

SimpleCMD_ParametersMaxwell

Maxwell Specific Parameters

Maxwell: Version and Location

maxwell path

Click here for details...

maxwell path

The explicit path to Maxwell v2 executable on the Workers.

Maxwell: Common Rendering Controls

Enable CoOp Renders ☐ - Use Maxwell's distributed rendering

Coop Total SL

Sampling Level

Render Time Limit

Resume Rendering ☐ - Use Maxwell's render checkpointing

Click here for details...

Enable CoOp Renders

Perform a cooperative render. Setting this to co-op will create a secondary MXIMerge job that combines the finished MXI's upon completion. Make sure you set the "Instances" parameter to more than 1, in the "Qube Job Basics" section above.

Coop Total SL

If CoOp rendering is selected above, this sets the sampling level for the final render, when the MXIs are all merged. Set to 0 to have all instances respect the value set in the "Sampling Level" box below.

Sampling Level

Override the render quality level set in the MXS.

Render Time Limit

Time (in minutes) that the renderer is allowed to run (per-frame), overrides the Time value saved in MXS.

Resume Rendering

Automatically resume the render if the MXI file exists.

Maxwell: Files

MXS scene file

outputImage

MXI output file

script

prescript

postscript

bitmaps

overridemat

curdir

dependencies

resume

renameoutput ☐

Click here for details...

MXS scene file

The MXS scene to render. This is a required field for submission. Important: Make sure that the Workers have access to this file path.

outputImage

This will override the full path and name of the image file specified in the MXS scene. Important: Make sure that the Workers have access to this file path.

MXI output file

The MXI output file containing information about the rendering process. This allows for resuming a previously rendered image. If not specified, the MSI will use the same name and path as the MXS scene.

script

Names a script to load and run on the Worker(s).

prescript

Names a prescript to load and run on the Worker(s).

postscript

Names a postscript to load and run on the Worker(s).

bitmaps

Set an alternative folder path for the location of the bitmaps. If set to "0", it will discard all the bitmaps.

overridemat

Override all the materials in the scene using the materials found at the given path. Make sure that path is visible to all the Workers.

curdir

Set the current directory during the render. This is useful where relative paths are used to locate textures and other dependencies.

dependencies

Set an alternative folder path for the dependencies location.

resume

This resumes a previously rendered image and update the MXI file.

renameoutput

When this flag is used, Maxwell Render does not write the MXI file directly to the given output path; instead, it will write to a temporary file and then rename/move the result to the final path.

The screenshot shows the 'Maxwell: Image' settings panel. It includes the following controls:

- res**: A text input field for resolution.
- region**: A text input field for region coordinates.
- depth**: A dropdown menu with a plus/minus icon.
- channels**: A text input field with a 'Choices' button next to it.
- channel**: A text input field.
- zmin**: A text input field.
- zmax**: A text input field.
- alphaopaque**: A checkbox.
- alphaembedded**: A checkbox.
- embedded**: A checkbox.
- channelembedded**: A checkbox.
- color**: A color picker with a blue button.
- camera**: A text input field.
- defaultmat**: A text input field.
- burn**: A text input field.
- gamma**: A text input field.

Click here for details...

res

Overrides the scene resolution defined in the file. Format is WxH, e.g., 800x600

region

Describes a region type to render, along with its coordinates. The format is "type,x1,y,x2,y2" where "type" is one of "full", "region" or "blowup" and "x1,y1,x2,y2" are the coordinates of the rectangular region to render or enlarge.

depth

Overrides the image depth settings in the scene file.

channels

Overrides the channels that Maxwell will export, as defined in the scene file. Possible channels are r, a, ao, s, m, i, zmin, zmax.

channel

Overrides each exported channels export status and format. The format is [channel_name],[on|off],[depth(8,16,32)],[format]. All the parameters are optional except for the first one. Examples: [channel:alpha,on,32,tif...](#) [channel:material...](#) [channel:object](#),off

zmin

Overrides the zmin values of the zbuffer channel.

zmax

Overrides the zmax values of the zbuffer channel.

alphaopaque

Enable opaque mode in the alpha channel.

alphaembedded

Enables embedded alpha.

embedded

Embeds the selected channel when the output format allows it.

channelsembedded

Enable/disable embedding all the channels as images layers if the format supports it.

color

Overrides the color space setting in the scene file.

camera

Specifies a camera to render. If not specified, will default to the active camera.

defaultmat

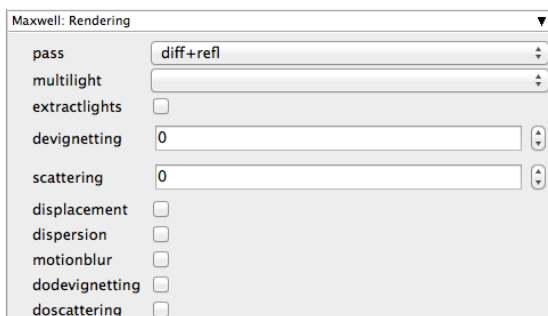
Overrides the path to the default materials.

burn

Overrides the burn value set in the scene file.

gamma

Overrides the gamma value set in the scene file.



▼ [Click here for details...](#)

pass

Overrides the render pass that is set in the scene file.

multilight

Enables the multi-light function for storing an MSI file with separate information about the emitters.

extractlights

If this is enabled, each light will be saved in a separate file.

devignetting

Overrides the scene file's setting (or default) for the devignetting value.

scattering

Overrides the scene file's setting (or default) for the scattering value.

displacement

Enables the displacement calculations for the whole scene. Not necessary if not already set in the scene file.

dispersion

Enables the dispersion calculations for the whole scene. Not necessary if not already set in the scene file.

motionblur

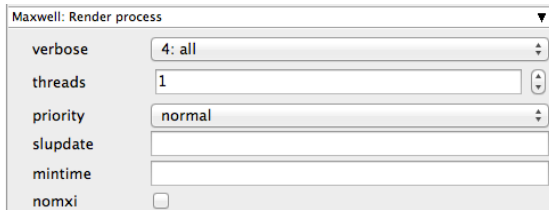
Enables motion blur calculations for the whole scene. Not necessary if not already enabled in the scene file.

dodevignetting

Enables devignetting for the whole scene. Not necessary if not already enabled in the scene file.

doscattering

Enables lens scattering. Not necessary if not already enabled in the scene file.

A screenshot of the 'Maxwell: Render process' settings panel. It features a title bar with a dropdown arrow. Below the title bar, there are several settings: 'verbose' is a dropdown menu set to '4: all'; 'threads' is a numeric input field set to '1'; 'priority' is a dropdown menu set to 'normal'; 'slupdate' is an empty text input field; 'mintime' is an empty text input field; and 'nomxi' is a checkbox that is currently unchecked.

✓ [Click here for details...](#)

verbose

Verbosity level. Choose the level of detail you would like the logs to provide.

threads

The number of threads to render with (0 means use the maximum available).

priority

The Maxwell Renderer process priority.

slupdate

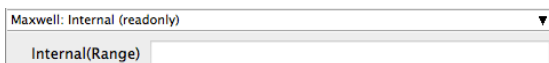
The number of seconds between sampling refreshes. If not set, the engine will choose an interval automatically.

mintime

Set the time to impose a minimum time for saving MXI files to disk. This is the equivalent of the preference "Min.Time"

nomxi

Force Maxwell Render to save only the output image, and not the MXI file.

A screenshot of the 'Maxwell: Internal (readonly)' settings panel. It has a title bar with a dropdown arrow. Below the title bar, there is a single setting: 'Internal(Range)' which is a text input field.

✓ [Click here for details...](#)

Internal(Range)

Sequence of frames to render, overriding the scene settings. The format is comma-separated frames and frame ranges. For example, 12,21-30,99-102 would render frame 12, frames 21-30, and frames 99-102.