



KeyShot 6 Network Rendering Manual

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KeyShot 6 Network Rendering Manual



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- [master](#)
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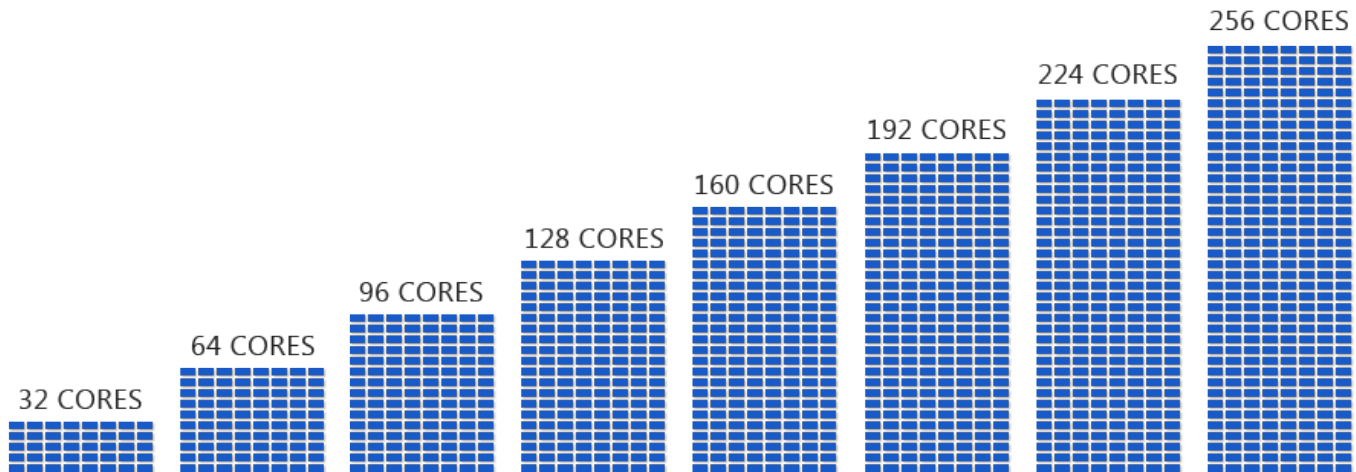
- [Client Configuration](#)
- [Master Configuration](#)
- [Master and Slave Configuration](#)
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About

KeyShot Network Rendering allows you to connect multiple computer systems in your office network and utilize the available hardware to reduce rendering times significantly. In fact, the correlation between render time and number of cores in your network is approximately linear and inversely proportional. In other words, by doubling the number of cores you potentially cut your render time in half.* In addition, rendering over the network is convenient. You may continue working in KeyShot or any other application without slowing down your system while the designated rendering stations process your render "jobs".

The KeyShot Network Rendering software is compatible with Mac and PC systems.

The more cores you have, the faster your images and animations will render.**



** Please note that this is an approximation under optimal circumstances. Render times are subject to hardware specs, core count differences between slaves, scene complexity, and network traffic.*

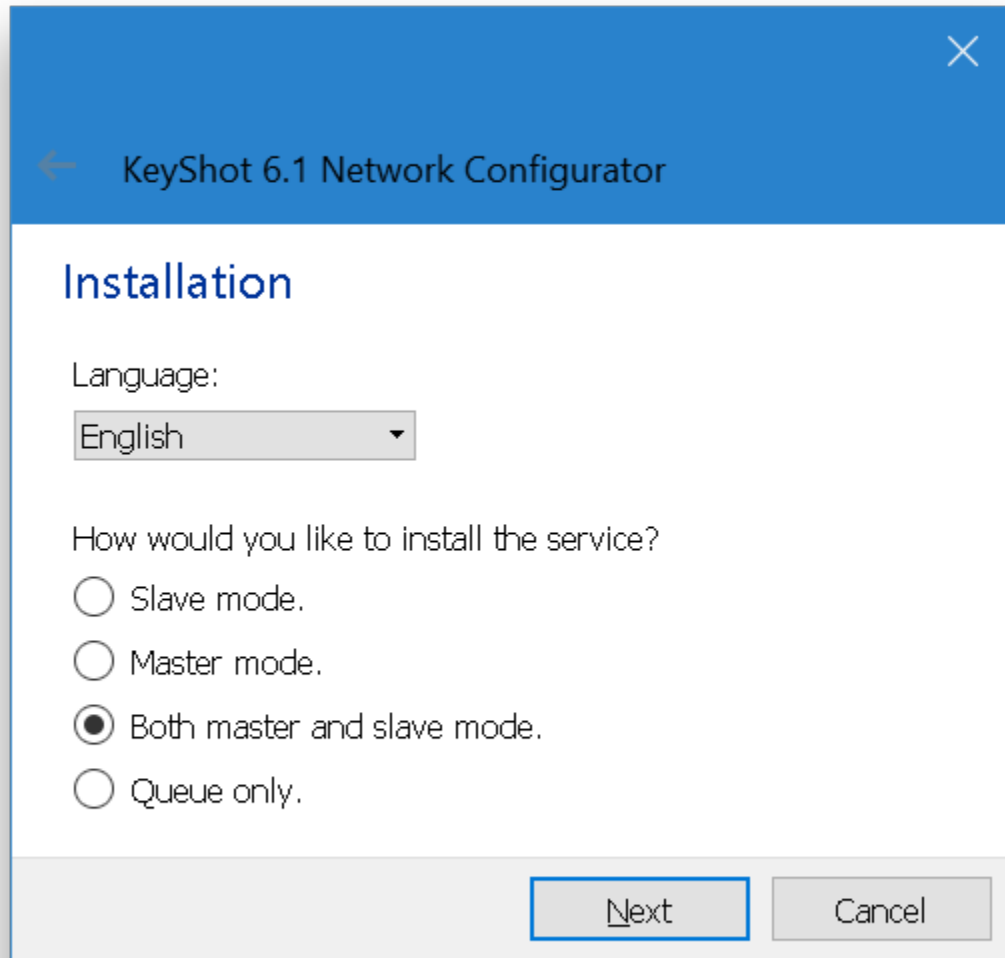
*** Please note that Luxion does not sell or rent cores. All computer hardware (i.e. processor cores) is provided by the customer.*

About the Installer

When you install network rendering on your computer you install five applications: the slave service, the master service, KeyShot Network Configurator, KeyShot Network Queue, and KeyShot Network Slave Tray. Although, the slave and master services are installed on your computer, you still need to “turn them on” inside the KeyShot Network Configurator application. While enabled, the master and slave services run in the background.

KeyShot Network Configurator

The KeyShot Network Configurator allows you to configure your machine as a master or as a slave. There is also the option to configure your system as just a client (queue only).*



Technical Tip: A master can also act as one of your slaves. All you have to do is turn on the master and slave services on the same computer during [configuration](#). Please note that only one computer in your network may be configured as the master.

KeyShot Network Queue

After configuring your services, KeyShot Network Queue allows you to connect your client computers to the master, shows you all jobs in a queue, and gives you access to all the [queue features](#).

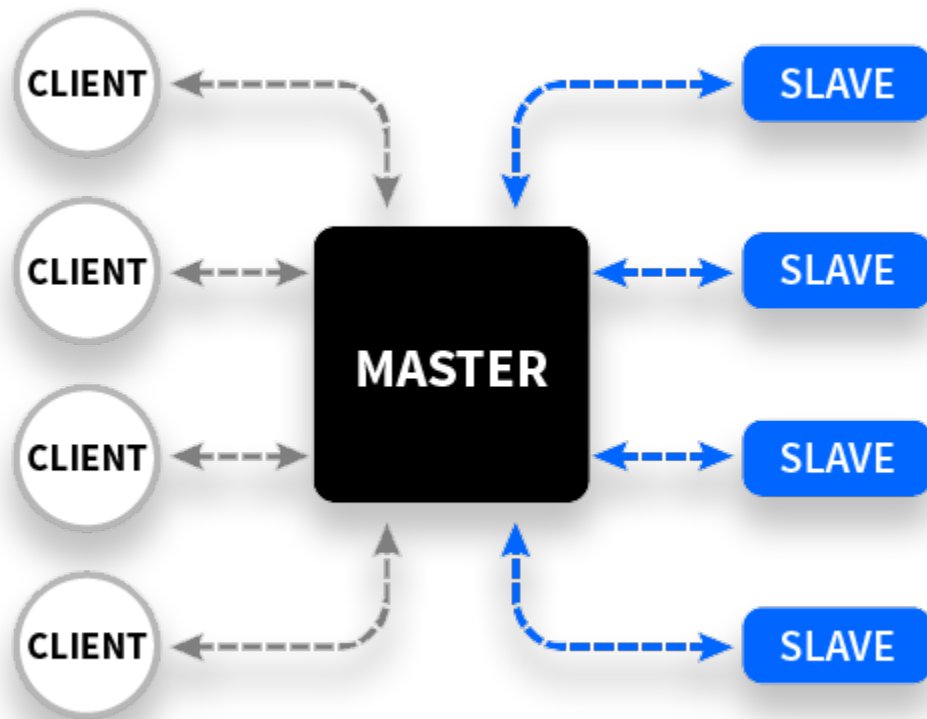
KeyShot Network Slave Tray

The KeyShot Network Slave Tray is nothing more than a widget on your task bar (PC) or menu bar (Mac). Its one and only function is to [set the number of cores](#) that the slave service utilizes for rendering jobs in realtime (normally, all cores are used). The widget launches as soon as you complete the [slave configuration](#). No other configuration will launch the slave tray application.

* A client is any computer that sends jobs from KeyShot 6 (or older) to the network for rendering. Master or slave computers that run KeyShot 6 and send jobs to the network are also considered clients.

Overview

KeyShot Network Rendering consists of three elements: Clients, Master and Slaves. The figure shown below illustrates the interaction between each element. It is important to note that a computer configured as a master and/or as a slave may also act as a client. In the master's case, KeyShot 6 (the client application) communicates internally with the master service (keyshot_network_master.exe) which runs in the background.



Client	Master	Slave
<ul style="list-style-type: none">• Send job requests to master• Receive completed jobs from master• Save final output to specified location	<ul style="list-style-type: none">• Receive job requests from clients and place them in a queue• Divide each job into regions/sections• Assigns regions to each slave• Compile all regions into the final image, video, or KeyShotVR• Send completed jobs back to clients	<ul style="list-style-type: none">• Receive job regions from master• Render assigned regions• Send completed regions back to master

Network Configuration

Before you can [render over the network](#), it is important that all network elements are configured properly. This manual will walk you through the configuration process starting with the [master configuration](#) and following with [slave](#) and [client](#) configurations. You will also find step-by-step instructions for using queue features as well as master features.

- [Master](#)
- [Master and Slave](#)
- [Slave](#)
- [Client](#)

Master Configuration

Your network master is in charge of a few things. The master service queues jobs, holds your license file, archives all renderings, and sets the port numbers. In this section, you'll set up your master service. If you wish to configure this computer as a master AND a slave, please click [here](#). Please note that only one computer in your network may be configured as the master.

Our licensing team will provide you with your activation serial code and the appropriate software links. You may reach our licensing team at license@luxion.com. If you have an existing master service running and wish to make changes, then click [here](#).

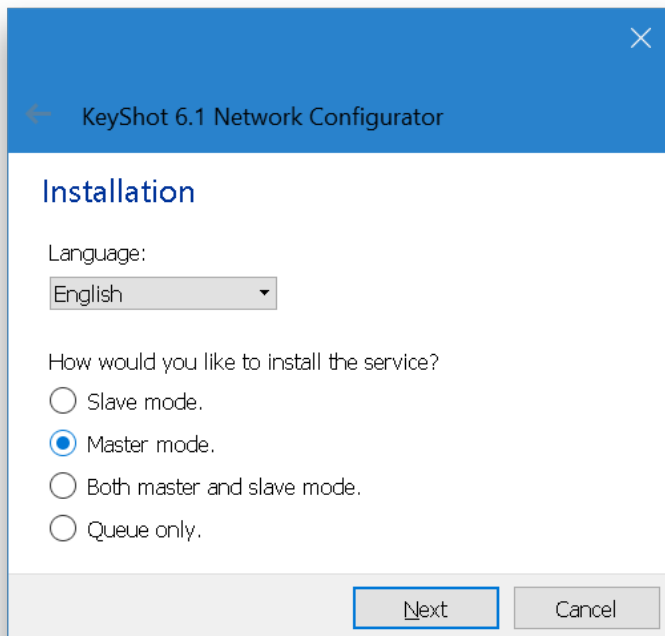
On this page:

- [Master Configuration Instructions](#)

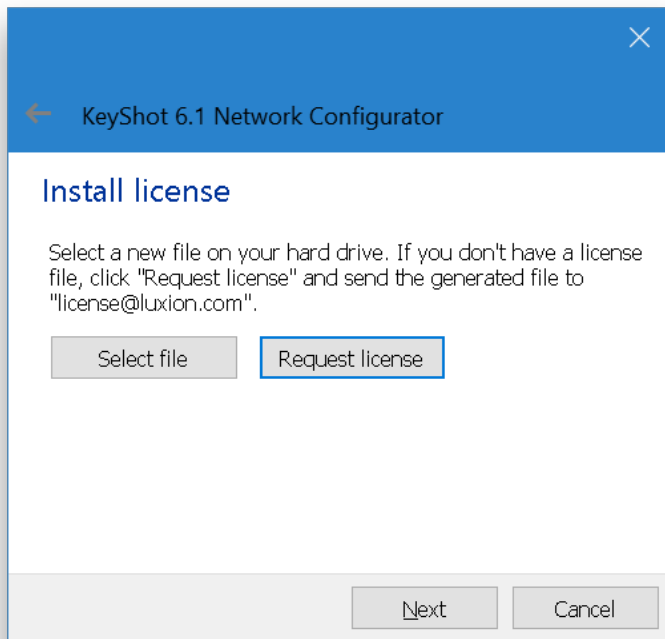
Master Configuration Instructions

1. Download and Install KeyShot Network Rendering. Follow the prompts and click *Finish*.

2. The configuration wizard appears. Select *Master mode*. and click *Next* (PC) or *Continue* (Mac).



3. Click *Request license*.

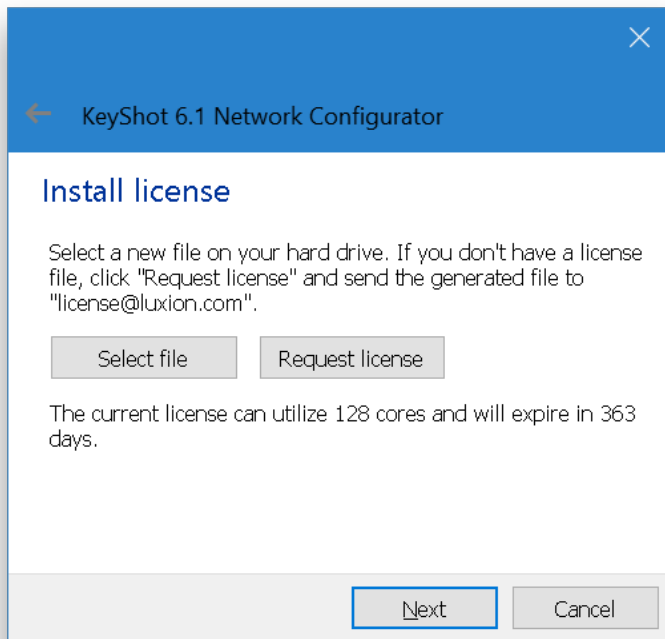


4. Fill in your information and enter serial code. Click *Register*.

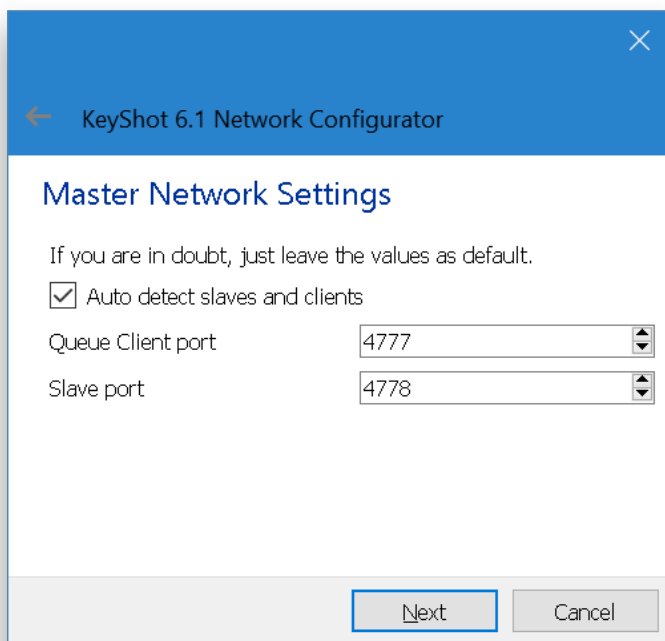
A screenshot of the 'KeyShot Network Configurator' registration form. The title bar is blue with a close button and the text 'KeyShot Network Configurator'. The form contains several input fields: 'Name' (John Smith), 'Company' (Company), 'Email' (john.smith@company.com), 'Phone' (9492748871), and 'Country' (UnitedStates). Below these is a 'Serial' section with five input boxes containing the characters 'M32', 'LUXI', 'ONKI', 'YSHI', and 'EST'. At the bottom, there are three buttons: 'Save license request', 'Register', and 'Cancel'.

Technical Tip: Your network license should be activated automatically. Otherwise, click *Save license request* and save the text file to your desktop. You may send your request file to license@luxion.com for manual activation.

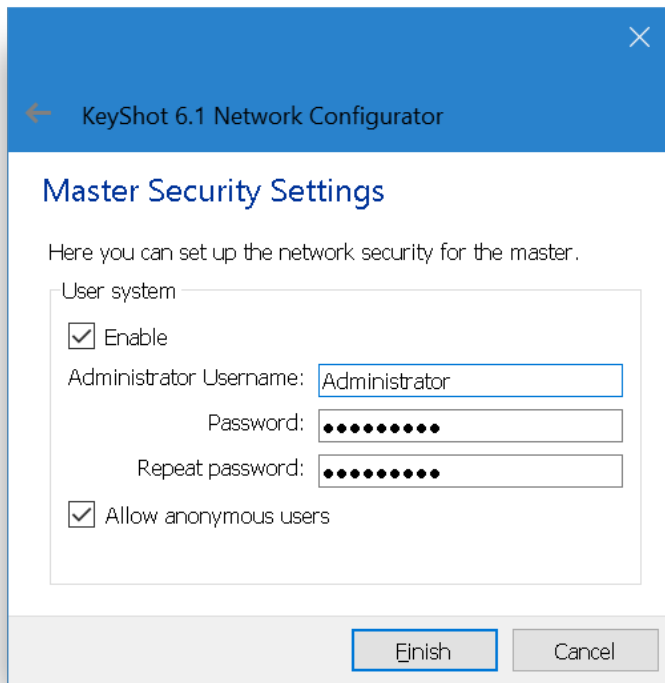
5. The confirmation page shows you the number of allowed cores and the expiration date. Click *Next* (PC) or *Continue* (Mac).



6. Confirm the master network settings and click *Next* (PC) or *Continue* (Mac). If you are not sure, you may keep the default settings.

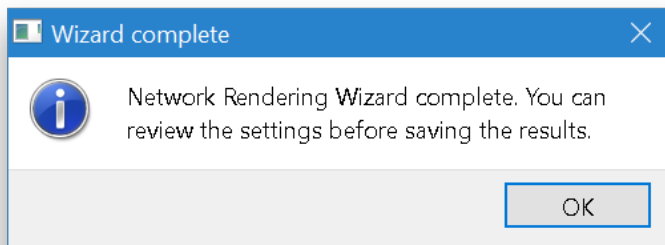


7. Check *Enable* to enable the user system and create an administrator account. Also, enable *Allow anonymous users*.

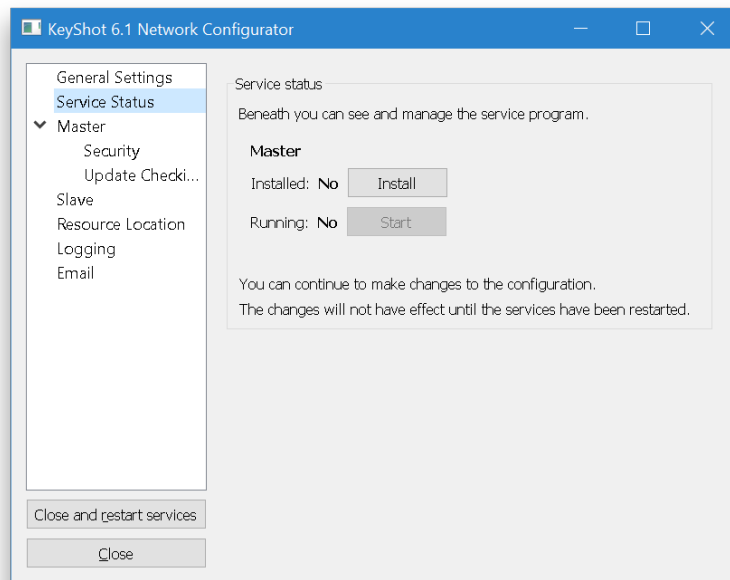


Technical Tip: You will be able to use the administrator account when you [log into](#) the KeyShot Network Queue. For more information, click [here](#).

8. Click *Finish* (PC) or *Done* (Mac). Then, click *OK*.



9. In the Service Status tab click *Install* and *Start* to start you master service.



10. You're done! Click *Close* to close the configurator.

You may now [configure your slave computer\(s\)](#).

Master and Slave Configuration

Your network master is in charge of a few things. The master service queues jobs, holds your license file, archives all renderings, and sets the port numbers. The slave service utilizes your computer's processing power and does the actual rendering. In this section, you'll set up your master and slave service on the same computer. Please note that only one computer in your network may be configured as the master.

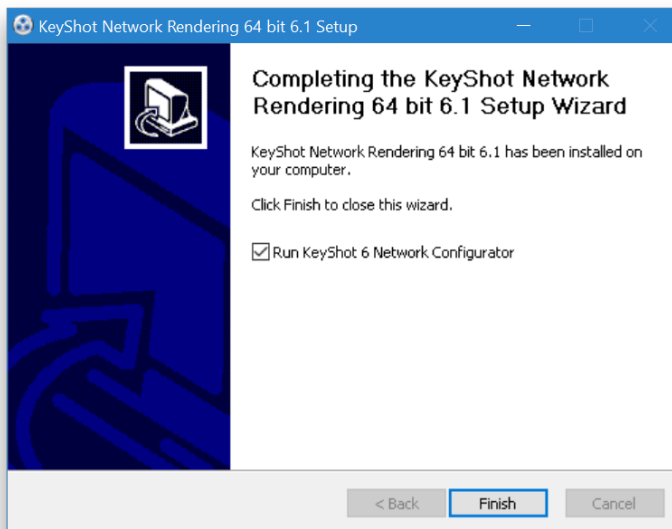
Our licensing team will provide you with your activation serial code and the appropriate software links. You may reach our licensing team at license@luxion.com. If you have an existing master service running and wish to make changes, click [here](#).

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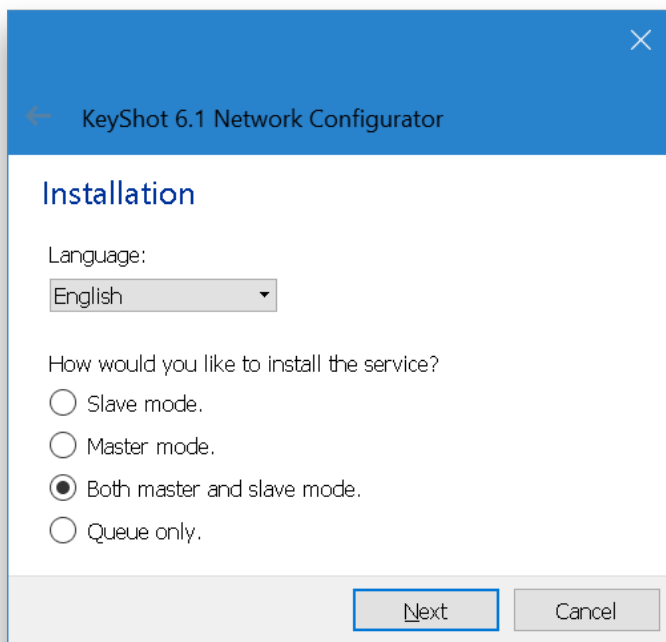
- [Master and Slave Configuration Instructions](#)

Master and Slave Configuration Instructions

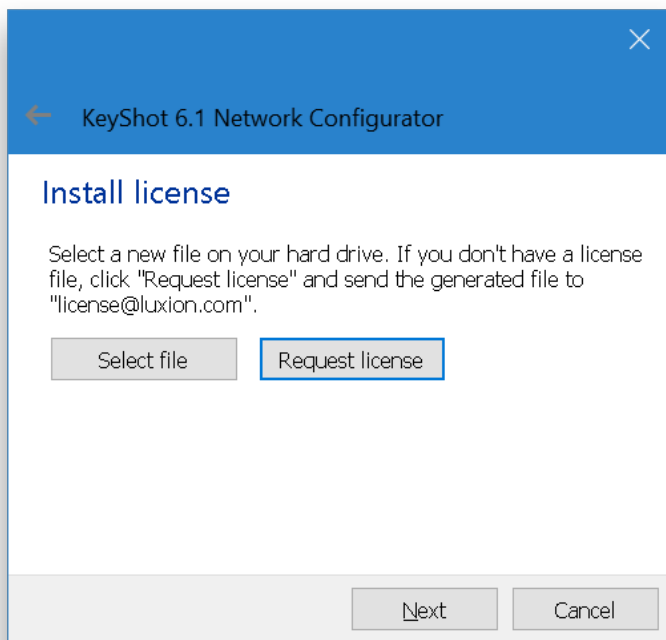
1. Download and Install KeyShot Network Rendering. Follow the prompts and click *Finish*.



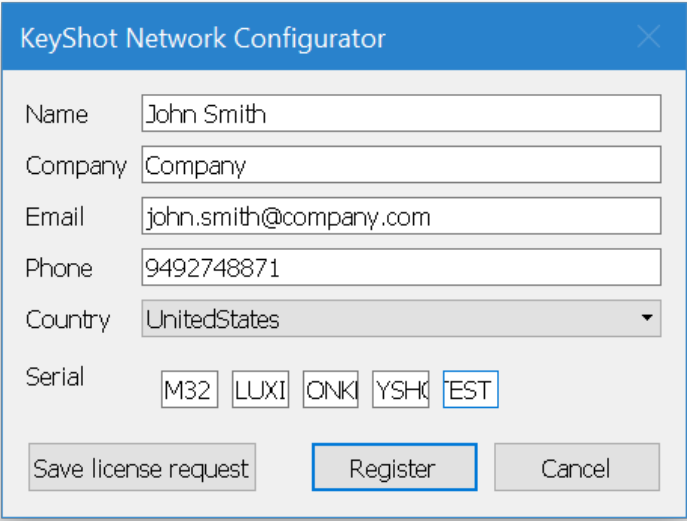
2. The configuration wizard appears. Select "Both master and slave mode" and click *Next* (PC) or *Continue* (Mac).



3. Click *Request license*.

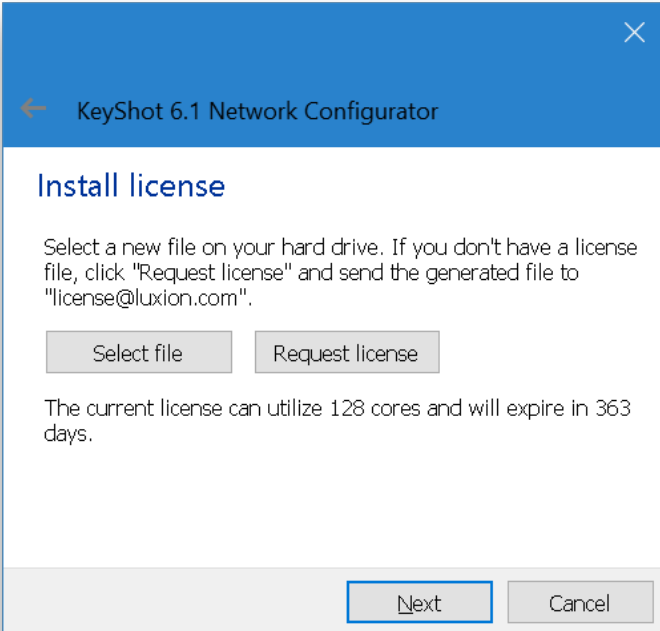


4. Fill in your information and enter serial code. Click *Register*.

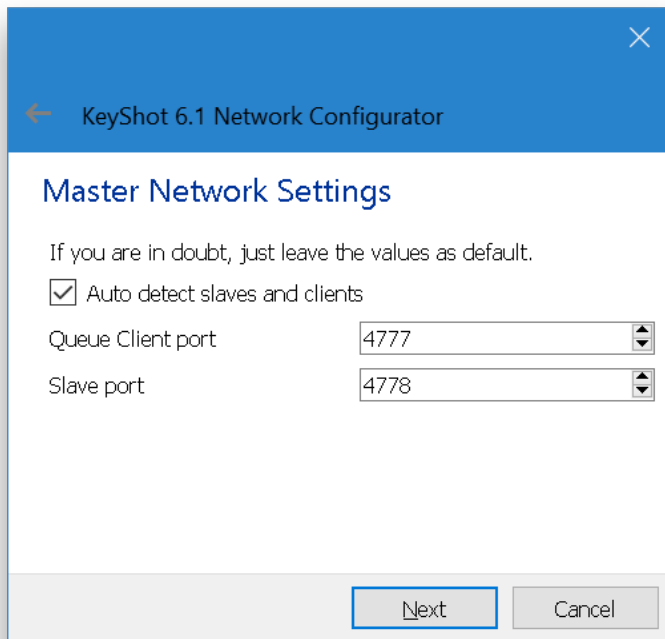
A screenshot of the 'KeyShot Network Configurator' dialog box. It features a blue title bar with a close button. The form contains several input fields: 'Name' with 'John Smith', 'Company' with 'Company', 'Email' with 'john.smith@company.com', 'Phone' with '9492748871', and 'Country' with a dropdown menu showing 'UnitedStates'. Below these is a 'Serial' section with five individual boxes containing 'M32', 'LUXI', 'ONKI', 'YSHI', and 'TEST'. At the bottom are three buttons: 'Save license request', 'Register' (highlighted with a blue border), and 'Cancel'.

Technical Tip: Your network license should be activated automatically. Otherwise, click *Save license request* and save the text file to your desktop. You may send your request file to license@luxion.com for manual activation.

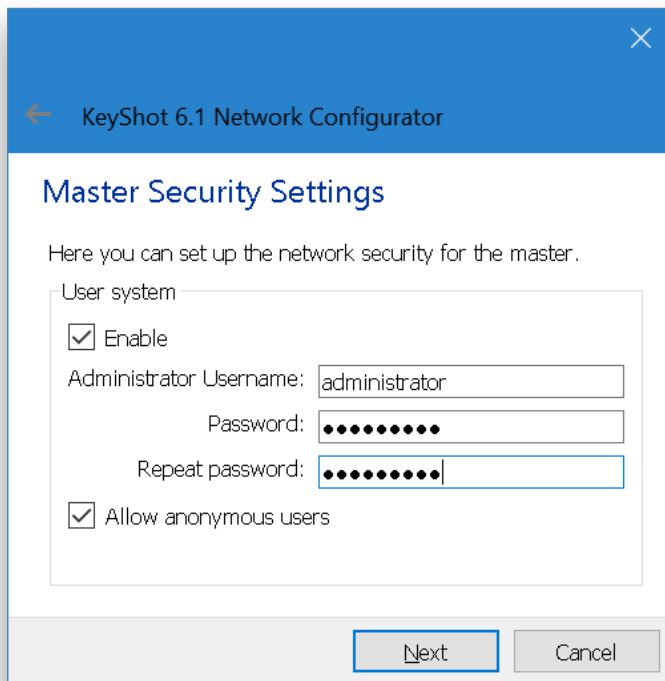
5. The confirmation page shows you the number of allowed cores and the expiration date. Click *Next* (PC) or *Continue* (Mac).

A screenshot of the 'KeyShot 6.1 Network Configurator - Install license' dialog box. It has a blue title bar with a back arrow and a close button. The main area has the heading 'Install license' and a paragraph of instructions: 'Select a new file on your hard drive. If you don't have a license file, click "Request license" and send the generated file to "license@luxion.com".' Below this are two buttons: 'Select file' and 'Request license'. Further down, it states: 'The current license can utilize 128 cores and will expire in 363 days.' At the bottom are two buttons: 'Next' (highlighted with a blue border) and 'Cancel'.

6. Confirm the master network settings and click *Next* (PC) or *Continue* (Mac). If you are not sure, you may keep the default settings.

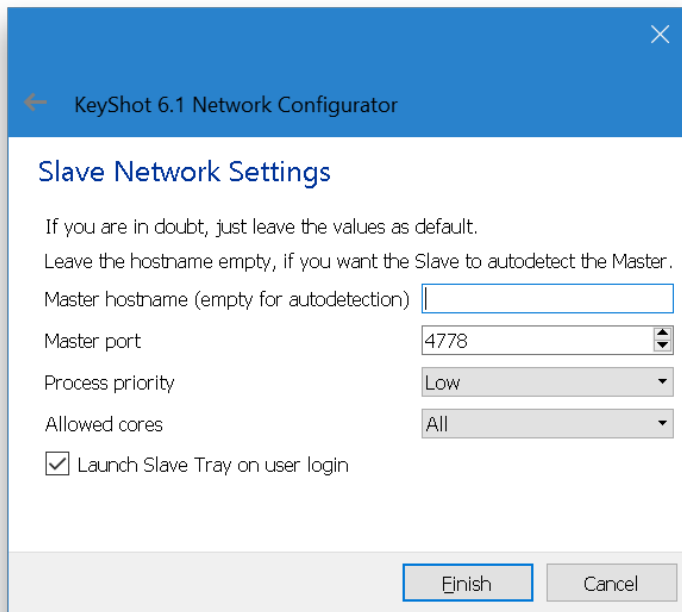


7. Check *Enable* to enable the user system and create an administrator account. Also, enable *Allow anonymous users*. Click *Next* (PC) or *Continue* (Mac).



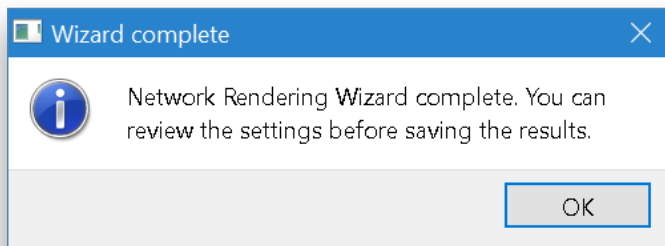
Technical Tip: You will be able to use the administrator account when you [log into](#) the KeyShot Network Queue. For more information, click [here](#).

8. Confirm the slave network settings and click *Finish* (PC) or *Done* (Mac). If you are not sure, you may keep the default settings.

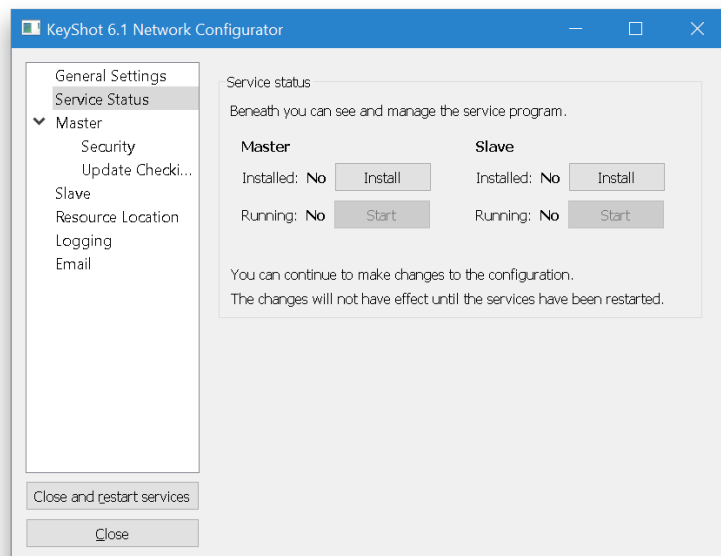


Technical Tip: If you don't specify a master name, the slave service will auto-detect the master.

Click *OK*.



9. In the *Service Status* tab, click *Install* and *Start* to start your master and slave services.



10. You're done! Click *Close* to close the configurator.

You may now configure other [slave](#) and/or [client](#) computers.

Slave Configuration

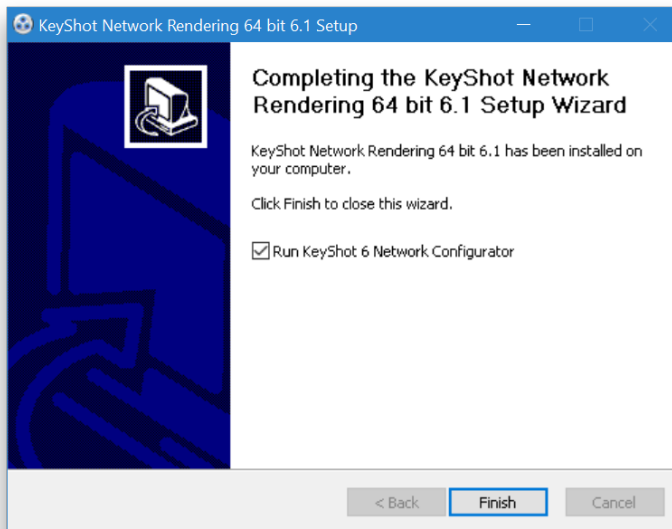
With your [master configuration](#) up and running, you may now configure your dedicated rendering stations as network slaves. The slave service utilizes your computer's processing power and does the actual rendering. The instructions below will walk you through the slave service configuration. If you wish to enable the slave service on your master, click [here](#).

On this page:

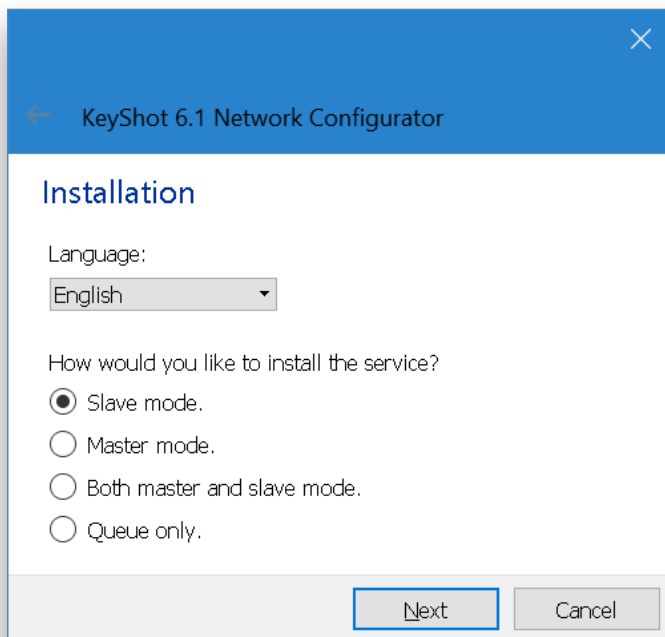
- [Slave Configuration Instructions](#)

Slave Configuration Instructions

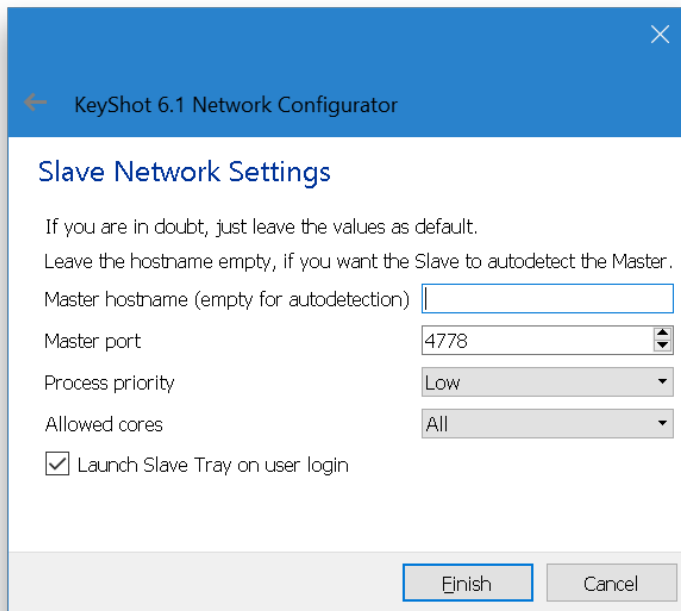
1. Download and Install KeyShot Network Rendering. Follow the prompts and click *Finish*.



2. The configuration wizard appears. Select *Slave mode* and click *Next* (PC) or *Continue* (Mac).



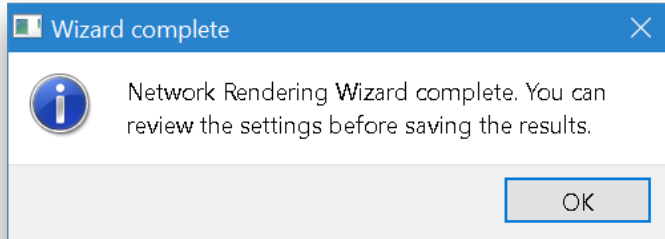
3. Confirm the slave network settings and click *Finish* (PC) or *Done* (Mac). If you are not sure, you may keep the default settings.



The image shows a Windows-style dialog box titled "KeyShot 6.1 Network Configurator" with a blue header bar. Below the header, the title "Slave Network Settings" is displayed in blue. The main area contains instructional text: "If you are in doubt, just leave the values as default." and "Leave the hostname empty, if you want the Slave to autodetect the Master." Below this, there are four configuration fields: "Master hostname (empty for autodetection)" with an empty text box, "Master port" with a spinner box set to "4778", "Process priority" with a dropdown menu set to "Low", and "Allowed cores" with a dropdown menu set to "All". At the bottom left, there is a checked checkbox labeled "Launch Slave Tray on user login". At the bottom right, there are two buttons: "Finish" and "Cancel".

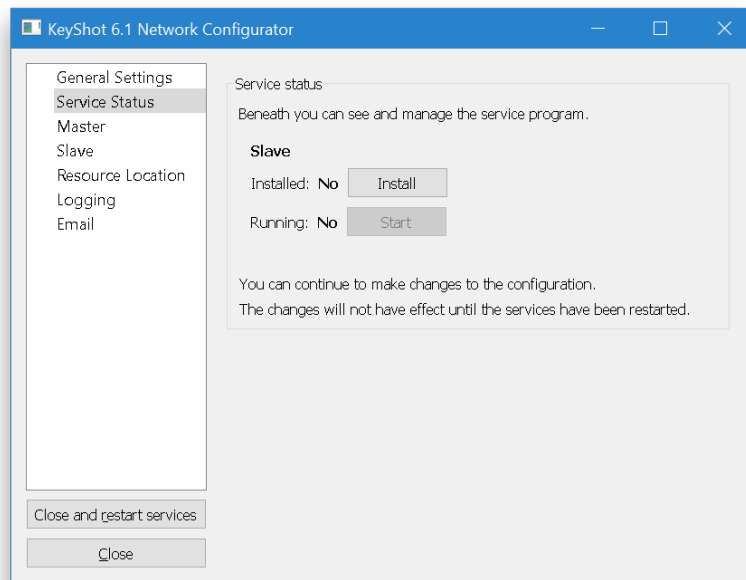
Technical Tip: If you don't specify a master name, the slave service will auto-detect the master.

Click *OK*.



The image shows a small Windows-style dialog box titled "Wizard complete" with a blue header bar. The main area contains an information icon (a lowercase 'i' in a circle) followed by the text: "Network Rendering Wizard complete. You can review the settings before saving the results." At the bottom right, there is a single button labeled "OK".

4. In the *Service Status* tab, click *Install* and *Start* to start your master and slave services.



10. You're done! Click *Close* to close the configurator.

You may now configure your [client](#) computers.

Client Configuration

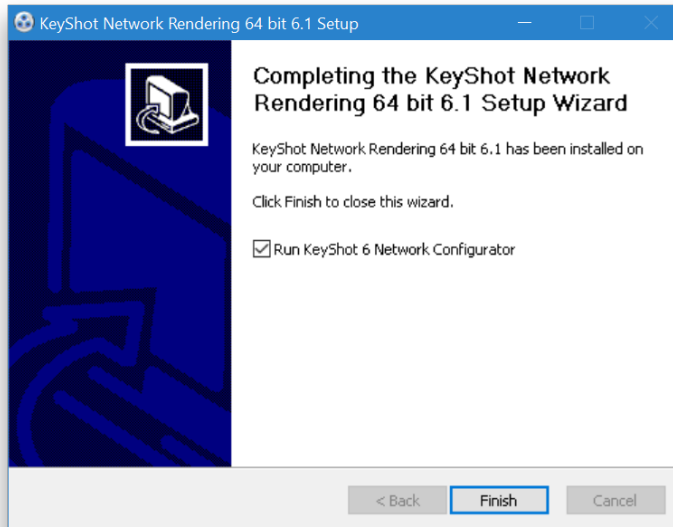
So your [master configuration](#) is set up. The slaves are [connected](#). What now? Well, before you can [send a job to the network](#), you need to make sure that your computer can “talk” to the master via the queue-master connection. This queue-master connection must be set up within KeyShot Network Queue on the client's side. From now on, we'll refer to KeyShot 6 AND the computer on which it runs as the client. Also, we will use the KeyShot 6 version as reference. Nevertheless, the instructions in this manual apply to all KeyShot versions.

On this page:

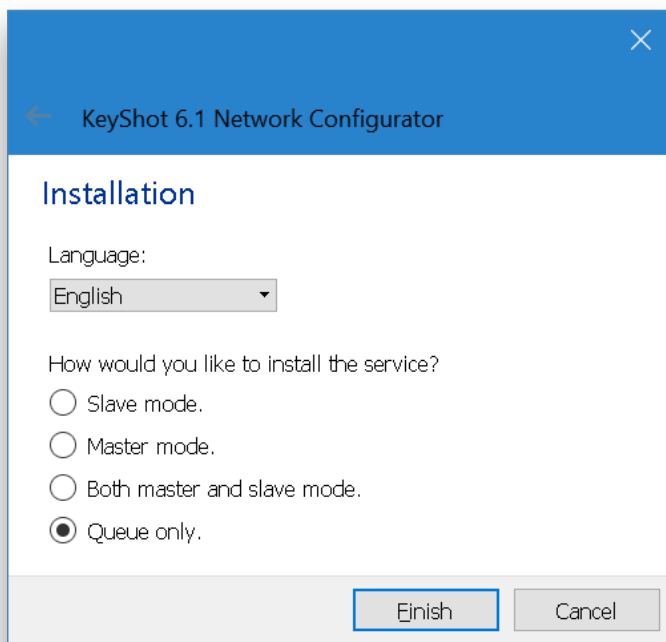
- [Client Configuration Instructions](#)

Client Configuration Instructions

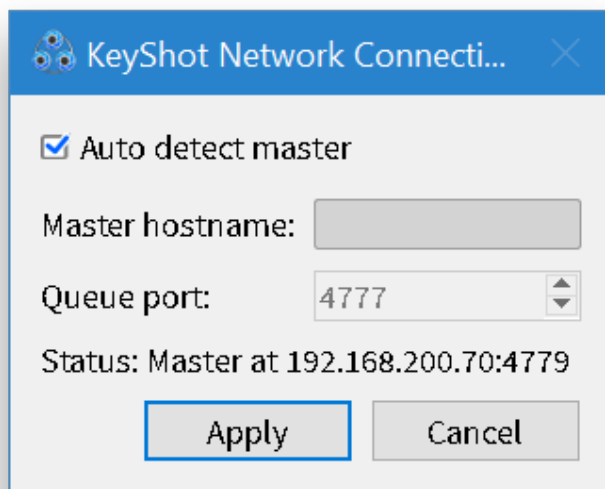
1. Download and Install KeyShot Network Rendering. Follow the prompts and click *Finish*.



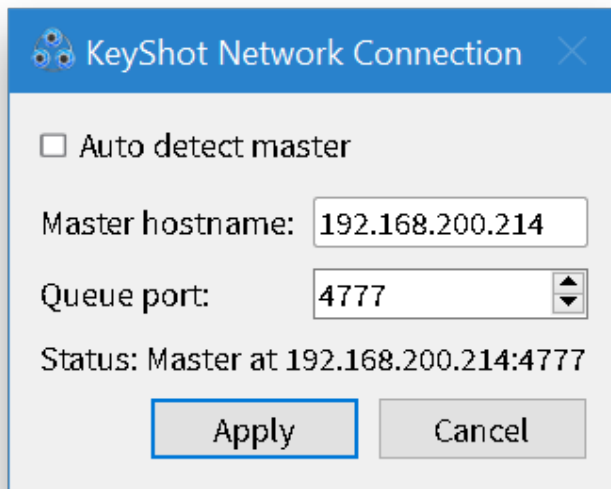
2. The configuration wizard appears. Select *Queue only* and click *Finish* (PC) or *Done* (Mac).



3. The KeyShot Network Queue application will launch and will connect to your master automatically. Otherwise go to *File, Connection Settings* and make sure that *Auto detect master* is enabled.



You may also disable Auto detect master and specify a *Master hostname* and the correct *Queue port* number.



4. Click *Apply*. KeyShot Network Queue will connect to your master.

You can now [render over the network](#).

Technical Tip: If KeyShot Network Queue cannot connect to your master, then you may contact Luxion Customer Support at support@luxion.com for further assistance.

Render Over The Network

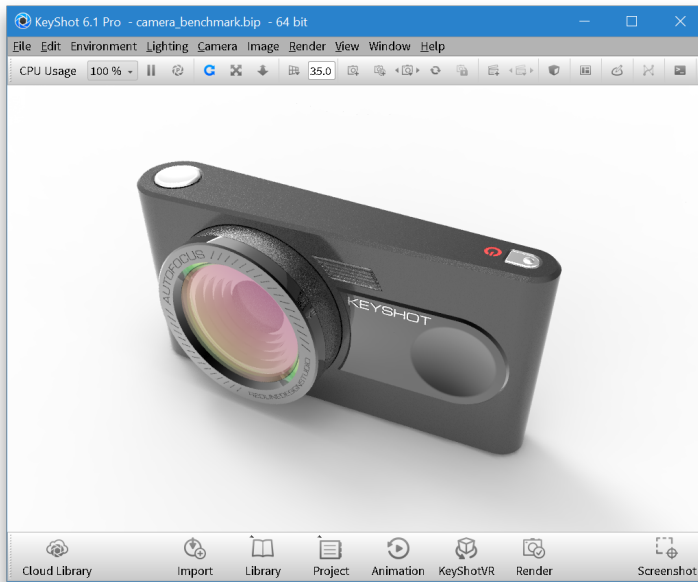
Once the [client configuration](#) is complete and KeyShot Network Queue is able to connect to the master, you will be able to send your render job to the network. In the instructions below we assume that KeyShot 6 is installed on your client computer.

On this page:

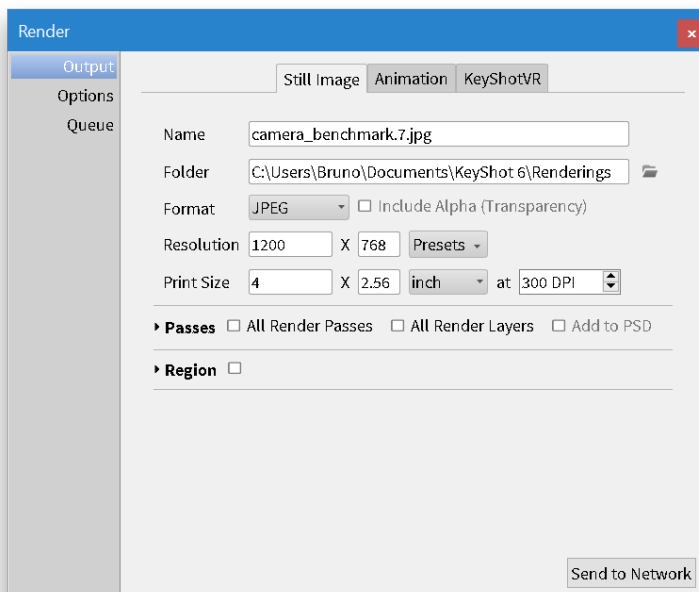
- [How to send a job to the network](#)

How to send a job to the network

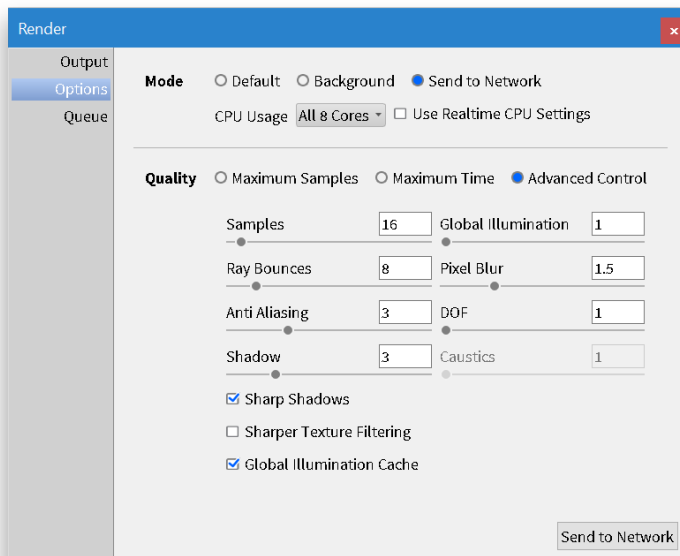
1. Open your scene in KeyShot 6.



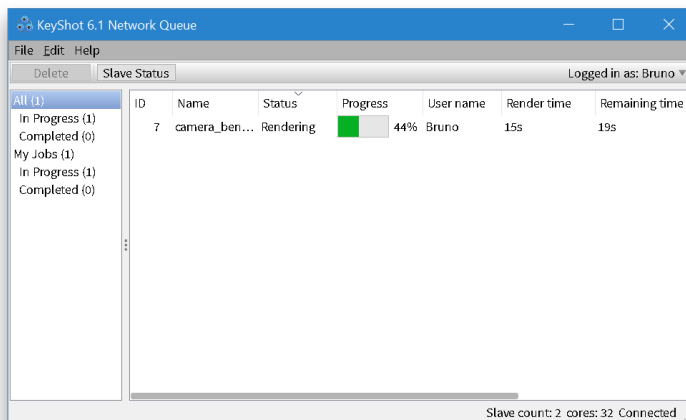
2. Review your output settings.



3. Go to *Options* and select *Send to Network*. Confirm by clicking the *Send to Network* button.



KeyShot 6 will sync with KeyShot Network Queue. Your job will be transferred to the master computer and it will be added to the network queue.



Technical Tip: Anyone successfully connected to KeyShot Network Queue will be able to see the list of jobs in the queue. If you are unable to send jobs to the network, then you may contact Luxion Customer Support at support@luxion.com for further assistance.

Queue Features

In this section, we'll go over the features inside KeyShot Network Queue. For a user interface overview, click [here](#).

- [Log In/Out](#)
- [Job Management](#)
- [User Management](#)
- [Slave Schedule](#)

Queue Log In/Out

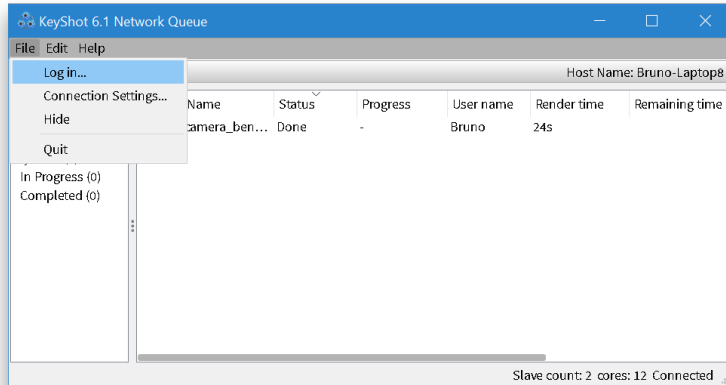
You may log into your user account inside KeyShot Network Queue from any master, slave, or client computer. Logging into your network account allows you to [download](#) and/or [delete](#) your completed jobs. Users with administrator privileges* may [download](#) and/or [delete](#) all jobs, [manage user privileges](#), and [edit the slave schedule](#). If you opt for not logging in, then you are considered an anonymous user. An anonymous user may only download jobs that he/she created as long as these jobs were sent from his/her current client computer.

On this page:

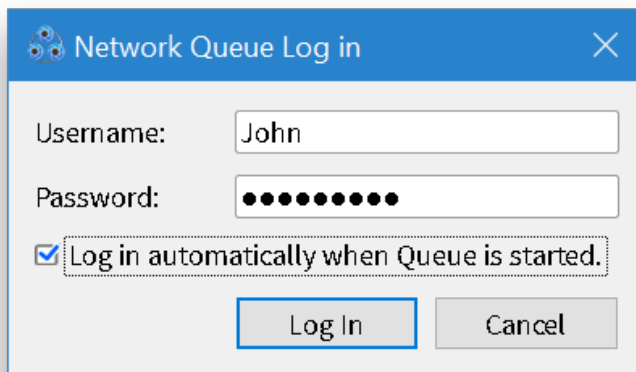
- [How To Log In](#)

How To Log In

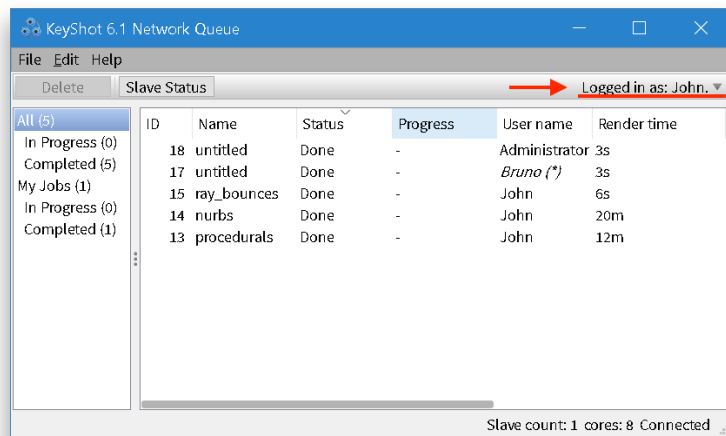
1. Launch KeyShot Network Queue and go to *File, Login*.



2. Type your username and password. You may enable *Log in automatically when Queue is started* to prevent any future prompts.



3. Click *Log In*. Your name will appear at the top right corner inside the KeyShot Network Queue window.



Similarly, you may log out within the File menu.

* You may set up an administrator account in the [master configuration](#).

Queue Job Management

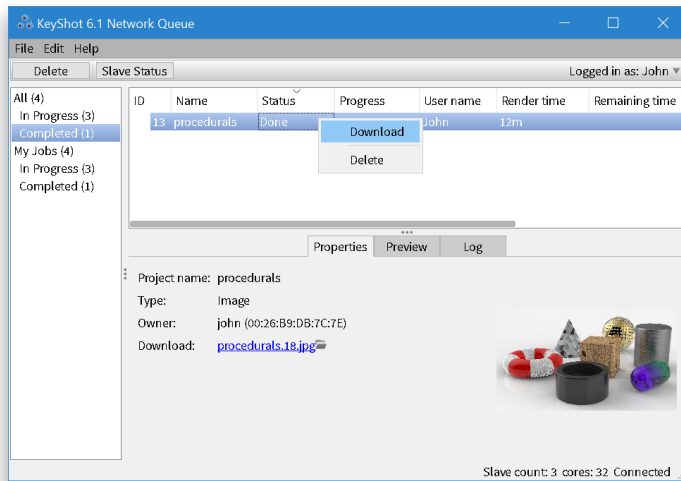
You may [log into](#) your [user account](#) inside KeyShot Network Queue from any master, slave, or client computer. Users with administrator accounts may re-organize the queue as well as download and/or delete any job in the queue.

On this page:

- [Download A Job](#)
- [Delete A Job](#)
- [Move A Job Up/Down](#)

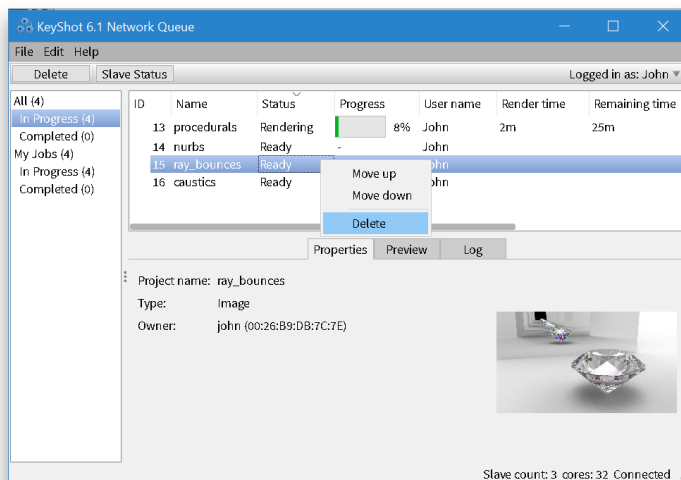
Download A Job

To download a job simply right-click the job in the queue and select *Download*.



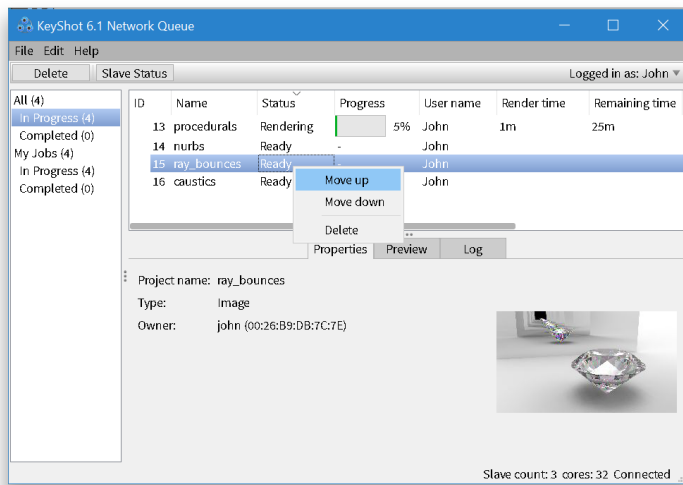
Delete A Job

To delete a job or a selection of jobs, simply select the job(s) in the queue, right-click the job and click *Delete*.



Move A Job Up/Down

To move a job, simply right-click the job and select *Move up* or *Move down*.



Note: A job that is currently rendering and *In Progress* may NOT be moved up or down in the queue.

Queue User Management

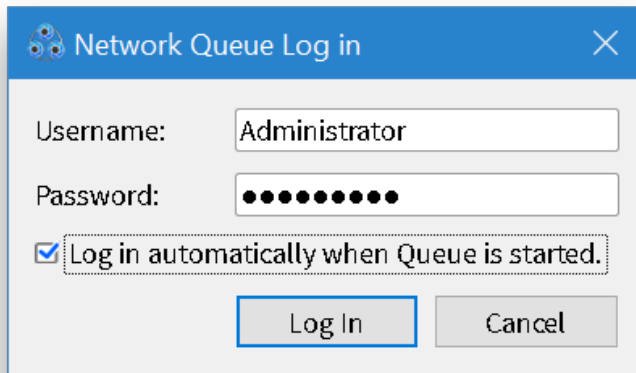
Inside KeyShot Network Queue, an administrator may [log into](#) his/her [account](#) from any master, slave, or client computer. Network administrators may access the user system, add or remove accounts, and change privileges for each account. In the instructions below, we assume that you have set up administrator credentials during the [master configuration](#).

On this page:

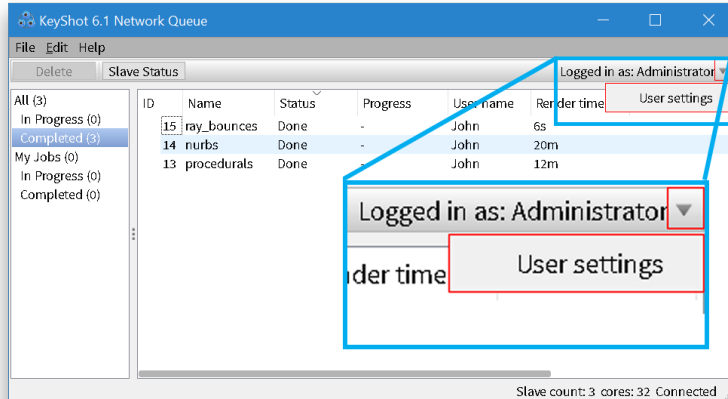
- [How To Add/Remove Accounts](#)
- [How To Change Account Privileges](#)

How To Add/Remove Accounts

1. Inside KeyShot Network Queue, log in with your administrator credentials.



2. Click the triangle, then click *User settings*.



3. Click the Add (+) button to add or Remove (-) to remove a selected account. **Note:** The administrator can not be removed.

Manage Users

administrator

Username: Administrator

Reset Password

Privileges:

☒ Administrator

☒ Create jobs

☒ Modify jobs by others

☒ Download jobs by others

☒ Manage slave schedule

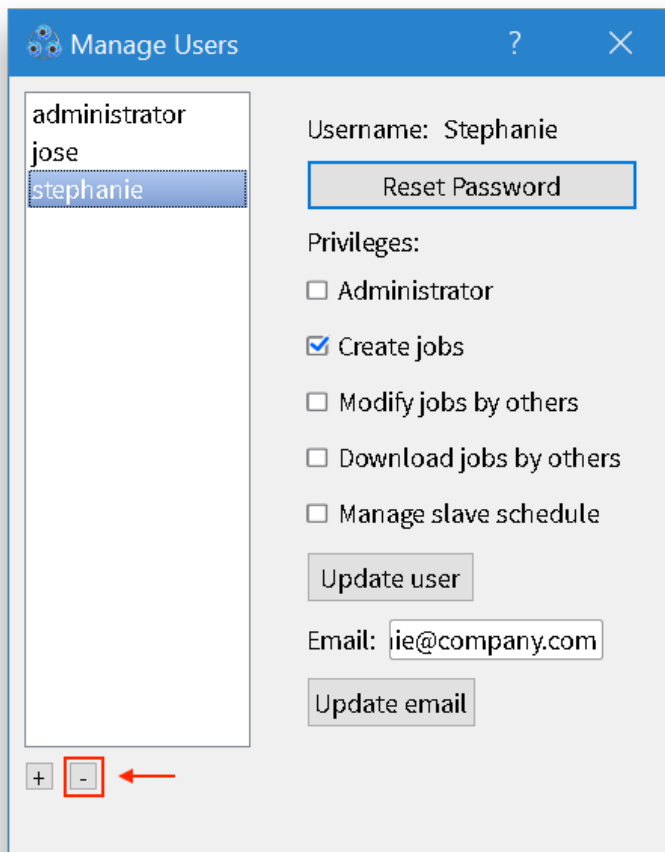
Update user

Email:

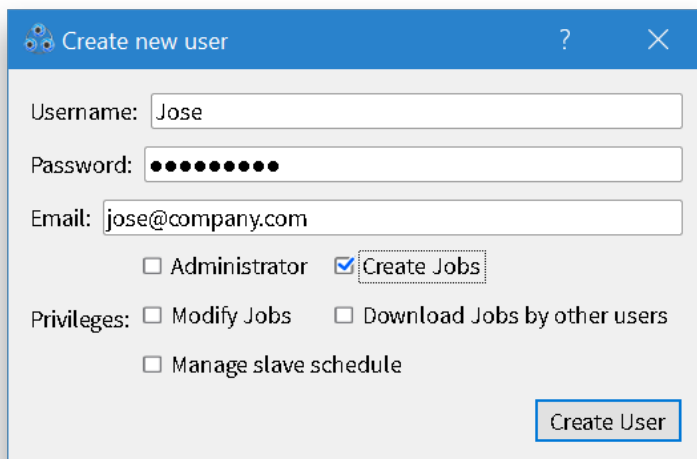
Update email

+

-

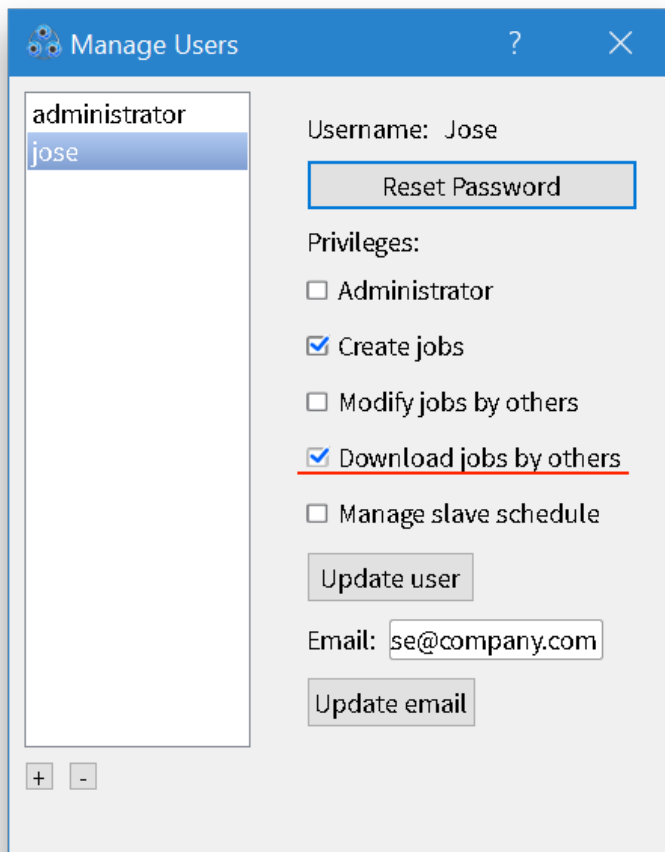


4. When adding an account, fill in the appropriate information, assign privileges, and click *Create User*. The respective user can log in using his/her credentials.



How To Change Account Privileges

1. Select the account and enable/disable privileges.



The image shows a 'Manage Users' dialog box with a blue title bar. On the left is a list of users: 'administrator' and 'jose', with 'jose' selected. On the right, the details for user 'jose' are shown: Username: Jose, a 'Reset Password' button, a 'Privileges' section with checkboxes for 'Administrator' (unchecked), 'Create jobs' (checked), 'Modify jobs by others' (unchecked), 'Download jobs by others' (checked and underlined in red), and 'Manage slave schedule' (unchecked). Below the privileges are buttons for 'Update user' and 'Update email'. An email field contains 'se@company.com'. At the bottom left are '+' and '-' buttons.

Manage Users

administrator
jose

Username: Jose

Reset Password

Privileges:

- ☐ Administrator
- ☒ Create jobs
- ☐ Modify jobs by others
- ☒ Download jobs by others
- ☐ Manage slave schedule

Update user

Email: se@company.com

Update email

+ -

2. Click *Update User* and close the user system dialog when finished.

Manage Users

administrator

jose

Username: Jose

Reset Password

Privileges:

☐ Administrator

☒ Create jobs

☐ Modify jobs by others

☒ Download jobs by others

☐ Manage slave schedule

Update user

Email: se@company.com

Update email

+

-

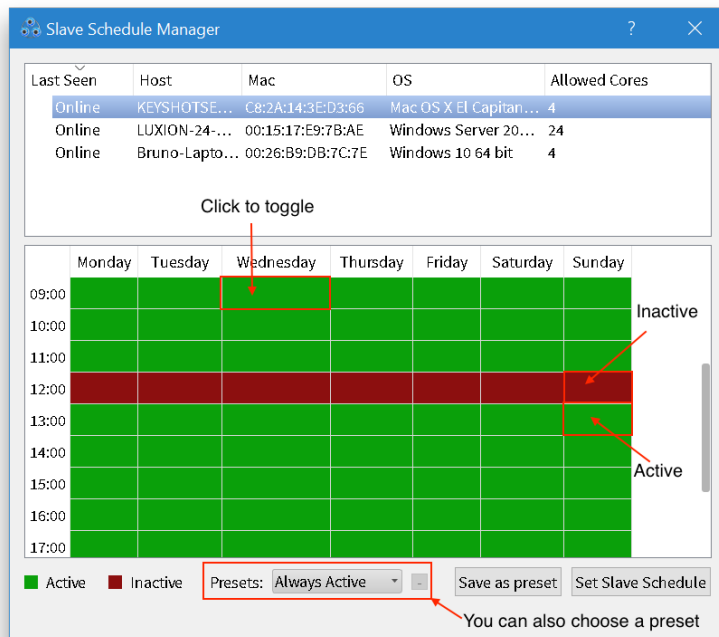
Queue Slave Schedules

The slave schedules inside KeyShot Network Queue control the times and days in which each slave will be active or inactive. Network administrators may set the slave schedules by [logging into his/her account](#) from any master, slave, or client computer.

In the instructions below, we assume that you have set up administrator credentials during the [master configuration](#).

On this page:

- [Slave Schedule Presets](#)
- [How To Set A Slave's Schedule](#)



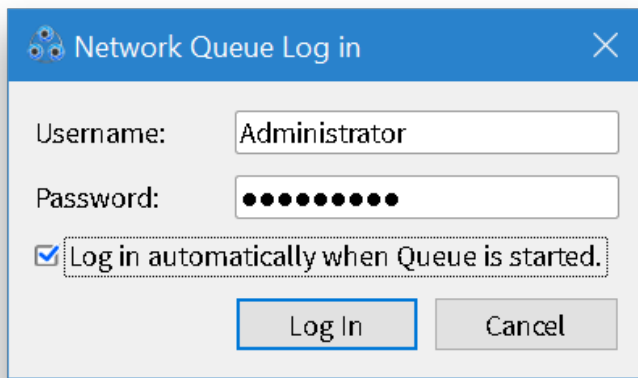
The slave schedules window shows a list of slave computers along with each individual slave's weekly schedule. The schedule is made up of red and green blocks. Green means active, while red means inactive. An active slave will use its processing power for rendering while an inactive slave will not use any of its processing power for rendering.

Slave Schedule Presets

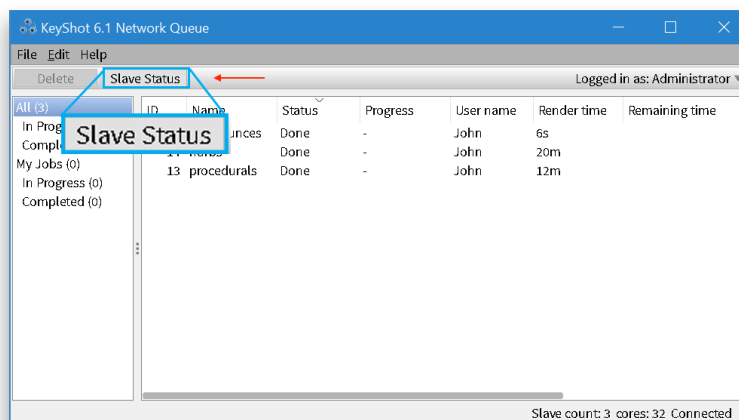
The slave schedule comes with two presets: Always Active and Non Work Hours. However, you may create your own presets based on your rendering and processing needs. For example, you may want a slave to become active only at the end of the work day.

How To Set A Slave's Schedule

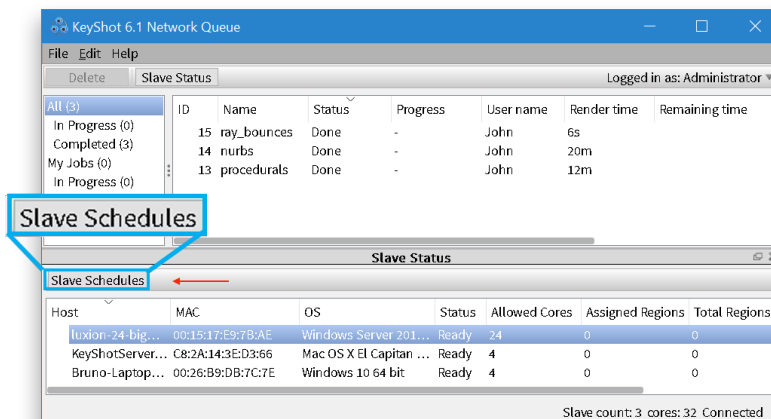
1. Inside KeyShot Network Queue, log in with your administrator credentials.



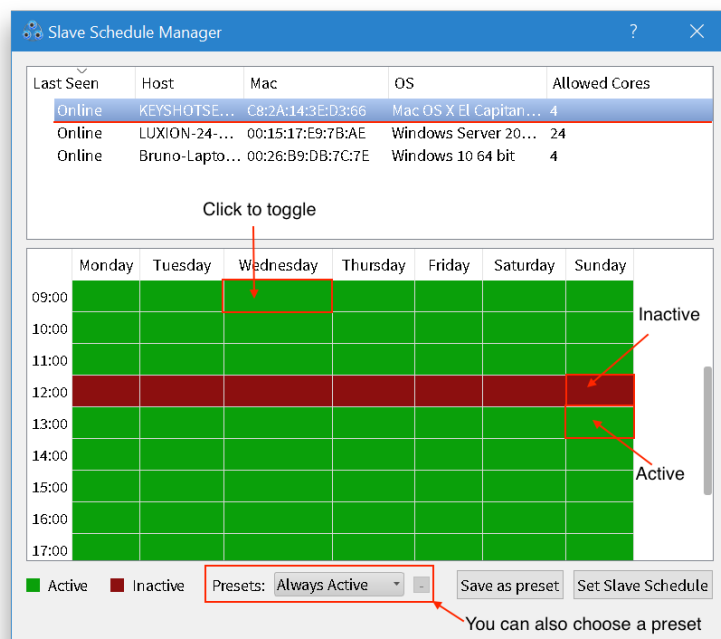
2. Click *Slave Status*.



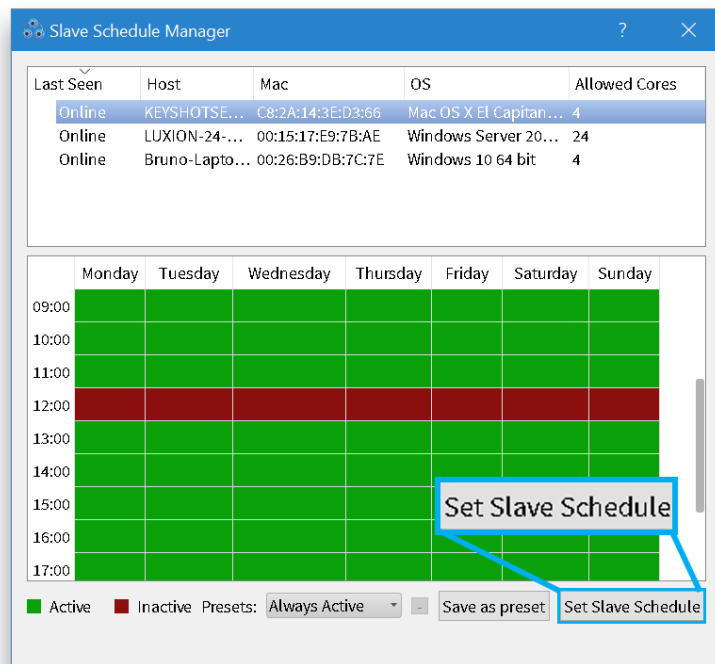
3. Inside the Slave Status window, click *Slave Schedules*.



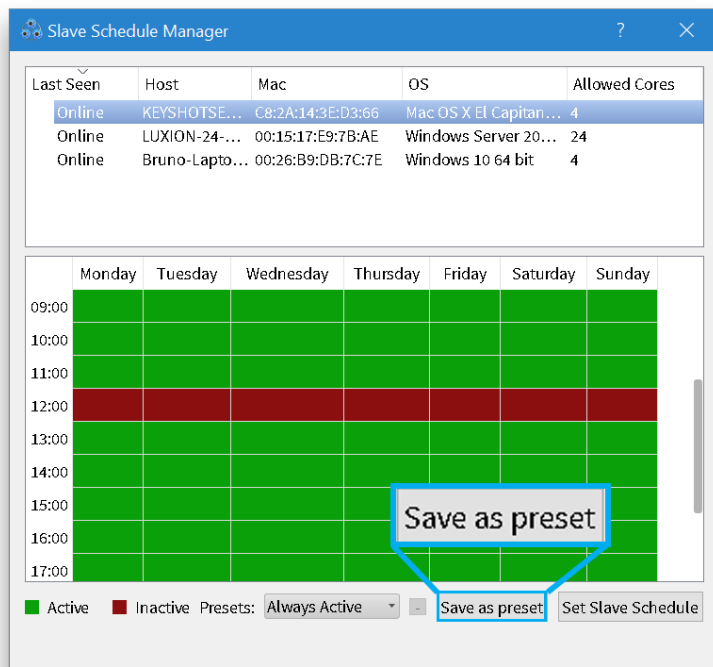
4. Select the slave from the list and select a preset or click the 1-hour blocks to toggle active/inactive.



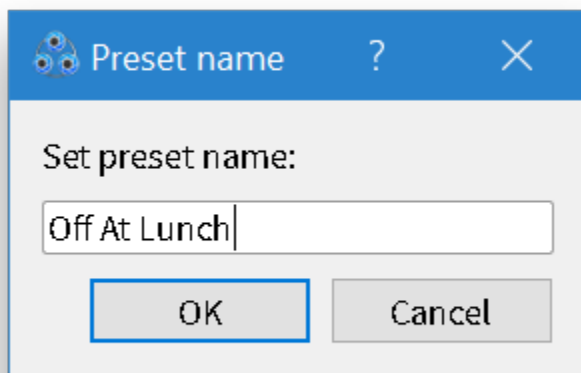
5. Click *Set Slave Schedule*. Your slave schedule is now set! If you wish to save your custom preset, proceed to **step 6**.



6. Once you have set up your schedule, you can click *Save as preset* to save a custom preset.



7. Name your preset and click OK. You may now select this preset from the Presets dropdown.



Master Features

In this section, we'll go over the master features. For a user interface overview, click [here](#). Please note that these features must be set inside KeyShot Network Configurator on your master.

- [Security](#)
- [Update Checking](#)
- [Email Notifications](#)

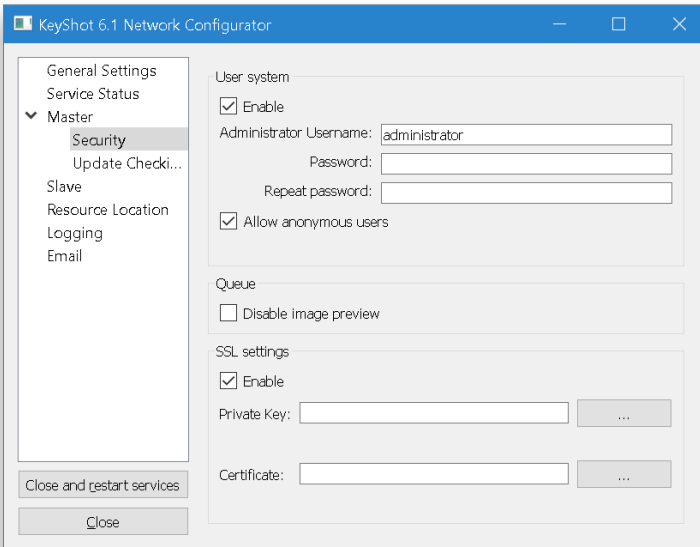
Master Security

Whether your company is big or small, security is important. KeyShot Network Rendering allows you to set an administrator account, disable image previewing in the queue, and configure a SSL protocol for increased protection of your creative assets.

Please note that all of security settings must be set inside KeyShot Network Configurator on your master.

On this page:

- [User System](#)
- [Disable Image Preview](#)
- [SSL Settings](#)
- [How to set up SSL Settings](#)



User System

In the [Master Configuration](#) section, you set up an administrator account. Otherwise, you can enable the user system and create one. An administrator can [manage jobs](#), [manage user privileges](#), and set the [slave schedules](#). By managing users, the administrator controls who can [submit](#), [download](#), and/or [delete](#) jobs.

Disable Image Preview

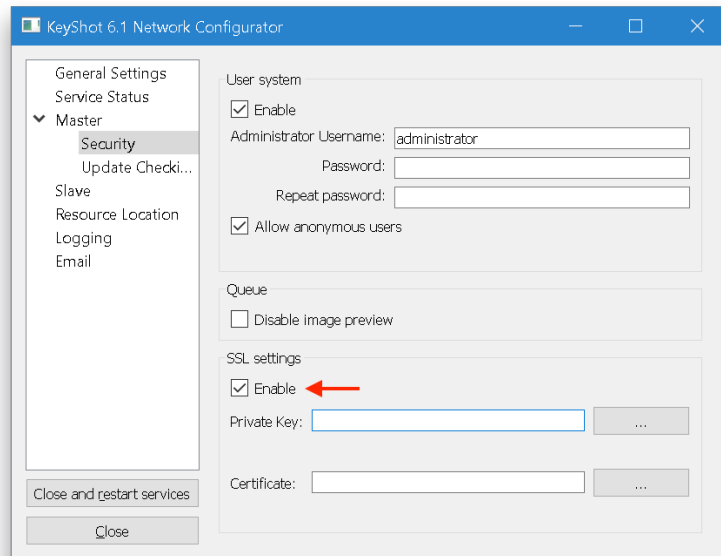
KeyShot Network Queue shows you a preview when you select a job in the list. Disabling the image preview ensures that only those involved in asset creation know what the final output looks like.

SSL Settings

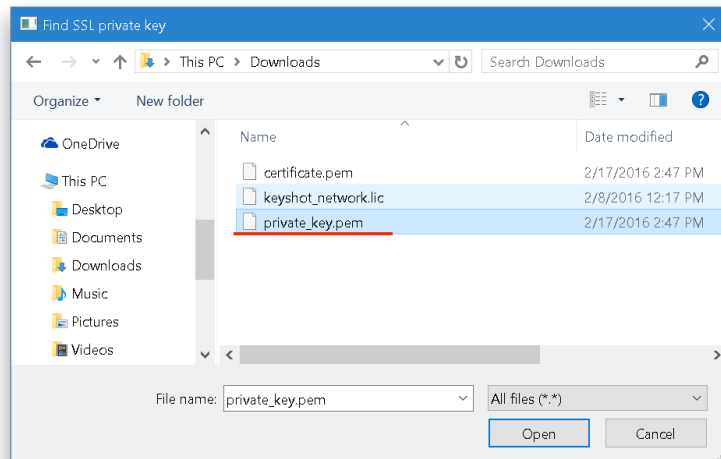
You may use the SSL to secure communications between master and client systems.

How to set up SSL Settings

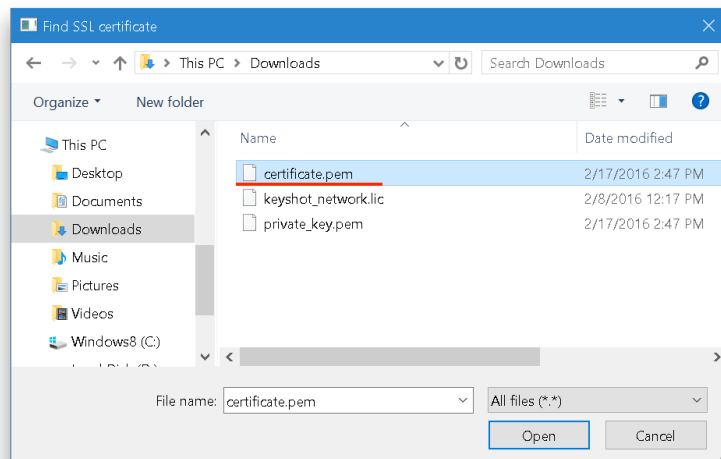
1. Launch the *KeyShot Network Configurator* and select *Enable* in the *SSL settings* under the *Master, Security* tab.



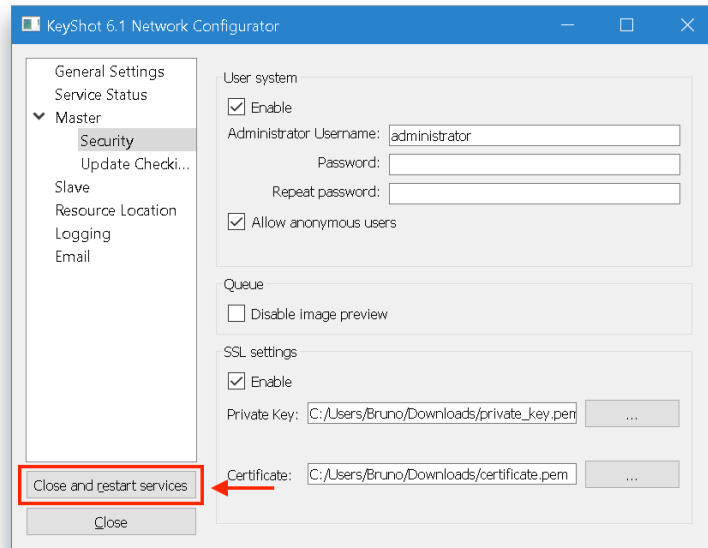
2. Browse to your private key and click *Open*.



3. Browse to your SSL certificate (.pem) and click *Open*.



4. Click *Close and restart services*.



Master Update Checking

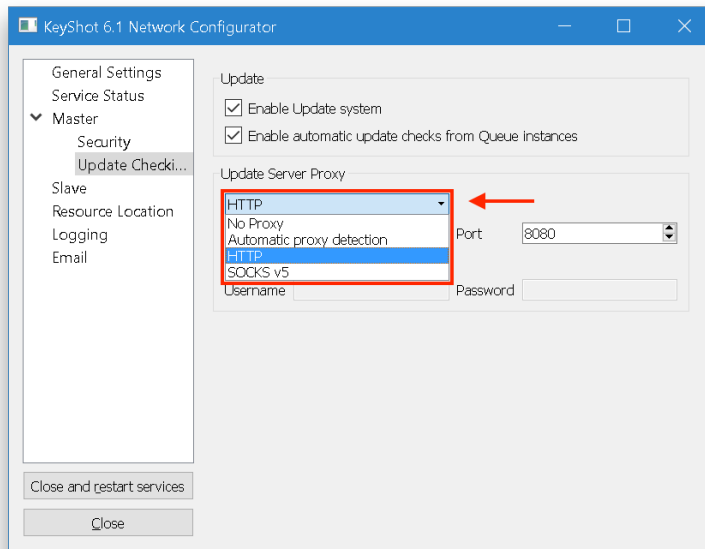
While *Update Checking* is enabled, KeyShot Network Queue will check online for software updates every time it is launched or when you log on to your computer. This setting is enabled by default. If KeyShot Network Queue cannot retrieve software updates, you may configure your proxy server settings under “Update server proxy”. Please note that update settings must be set inside KeyShot Network Configurator on your Master.

On this page:

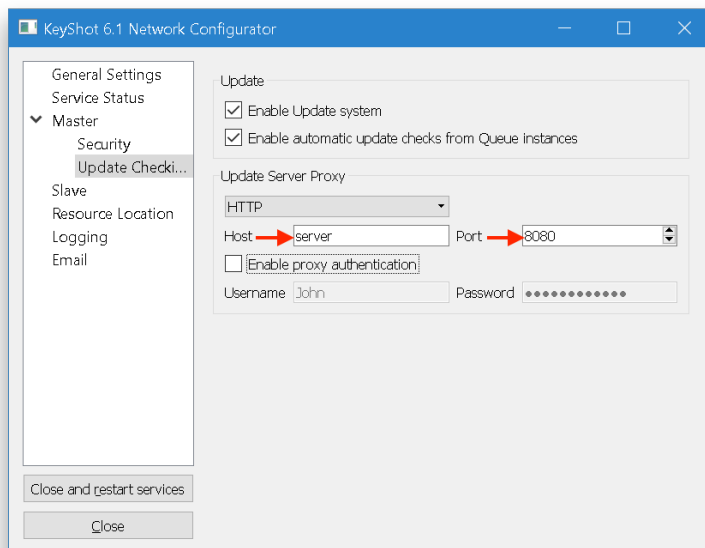
- [How to Enable Update Checking](#)

How to Enable Update Checking

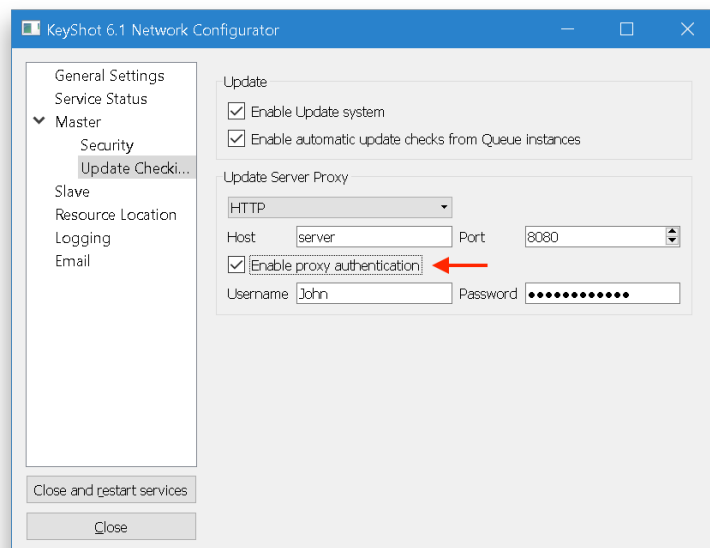
1. Select the proxy type: SSL or SOCKS v5.



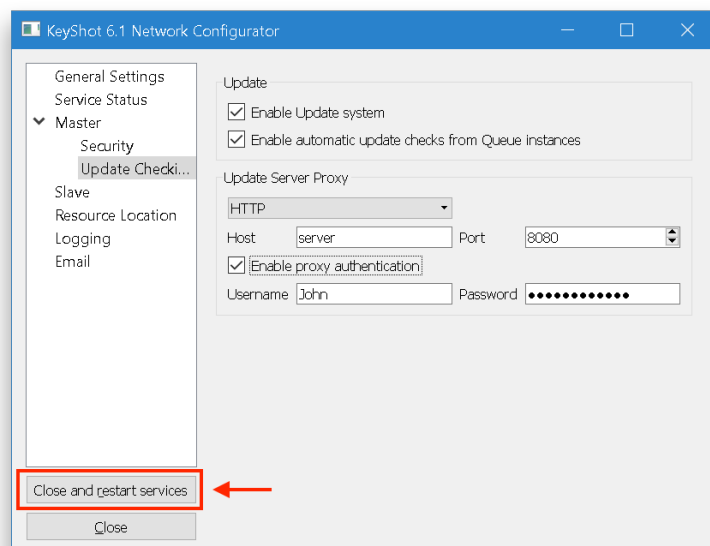
2. Set the host and port. 8080 is the default port.



3. You may enable proxy authentication. Otherwise, skip to **step 4**.



4. Click *Close and restart services*.



Email Notifications

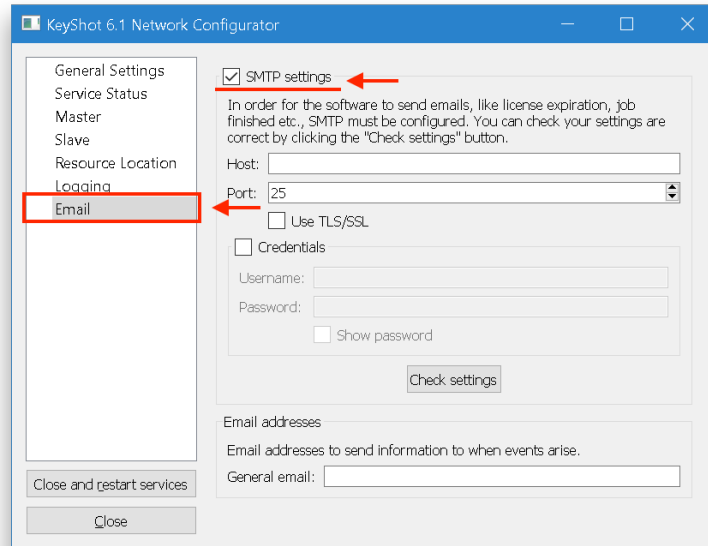
KeyShot Network Rendering notifies you when your license is about to expire. To receive notifications, you must first enable email inside the KeyShot Network Configurator on the master.

On this page:

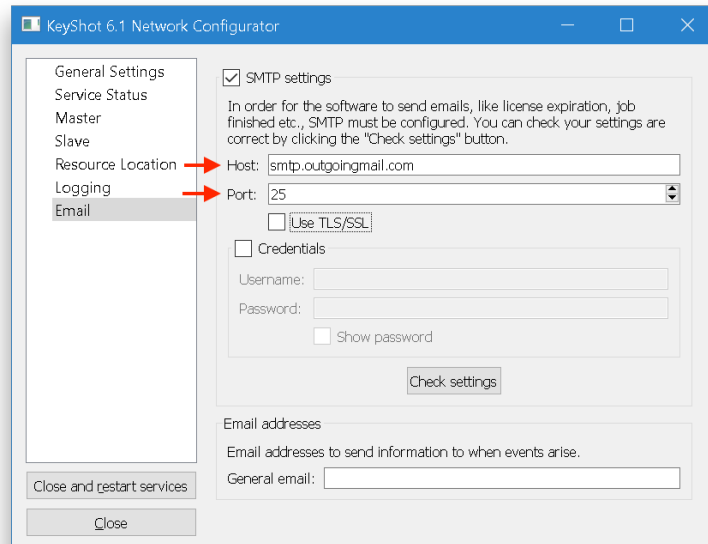
- [How to Set Up Email Notifications](#)

How to Set Up Email Notifications

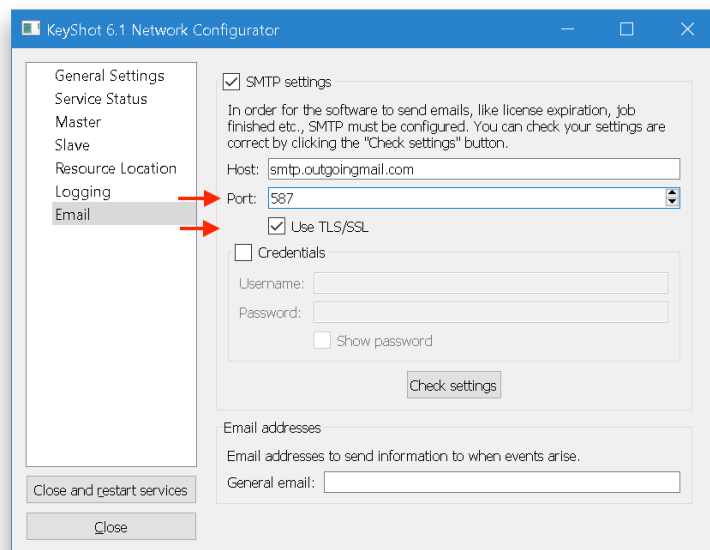
1. Go to the Email tab inside KeyShot Network Configurator and enable “SMTP settings”.



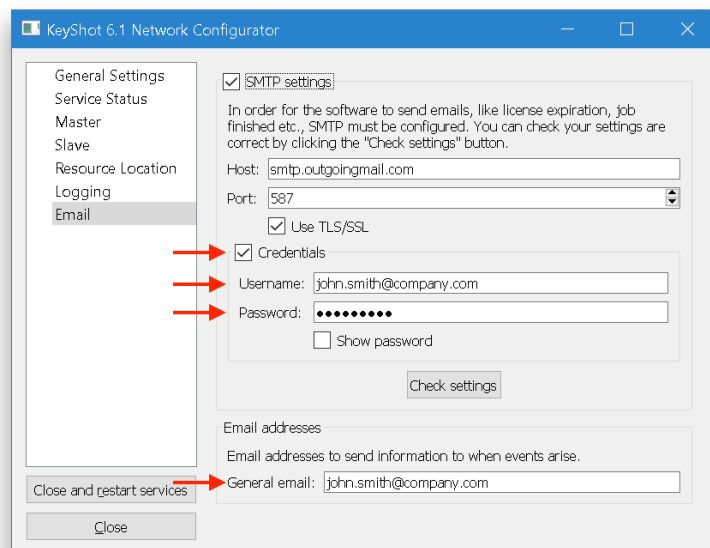
2. Fill in Host and Mail Client Port. You can find this information in your email client settings.



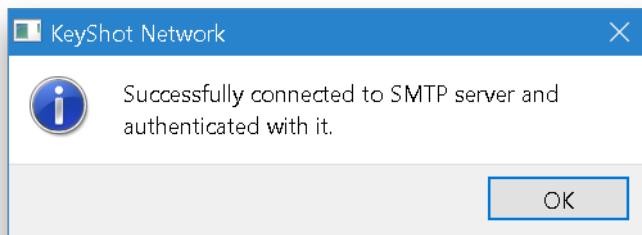
You can enable TLS/SSL or leave it unchecked. If you do enable it, make sure to use ports **465** or **587**.



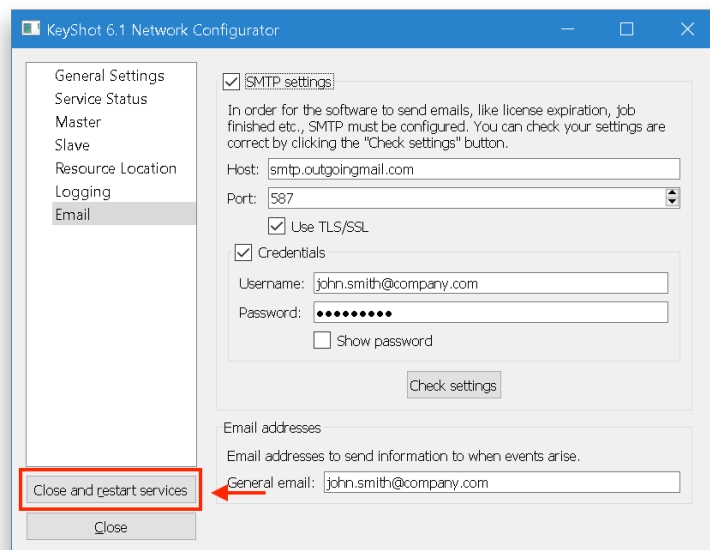
3. Enable *Credentials* and fill in your email credentials along with the general email (this is where the master will send notifications).



4. Click *Check settings*. The configurator will check your email settings and provide you with a confirmation message. Please consult your IT for any troubleshooting when setting up SMTP.



5. Click *Close and restart services*.



Your master service will restart and the email feature will activate.

Master Changes

During your master's configuration, you configured the master with default settings. In this section, we'll go over how to change your master settings, replace the license file, and enable the slave service on your master.

- [Change Port Numbers](#)
- [Replace The License File](#)
- [Enable Slave Mode](#)
- [Change Resources](#)

Change Port Numbers

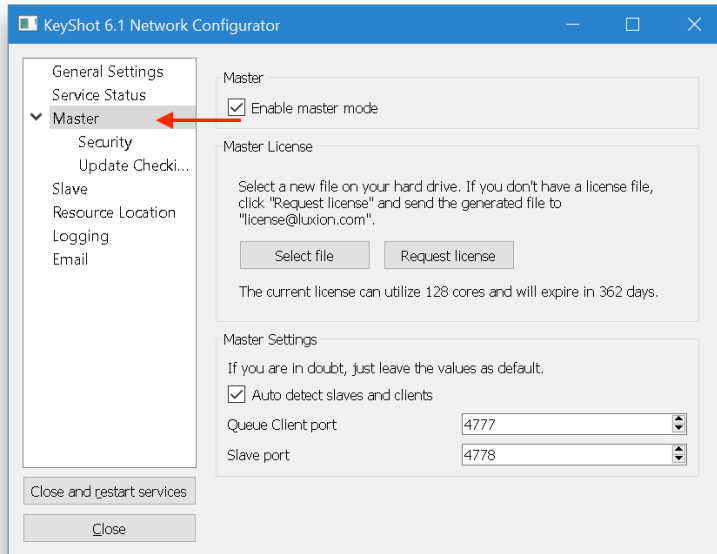
KeyShot Network Rendering uses port number 4777 to connect queue and master. The slave-master connection uses port 4778. We recommend keeping default port values. However, you may change these ports within *KeyShot Network Configurator*.

On this page:

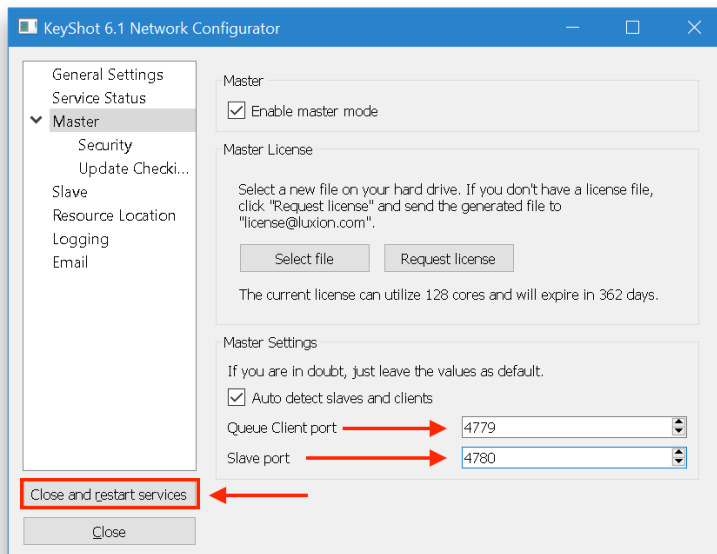
- [How To Change The Port Number](#)

How To Change The Port Number

1. Launch *KeyShot Network Configurator* on your master and go to the *Master* tab.

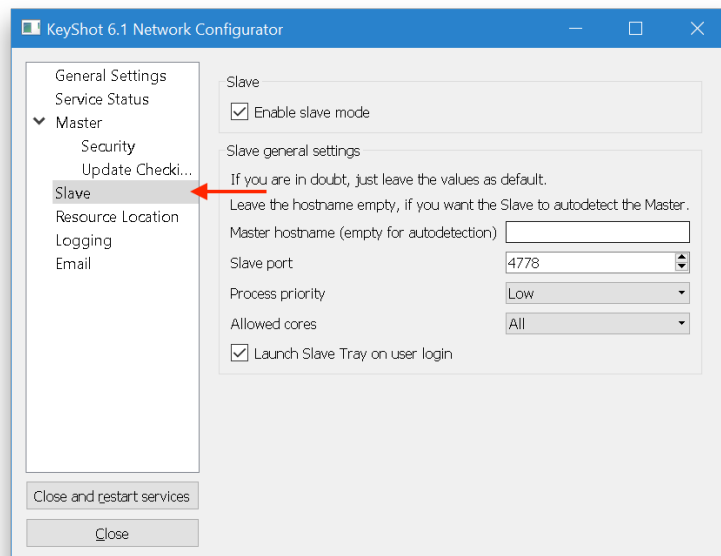


2. Enter the port numbers under *Queue Client port* and *Slave port*. In the example below we use ports 4779 and 4780, respectively.

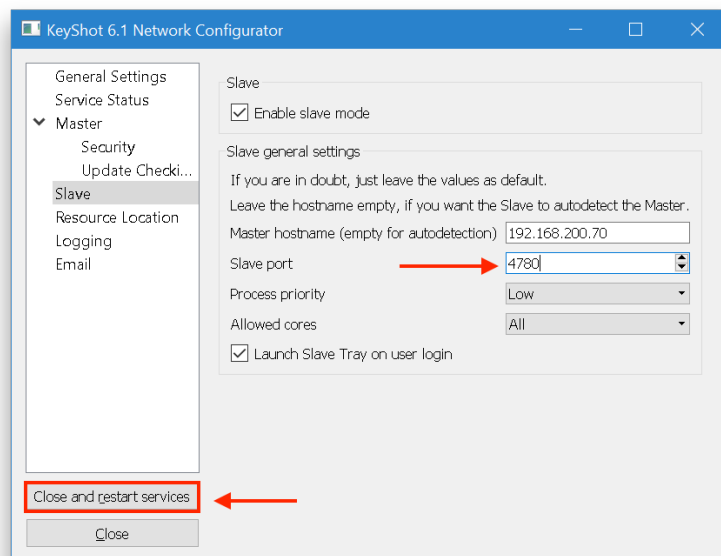


Press *Close and restart services*. Your master has been re-configured. Proceed to your slave computers (**step 3** below).

3. Launch *KeyShot Network Configurator* on your slave machines and go to the *Slave* tab.

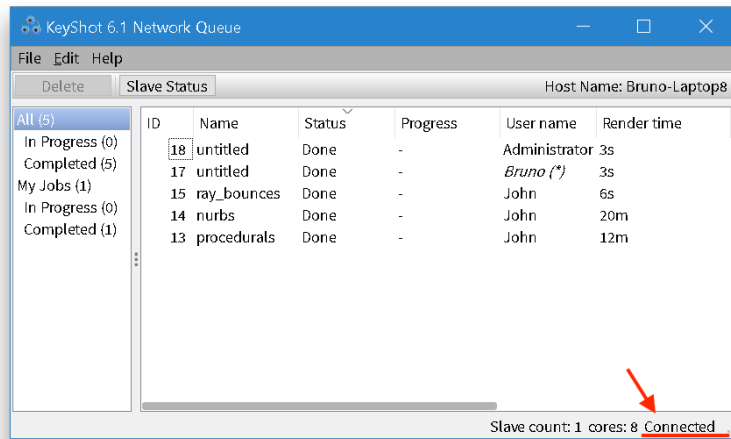


4. Change the value under *Slave port*.

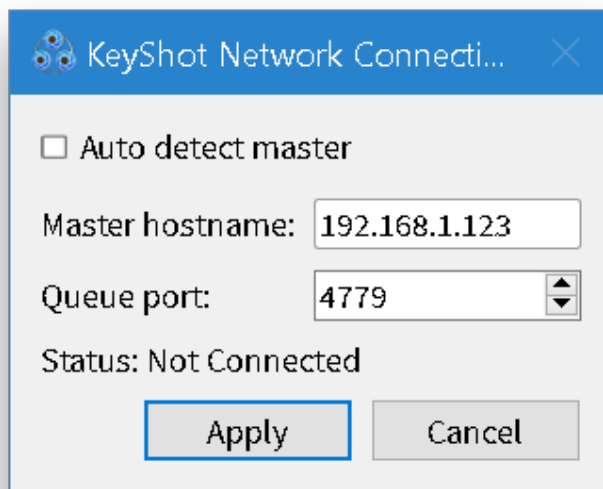


Press "Close and Restart Services". Your slave service is will re-start and it will connect to the new port. Proceed to your client computers (**step 5** below).

5. Launch KeyShot Network Queue on your client machines. If *Connected*, then you can stop here. Otherwise proceed to **step 6**.



6. Disable *Auto detect master* and fill in the master hostname (or IP Address) and the queue port. In this example, the *Queue Client* port is 4779.



7. Click *Apply*. KeyShot Network Queue will connect to the master.

Technical Tip: If the KeyShot Network Queue application does not look similar to the above image or if you are getting an error message, then you may contact Luxion Customer Support at support@luxion.com.

Replace The License File

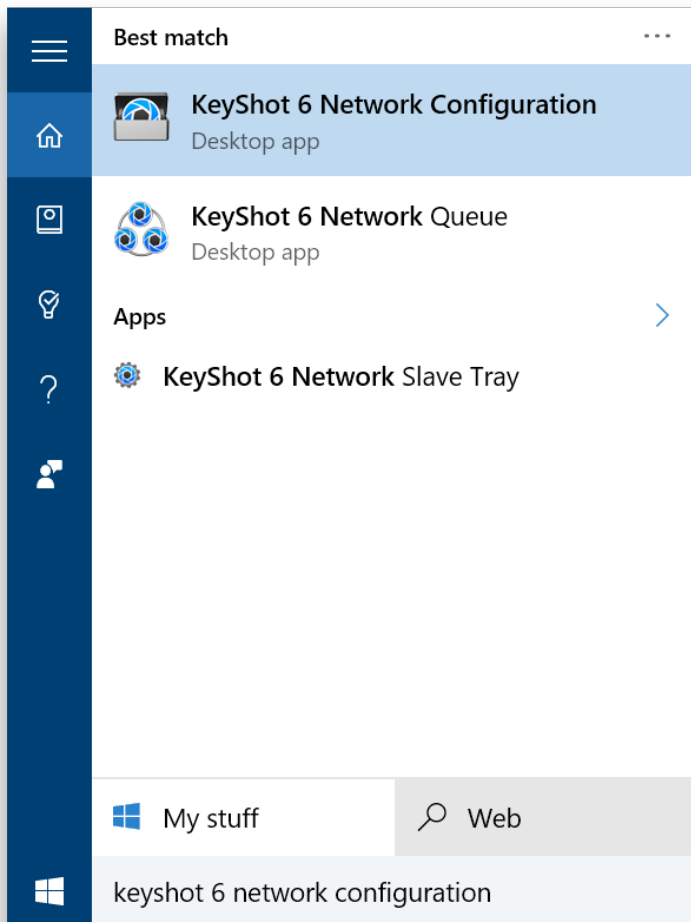
If you have received a new license file from us, you may easily replace the old license and update your master service.

On this page:

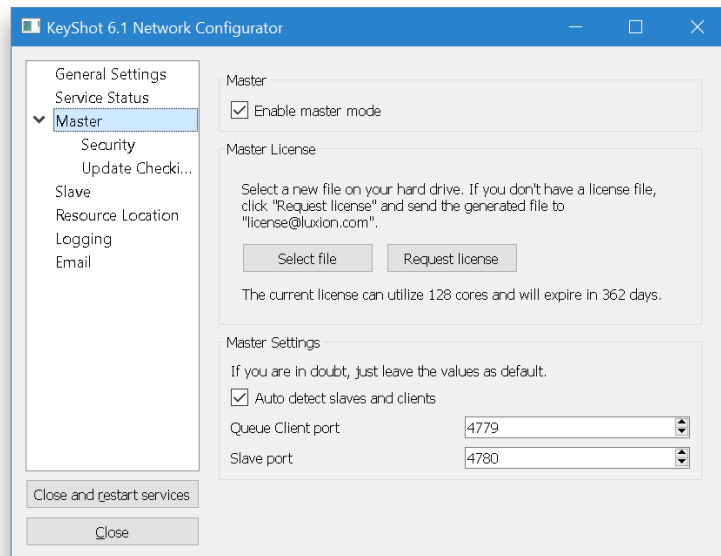
- [How To Replace The License File](#)

How To Replace The License File

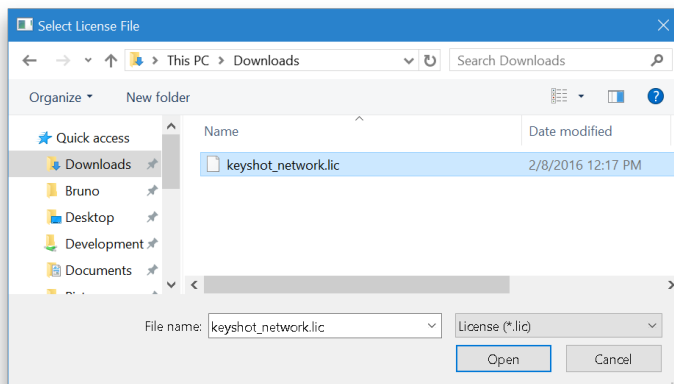
1. Launch KeyShot Network Configurator on your master.



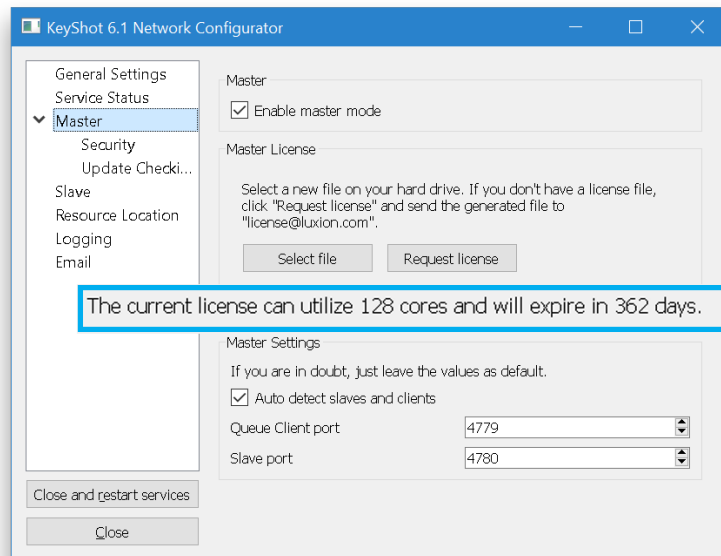
2. Go to the Master tab and click *Select file*.



3. Browse to your new license file.



4. Click *Open*. Your new license file is loaded. The license text shows you important information: maximum allowed cores and expiration date.



5. Click *Close and restart services*. Your master service will re-launch.

Technical Tip: If KeyShot Network Queue is open during the process above, then it will briefly lose connection to the master (the master needs to re-start). When prompted, check your queue connection settings and click *Apply*. The client-master connection will come back up.

Enable Slave Mode

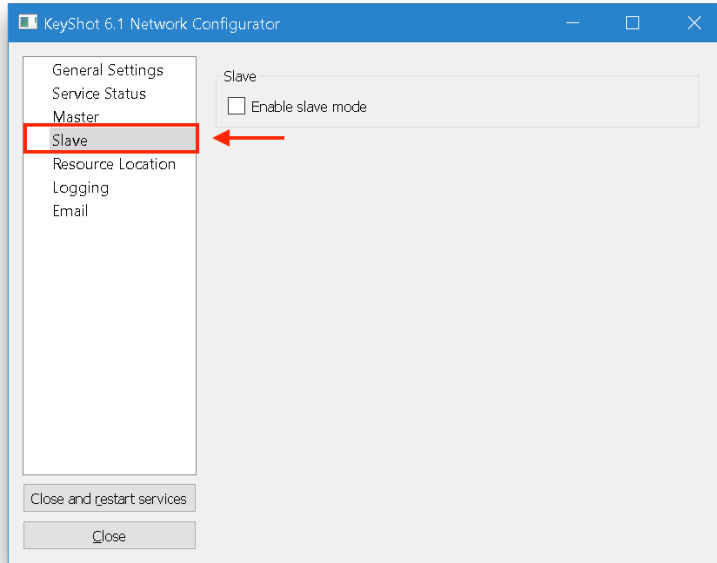
The master is just a computer in your network running the network rendering master service in the background. By enabling the slave service, the master may also be one of your slaves. Remember that there can only be one master in your network.

On this page:

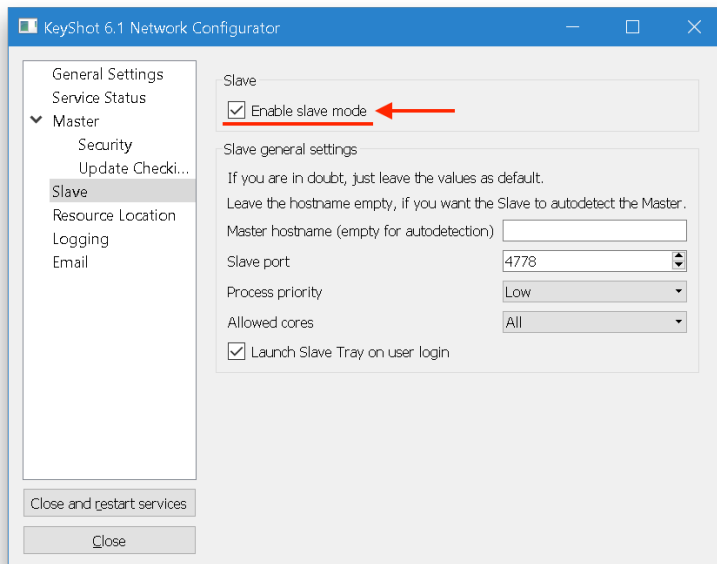
- [How To Enable Slave Mode](#)

How To Enable Slave Mode

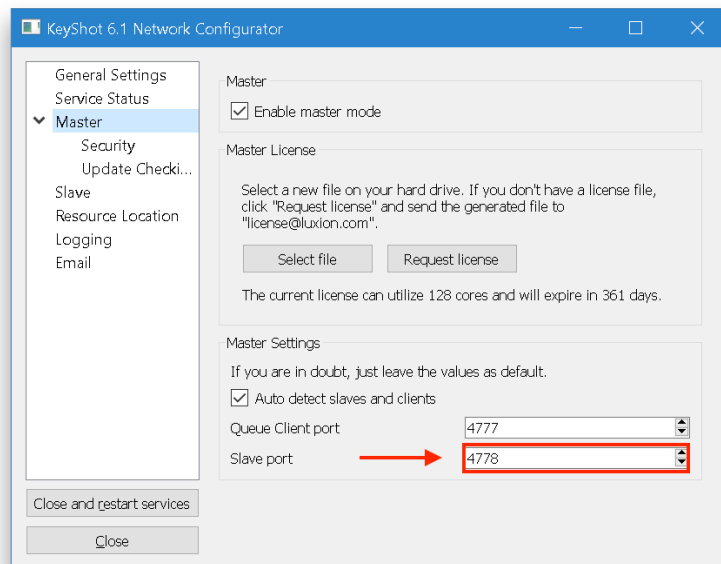
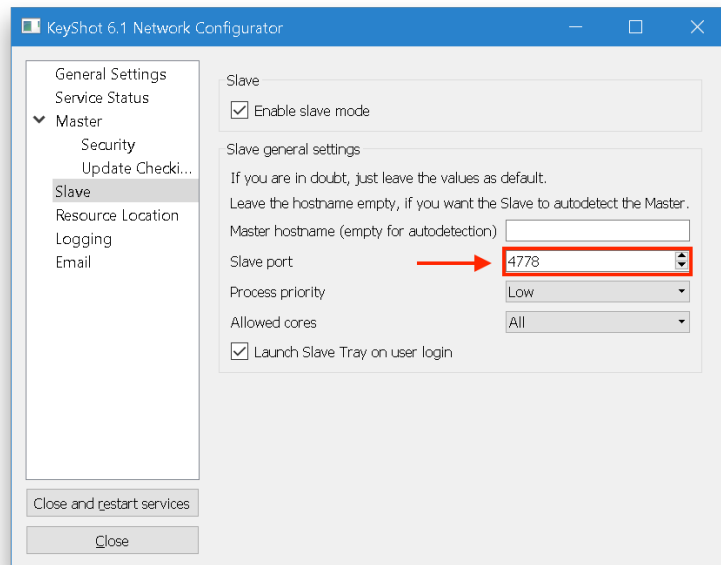
1. Launch *KeyShot Network Configurator* on your master and go to the *Slave* tab.



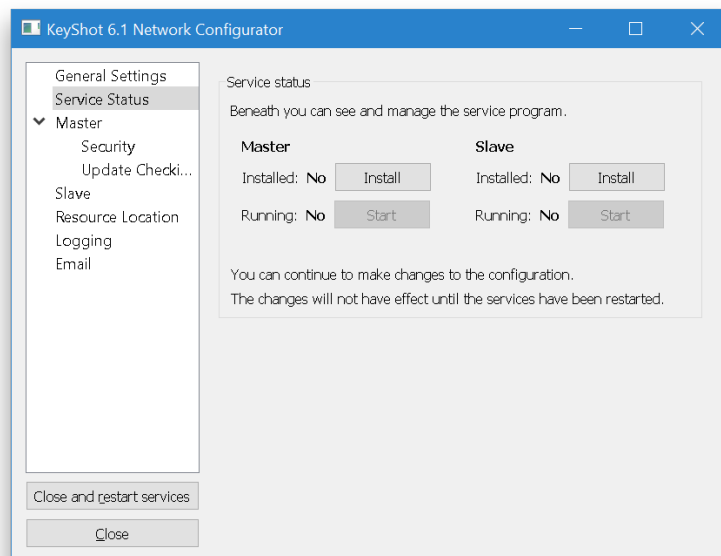
2. Check the *Enable* box.



3. Check the *Slave port* inside the *Slave* tab and make sure that it matches the *Slave port* in the *Master* tab.



4. Go to the Service Status tab and click *Install* and *Start* to start your slave service.



Press *Close*. Your slave service will start and this computer will now show up as a slave in the Slave Status window.

Technical Tip: If you don't see your computer listed as a slave, then you may contact Luxion Customer Support at support@luxion.com.

Change Resources

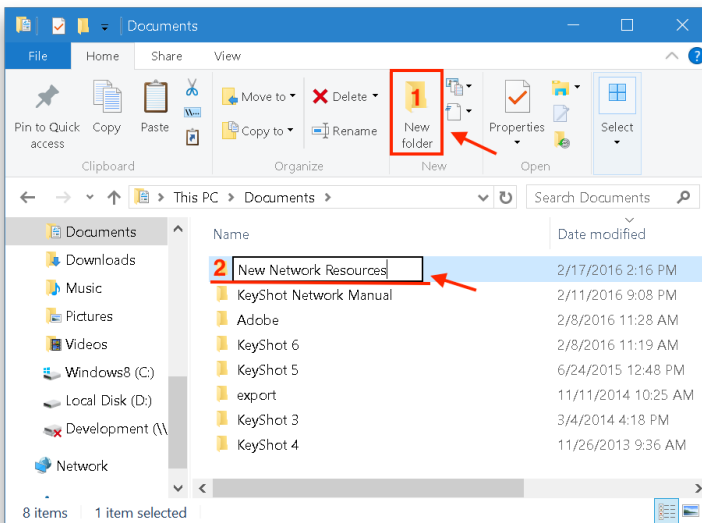
When you install KeyShot Network Rendering on your master, a resources file called *KeyShot 6 Network Resources* is created. The resources folder contains your master configuration settings, service logs, and all the render jobs (completed and pending). This folder is typically found in your Public Documents (PC) or Application Support (Mac).

On this page:

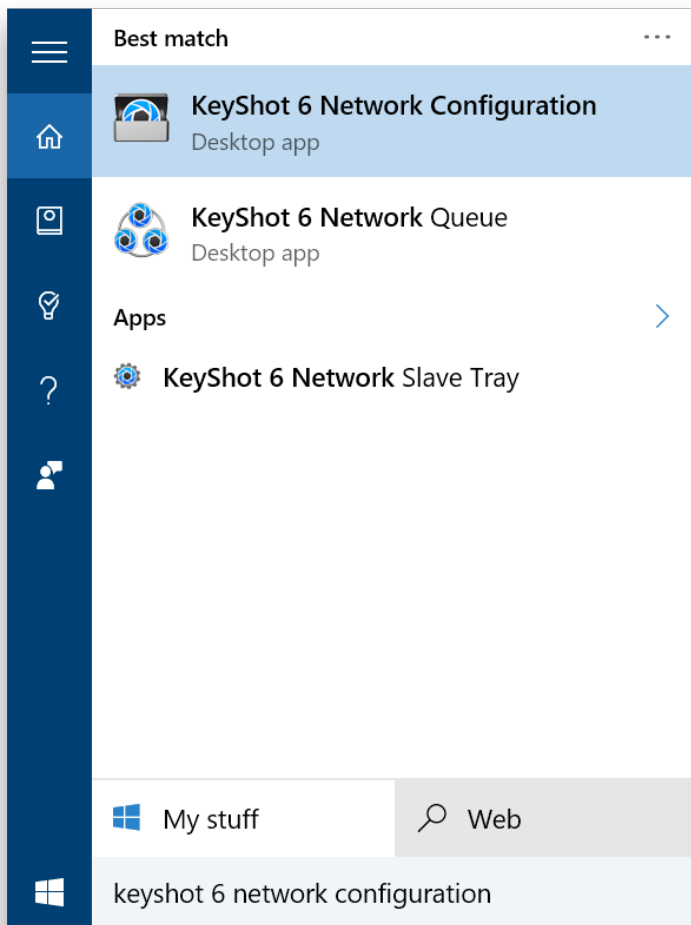
- [How To Change Your Resources Folder](#)

How To Change Your Resources Folder

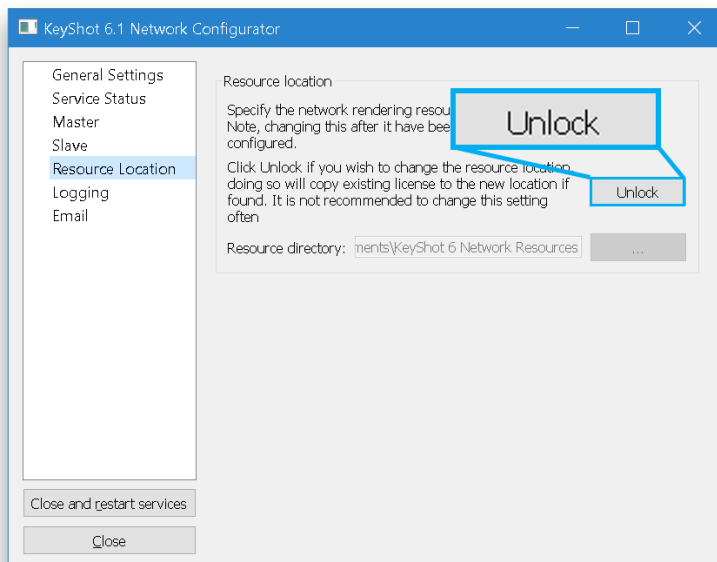
1. Create a new resources folder at the desired location.

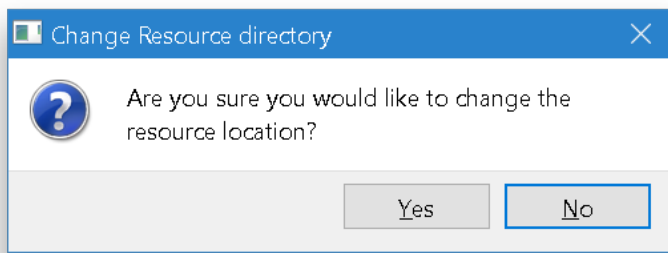


2. Launch *KeyShot Network Configurator* on your master.

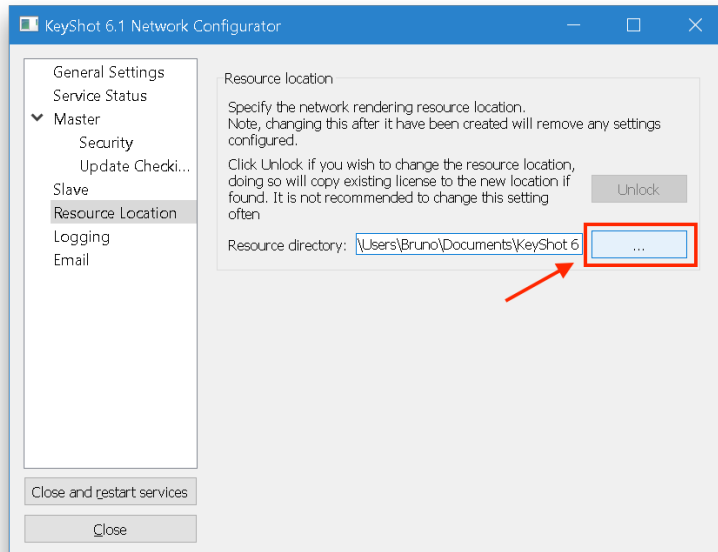


3. Go to the *Resource Location* tab, click *Unlock* and confirm the *Resource directory* location.

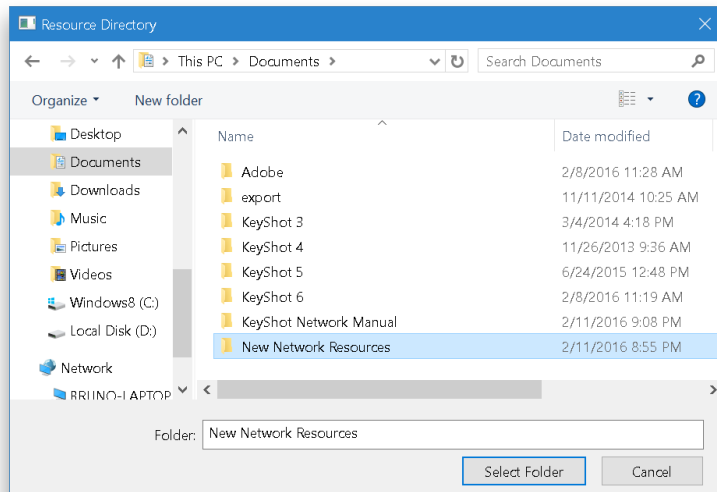




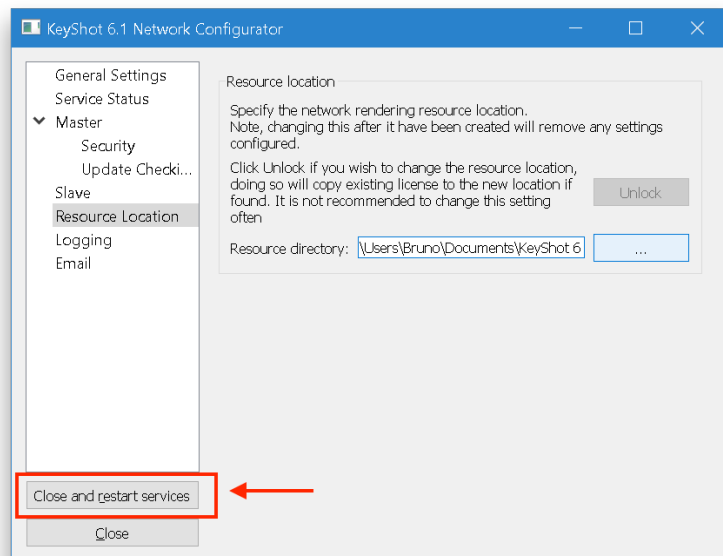
Then click the browse button (...)



4. Browse to the new folder and click *Select Folder*.



5. Click *Close and restart services*.



Slave Changes

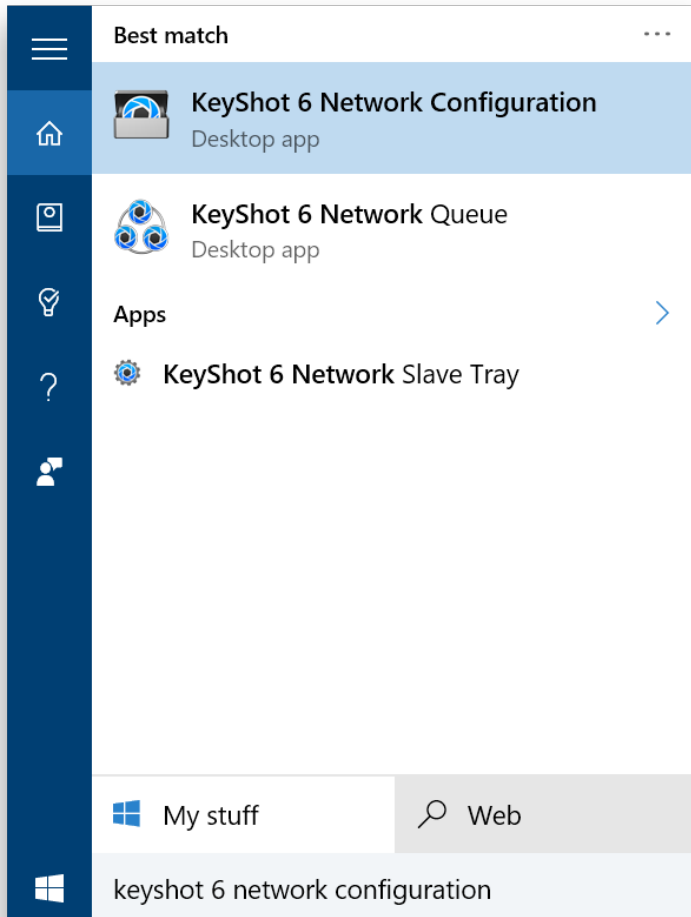
The slave service controls the following settings: allowed cores (for rendering), and service priority. You may change these settings within the KeyShot Network Configurator. Note that to change the slave port, you must first make this change in the master system. This is the communication channel between master and slave. The slave service is set to use all of your cores by default. You can set this to any number of cores. You may also change the service's priority. Although, we recommend to keep the priority at "Low".

On this page:

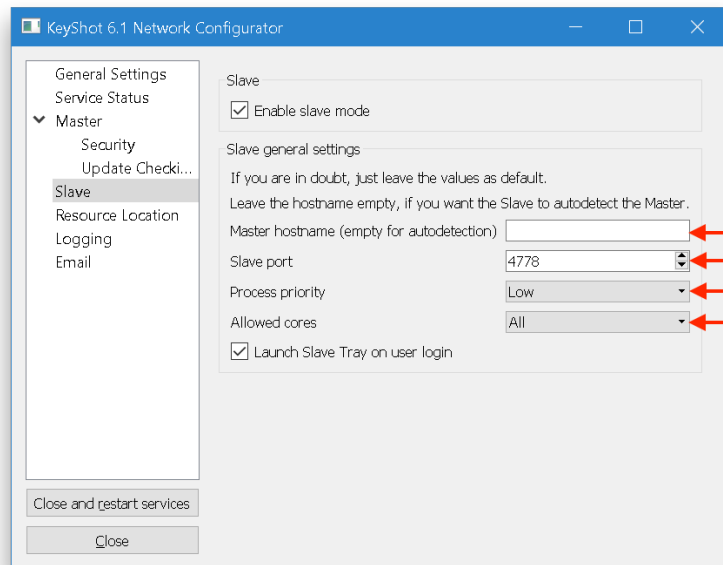
- [How To Change The Slave Settings](#)

How To Change The Slave Settings

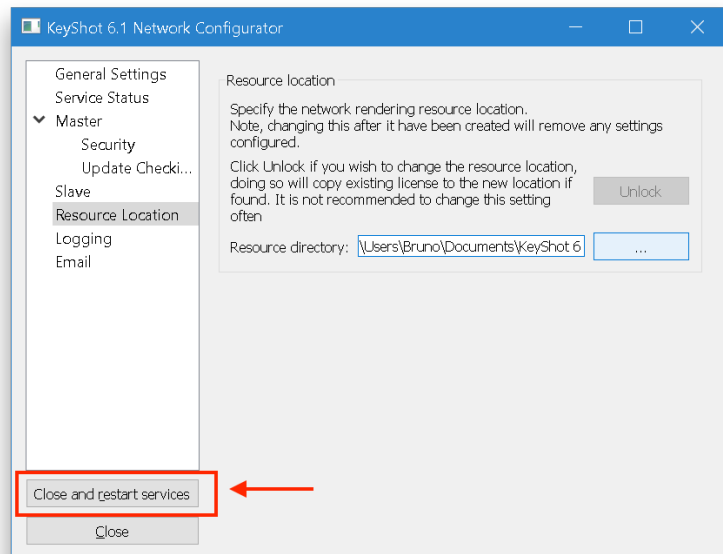
1. Launch *KeyShot Network Configurator* on your master and go to the *Slave* tab.



2. Make your changes.



3. Click *Close and restart services*.



Your slave service will restart and the new settings will take effect.

Slave Tray

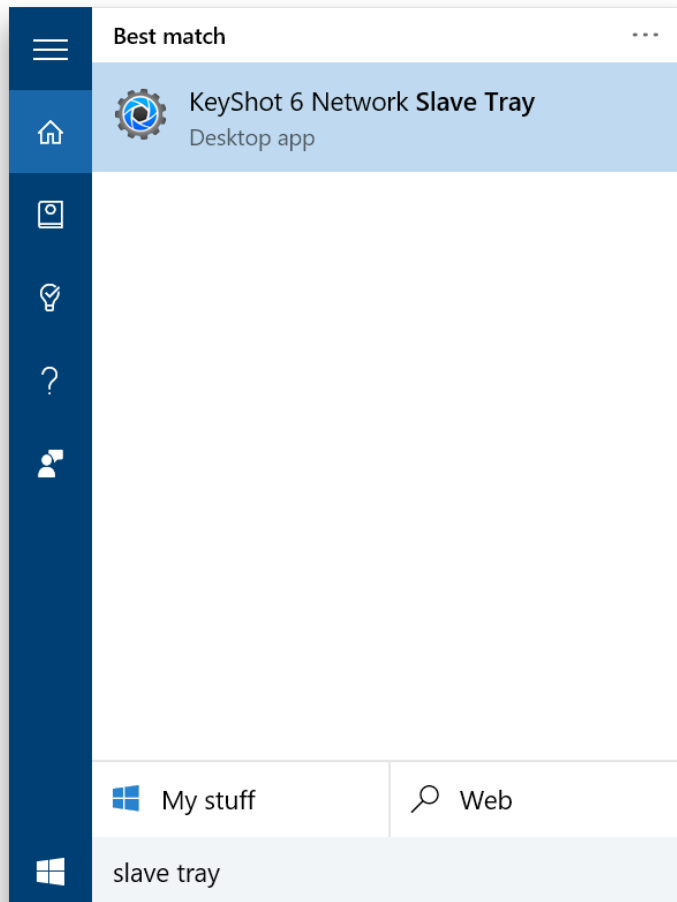
The slave service is set to use ALL of your processor cores. Thus, you may experience an overall system slow down if you are running other applications on a slave while it is rendering. To lighten the load, you must release some cores on your slave. Use the Slave Tray application for quick core allocation. Please note that the slave service will reset to its default settings if you restart the computer. If you wish to change the default settings, click [here](#).

On this page:

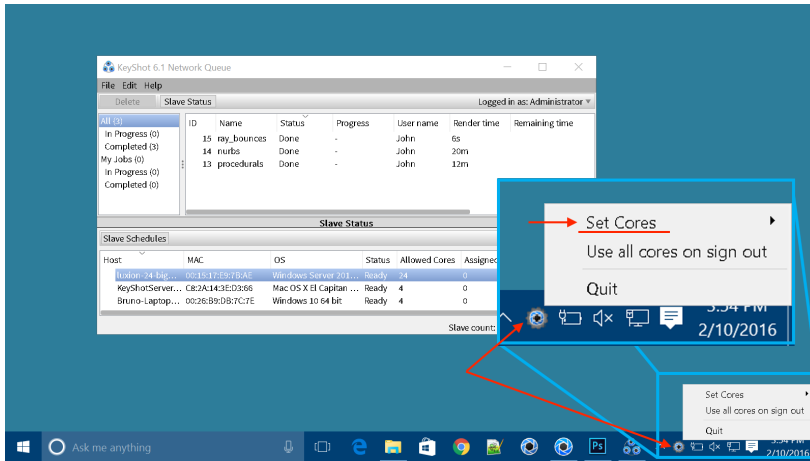
- [How To Change The Number Of Cores](#)

How To Change The Number Of Cores

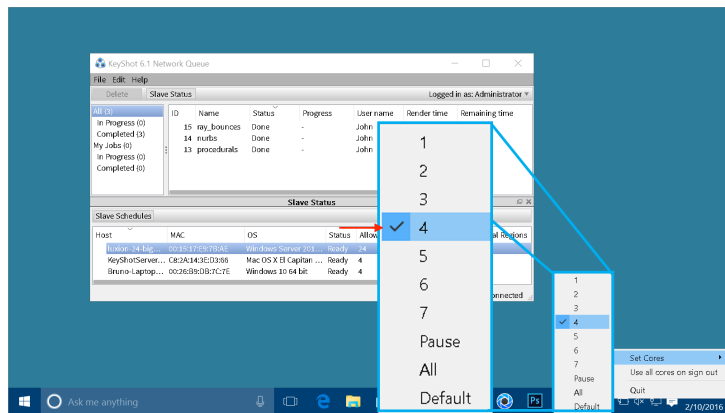
1. Log into your slave machine and launch the Slave Tray application.



2. Right-click the Slave Tray widget and select Set Cores. You can find this widget inside the hidden icons on your task bar.



3. Change the number of cores. The slave service will re-start in the background. Once it restarts, the slave will re-connect to the network.



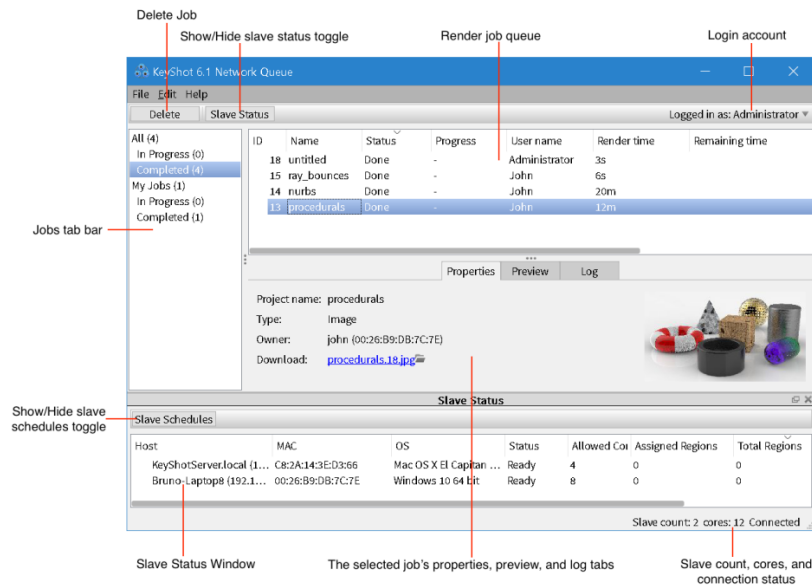
User Interface

The two main network applications are KeyShot Network Queue and KeyShot Network Configurator. This section contains a brief user interface overview.

- [Network Rendering Queue](#)
- [Network Rendering Configurator](#)

Network Rendering Queue

KeyShot Network Queue allows you to interact with the network master, slaves, and jobs in the queue.



On this page:

- Delete
- Slave Status
- Render job queue
- Login account
- Jobs tab bar
- Properties
- Preview
- Log
- Slave Status Window
- Slave Schedules

Delete

Delete your render jobs. Administrators may delete any job. For more information, click [here](#).

Slave Status

Show/Hide slave status toggle.

Render job queue

Lists all render jobs submitted to the network.

Login account

Displays the logged in user's name. For more information, click [here](#).

Jobs tab bar

Select *My Jobs* or *All* from the sidebar area. You may also filter either of these by jobs that are *In Progress* or *Completed*.

Properties

Displays render job name, type of render, and owner.

Preview

Displays image rendering progress.

Log

Lists all events related to the job.

Slave Status Window

Shows connected slaves, available/allowed cores per slave, and the assigned regions. Possible status are shown below:

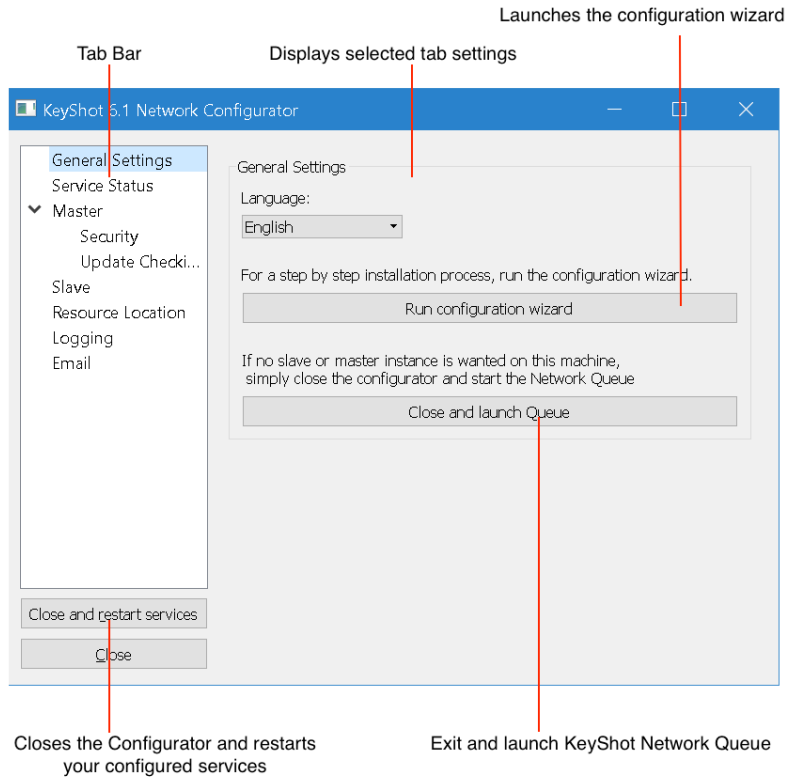
- Ready – the slave is connected and is ready to render.
- Updating – currently updating software; not available for rendering.
- Rendering – currently rendering.

Slave Schedules

Show/Hide slave schedules toggle. Slave schedules determine when a slave is active or inactive. For more information, click [here](#).

Network Rendering Configurator

KeyShot Network Configurator allows you to configure your computer as a [master](#), [slave](#), and/or [client](#).



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Tab Bar

Select a tab to display its settings.

General Settings

Select the language and launch the configuration wizard.

Service Status

Displays the configured services and their current status on your computer. To work properly, a service must be "Installed" and "Running".

Master

Enable/disable master service. Displays license details and master service settings. For instructions on how to configure your computer as a master, click [here](#).

Security

Displays security settings. For more information, click [here](#).

Update Checking

Enable/disable automatic software update checking. For more information, click [here](#).

Slave

Enable/disable slave service. Displays slave service settings. For instructions on how to configure your computer as a slave, click [here](#).

Resource Location

Displays the resource directory. On the client, this is where network rendering archives jobs before they are sent to the master. On the master, this is where all jobs are stored. For more information, click [here](#).

Logging

Enable/Disable service logging. ON by default. You can find all log text files at the designated location. For more information, click [here](#).

Email

Displays email notification settings. For more information, click [here](#).

Close And Restart Services

Close the Configurator, save your changes, and re-start your configured services (if any).

Run Configuration Wizard

Launches the configuration wizard.

Logging

The log files keep track of network rendering errors. To enable logging, click on "logging" in the KeyShot Network Configurator and check the "Enable logging" option.

Log Level

Choose at what level to record logs from information (no error), warning (light error), critical (medium error), and failure (high error). Choosing a lower log error level will record all other error levels below it.

Days To Keep Logs

Set a cutoff time for saved logs. Any logs that pass the set time frame will be deleted.

Log Location

By default the logs will be stored in network rendering resources folder in a folder called "logs." The log location can be saved to a different location by selecting the browse button and selecting a new path(e.g. network path, etc..). This will not change the resources folder for network rendering, ONLY the logs. A log file will be generated for a master service and slave service on the appropriate machine, in this location.

Any error that occurs when logging is enabled will be sent to support@luxion.com for debugging.

On this page:

- [Log Level](#)
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