

Using the Realflow plugin with DBR Mental Ray Satellite for Maya renders

When using Maya satellite to do distributed bucket rendering (DBR) for scenes that use the Realflow plugin, you may encounter errors related to Realflow shader libraries. The common, related error message is:

```
(mental ray) : cannot load realflowShaders.dll, The specified module could not be found.
```

This happens because Realflow adds shader libraries to your Maya install, but the Satellite slaves cannot see the shaders.

The simple solution is to remove the shader dlls from the worker entirely. As we understand it, this will not effect Realflow renders, even if they use the shaders.

To remove them, find the realflowShaders.dll file and either rename or move the file to a different location (so it will not be found/used).

In OS X, you should be able to find the file in either:

```
/Applications/Autodesk/maya<version>/Maya.app/Contents/mentalray/lib/  
/Applications/Autodesk/maya<version>/Maya.app/Contents/mentalray/include/
```

In Windows, that file will be in:

```
C:\Program Files\Autodesk\mentalrayForMaya<version>\shaders
```