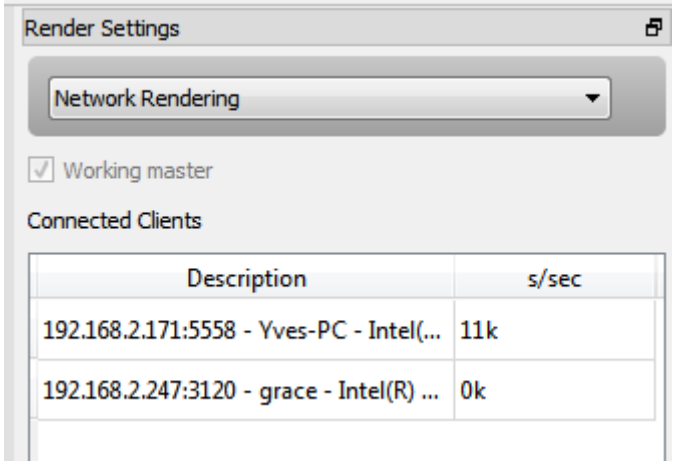
On the master computer, open a scene in Indigo that you wish to render, and press the Render button.

Now click the 'Network Rendering' button to enable network rendering.

Checking the network rendering is working correctly from the Master

Select 'Network Rendering' from the drop down box in the Indigo GUI settings.

If the network rendering is work correctly, there should be a client listed in the 'Connected Clients' list. It should display the IP address and the hostname of the slave. It will also show the render speed in samples per second of the slave. Note that this speed is not known until the first frame is transferred from the slave to the master, so will show 'Unknown' initially.



Checking the network rendering is working correctly from the Network Manager

The Network Manager should show one slave in the 'Slaves' list, and one master in the 'Masters' list.

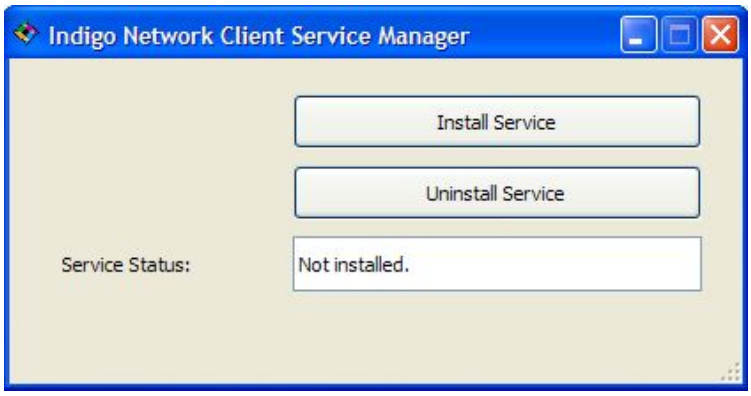
Additionally, the 'Assigned master ID' for the slave should be the ID of the master. This means that the Network Manager has assigned the slave to the master.

See the screen shot of the Licence Manager above.

Automatic Slave on Screensaver

Indigo for Windows comes with a service that can allow your computer to start an Indigo Network Slave during screensaver. This will allow you to utilize idle computers to help speed up current network renders.

To enable the windows service all you have to do is go to your Indigo Installation folder and run the **network_client_service_manger.exe** and click **Install Service.**



Now any time the computer goes into screen-saver mode, it will start an Indigo Slave and contribute to any available network renders, and stop when the screen-saver stops.

You can edit your screen-saver settings from: Desktop Right-click > Properties > Screen-saver. Note that even the 'preview' of the screen-saver acts as a screen-saver and thus starts the Indigo slave.