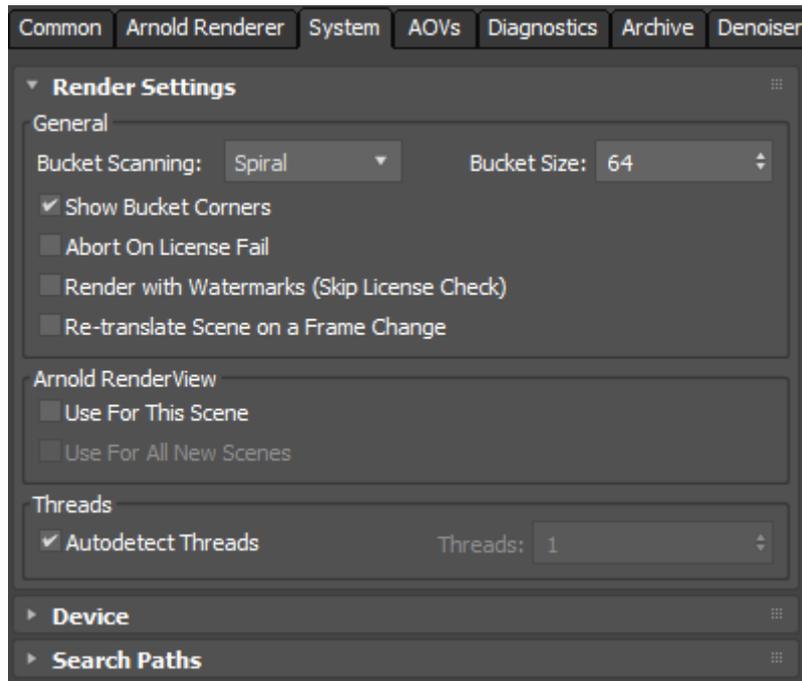


System



MaxtoA System settings (Render Production)

This tab allows control over various Arnold system settings.

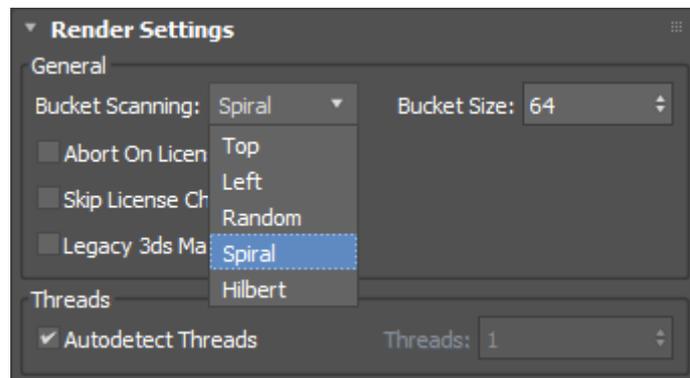
General

Arnold RenderView

Threads

General

Bucket Scanning



Specifies the spatial order in which the image buckets (i.e. threads) will be processed. By default, buckets start in the center of the image and proceed outwards in a spiral pattern.



Bucket Size

The size of the image buckets. The default size is 64x64 pixels, which is a good compromise; bigger buckets use more memory, while smaller buckets may perform redundant computations and filtering and thus render slower but give initial faster feedback.

Show Bucket Corners

Enables/disables bucket corners. The default is "on" for production and "off" for ActiveShade.

Abort on Error

Rendering will abort as soon as an error is detected. This is the recommended setting. In general, you should not ignore important error messages, or you'll risk crashes, rendering artifacts, and undefined behavior.

Abort On License Fail

If set, rendering will stop if the license is not detected when the render begins.

Render with Watermarks (Skip License Check)

Switch this on to avoid taking an Arnold license from the license server. This will always render your image with a watermark.

Re-translate Scene on a Frame Change

If enabled, the scene is re-translated from scratch on a frame change, when rendering a sequence. By default, from frame to frame, MAXtoA re-translates only the elements that changed, but there could be cases where these elements are not detected correctly. This new option simply re-exports all to Arnold, of course at the cost of the full scene translation time.

Arnold RenderView

Use For This Scene

Uses the [Arnold RenderView](#) when you click the Render button (NOT using the top [Arnold menu](#)). When disabled (default), the legacy 3ds Max frame buffer is used.

Use For All New Scenes

Uses the [Arnold RenderView](#) by default for all new scenes.

Threads

Threads

If autodetect is disabled, this will let you manually set the number of rendering threads. Negative numbers are also allowed. If specifying 0 threads means use all cores on a machine, then negative numbers can mean use all but that many cores. For example, threads=-2 means use all but 2 cores, while threads=2 means only use 2 cores. This is useful when you want to leave one or two cores for other tasks. One example of this is so that 3ds Max can be more responsive while Arnold is rendering in the Render View.