## Shared file access from different systems

It is important to shared the same file location on all machines. File access to the File server is different for Windows, OSX and Linux.

**1. With Windows you can map a path to the file server using windows file mapping.** And both the BNR Controller for Windows and the BNR Client for windows will use the same path to access the file server.

2. With OSX you will use the POSIX path to access the file server. The would be setup in the OSX to connect to a 'server'

#### 3. With Linux you will use the linux path to access the file server.

Jobs that are added to the Windows Controller will need to know how to 'match' the path from a Windows machine to a OSX or Linux machine for rendering. The Path Matching feature is designed to do this.



## **ButterflyNetRender Path Matching feature**

These are the steps required for the Path Matching features (see the next few pages for details)

#### 1. Set the BNRStart shared root

The shared root folder must be accessable from all machines. The BNR Controlle and BNR Client will need to be able to access this folder. If using OSX or Linux BNR Clients these machines will also need to be able to access this folder location.

### 2. Get the OSX POSIX path location in the BNR OSX Client

The OSX POSIX settings can found in the BNR OSX Client (please see the BNR OSX Client section)

### 3. Get the Unix path location in the BNR Linux Client (if using a BNR Client on linux)

### 4. Set the Path match settings in the BNR Controller

The BNR Controller 'Configure - Shared Path' section will be used to set and test the Path matching feature.

## **BNRStart - Shared path**

Set the root shared folder under the 'Paths' tab in the BNRStart application

#### 1. - Shared file path folder

This is where the BNR Controller will be storing its shared settings and job data. (You can share other folders in the Path Matching section also)

ButterflyNetR	ender	_ 🗆 🗵
	Butterfly	NetRender <sup>™</sup> 5
Start Con	fig Paths Advanced About	
Shared fi	le path folder:	
	incip (	
		<u>Help</u>
Clear	Log folder	<u>Copy to Clipboard</u>
O BNR C	ontroller: Off	Save Prefs Exit

## **BNR Client (OSX) setup for Path matching**

The BNR OSX Client 'Paths' tab is where you will find the paths used to match up with the BNR Controller.

The 'BNR Build folder' and BNR Frames folder' will look like that OSX Paths. But you will need to figure out what the 'OSX POSIX' path is to include those in the BNR Controller path matching settings.

**1. 'Select Folder to Find the POSIX/Unix folder'** - use this button to browse to the shared root folder and it will display the OSX POSIX path in the yellow box.

0 0	ButterflyNetRender Client
Мас	Output         Paths         Configuration         Advanced         Lightwave         Modo         Maya         More           Settings path
	BNR Build folder videodemos:NetRender5:build: BNR Frames folder videodemos:NetRender5:frames: Select Folder to Find the POSIX/Unix folder
Ţ	Set the 'Build' and 'Frames' folders to the same location as used by the Controller. If using Windows Controller, setup the POSIX/Unix path in the Controller to match the 'POSIX/Unix folder path'
	Reset to Defaults Save Config Log Folder

# **Configure Path Matching**

To configure the paths for each type you will need to edit the Path Matching settings.

Under the Configure tab you will find the 'Shared Path' section:

#### 1. Select 'Path Matching' and press the 'Path Matching settings'

er	
0	Welcome admin   <u>My Account</u>   <u>Logout</u>
/	Welcome Dashboard Queue Nodes Frames Logs Users Configure
	Configure ButterflyNetBender
	Conligure ButternyNetRender
- 1	Platform default settings
	Notifications
	<ul> <li>Shared Paths</li> </ul>
	Shared Paths: Configure the file paths to store the scenes and output frames:
0	Edit Shared Path settings
Fr Sa 4 5 11 12 18 19 25 26	Browse Content paths: Paths that can be used browse for jobs and assets. (use to limit the locates where files can be located)           Edit Content paths
	Windows to OSX and Linux path matching: Configure the Path Matching: Path Matching settings

# Path Matching (Settings)

Enable the types of path matching you want to support.

**1. OSX POSIX Matching** - is for the BNR OSX Clients. This will make sure the paths get modified to work with OSX Clients.

2. Linux Matching - is for the BNR Linux Clients.

	Windows	Linux	OSX Posix	
<b>į</b>	Select the pa and Windows	ths that wi Paths	I match each other (use top level folders) - Use th	is to mix OSX / Linux
Enable	e Matching ISIX Matching	v (1		
		Activate OS	X POSIX / Unix folder matching to Windows	
Li	inux Matching		•	
		Activate Lin	ux folder matching to Windows	

## Path Matching - Windows to OSX and Linux setup (1 of 2)

The Windows tab will be the Windows paths that you will be matching with.

You will need to 'match' the Path1, Path2, Path3, etc... with the OSX and Linux Path1, Path2, Path3, etc.

So if you put in Windows Path 1= R:\NetRender5\ you could put in the matching path on OSX Path 1:= /Volumes/videodemos/NetRender5/

You can use different folders in each path number where Windows Path 2 = R:\NetRender\_test\_scenes\ OSX Path 2 = /Volumes/videodemos/NetRender\_test\_scenes

Windows to OSX and L	inux path matching
Settings Windows	Linux OSX Posix
Windows M	atch Directories
<ul> <li>Windows Paths</li> </ul>	
(Windows) Path 1	R:\netrender5\. [browse] Enter the Windows Folder 1 (R:WNetRenderW)
(Windows) Path 2	R:\NetRender_test_scenes\ [browse] Enter the Windows Folder 2
(Windows) Path 3	[browse] Enter the Windows Folder 3:
(Windows) Path 4	[browse] Enter the Windows Folder 4
(Windows) Path 5	(browse) Enter the Windows Folder 5
	Ok Cancel

## Path Matching - Windows to OSX and Linux setup (2 of 2)

Up to 7 paths are supported.

As long as you use the root path, you can use any path under the root to match.

So the Windows R:\NetRender5\frames will work because the R:\NetRender5 root path is defined.

**1. Test Windows to OSX** - is used to check the path matching. (you must have setup the OSX paths in the OSX settings tab first)

**2. Test Windows to Linux** - is used to check the path matching from Windows path to Linux. (you muse setup the Linux paths in the Linux tab first)

	Enter the Windows Holder 4	
(Windows) Path 5		
	[browse]	
	Enter the Windows Folder 5	
(Windows) Path 6		
	[browse]	
	Enter the Windows Folder 6	
(Windows) Path 7		
	[browse]	
	Enter the Windows Folder 7	
<ul> <li>Test a Path</li> </ul>		
Test Path:	R:\NetRender5\frames	
	Enter the path you want to test	
Test Windows to OSX	Test Windows to OSX Select this button to test Window To OSX peth	
Test Windows to Linux	Test Windows to 2 Linux Select this button to test Window To Linux path	
		-
		Concel

## Test a Windows to OSX match

This is the output from testing the path

n 7	[browse] Enter the Wadawa Folder 7	
th:	ButterflyNetRender 5       R:\NetRer       Enter the pa       /Volumes/videodemos/NetRender5/frames	
sx	Test Win OS Select this I	
	Test Windows to	

## Path Matching - OSX to Windows setup (1 or 2)

These are the OSX POSIX paths that will match the Windows paths. (The BNR OSX Client has a tool that will allow you to browse to a folder and get the POSIX name used for it)

(Remember the OSX POSXI Path1,Path2, Path3, etc. location must match the Windows Path1,Path2, Path3, etc. Location)

Settings Windows	Linux OSX Posix
Mac OSX S	hared Directories
<ul> <li>OSX Paths (Use the</li> </ul>	is feature to be able to mix OSX and Windows Scene files and OSX Scene files )
(OSX POSIX) Path 1	/Volumes/videodemos/NetRender5
	Enter the OSX POSIX Folder 1 (//olumes/Share/Samba/NetRender/)
(OSX POSIX) Path 2	/Volumes/videodemos/NetRender_test_scenes
	Enter the OSX POSIX Folder 2
(OSX POSIX) Path 3	
	Enter the OSX POSIX Folder 3
(OSX POSIX) Path 4	
	Enter the OSX POSIX Folder 4
(OSX POSIX) Path 5	
	Enter the OSX POSIX Folder 5
(OSX POSIX) Path 6	
	Enter the OSX POSIX Folder 6
(OSX POSIX) Path 7	

# Path Matching - OSX to Windows setup (2 or 2)

1. The test Path can be used to confirm the OSX POSIX path will match in the Windows path.

Windows to OSX and Linux path r	matching	
Enter the O	DSX POSIX Folder 2	<b>_</b>
(OSX POSIX) Path 3		
Enter the O	DSX POSIX Folder 3	_
(OSX POSIX) Path 4	DSX POSIX Folder 4	
(OSX POSIX) Path 5		-
Enter the O	DSX POSIX Folder 5	
(OSX POSIX) Path 6		
Enter the O	DSX POSIX Folder 6	
(OSX POSIX) Path 7	DCV DOCIV Falder 7	
Test a Path		
Test Path: /Volumes,	:/videodemos/NetRender5/frames	
Enter the p	with you want to test	
Test OSX to Windows Windows	DSX to 1	
Select this	button to test OSX To Window path	
		-
	Ok	Cancel

## **Test OSX to Windows**

This is the confirmed match

<ul> <li>Test a Path</li> <li>Test Path</li> </ul>	/Volumes/videodemos/Neti	Render5/frames	
Test OSX to Windows	Enter the path you want to test Test OSX to Windows Select this button to test OSX 1	ButterflyNetRender 5 🔀	
		ОК	•

# Linux to Windows path matching

Linux paths settings used for Path matching for the BNR Linux client.

Settings Windows	Linux OSX Posix	-
LINUX Mate	h Directories	
<ul> <li>Linux Paths - (Use</li> </ul>	this feature to be able to mix Linux and Windows Scene files	
(Linux) Path 1	/share/samba/netrender/	
	Enter the Linux Folder 1 (/Share/Samba/NetRender/)	
(Linux) Path 2		
	Enter the Linux Folder 2	
(Linux) Path 3		1
(2	Enter the Linux Folder 3	-
01 D		_
(Linux) Path 4	Ender the Linux Edular 4	
(Linux) Path 5		
	Enter the Linux Folder 5	
(Linux) Path 6		
	Enter the Linux Folder 6	
(Linux) Path 7		1 🗉
	1	Oh Coursel