Bunkspeed® **Power Boost**

PowerBoost User Guide

BUNKSPEED POWERBOOST

Bunkspeed PowerBoost consists of the **PowerBoost Server** and **PowerBoost Support in Pro and Drive Suites**. PowerBoost is separately licensed, and comes bundled with Bunkspeed Queue and Boost.

PowerBoost lets you upload your Bunkspeed Pro Suite or Drive Suite jobs to a remote PowerBoost Server for processing of your rendering.

PowerBoost Server

If you have an account on a remote PowerBoost Server, then you can upload your Pro Suite and Drive Suite projects to that Server, as described in **PowerBoost Support in Pro and Drive Suites**. The Server will process your job and download the rendering into the *Bunkspeed Content\Images* folder on your PC, by default.

This document provides the following instructions to IT professionals to license and configure a PowerBoost Server:

After you install the PowerBoost Server application on the host server, run the application. In the PowerBoost Server Configuration screen (below), select **Activate Standard License** to activate your license, or **Deactivate Standard Licence** to deactivate it. The license is locked to the host server; floating licenses are not available for PowerBoost Servers.
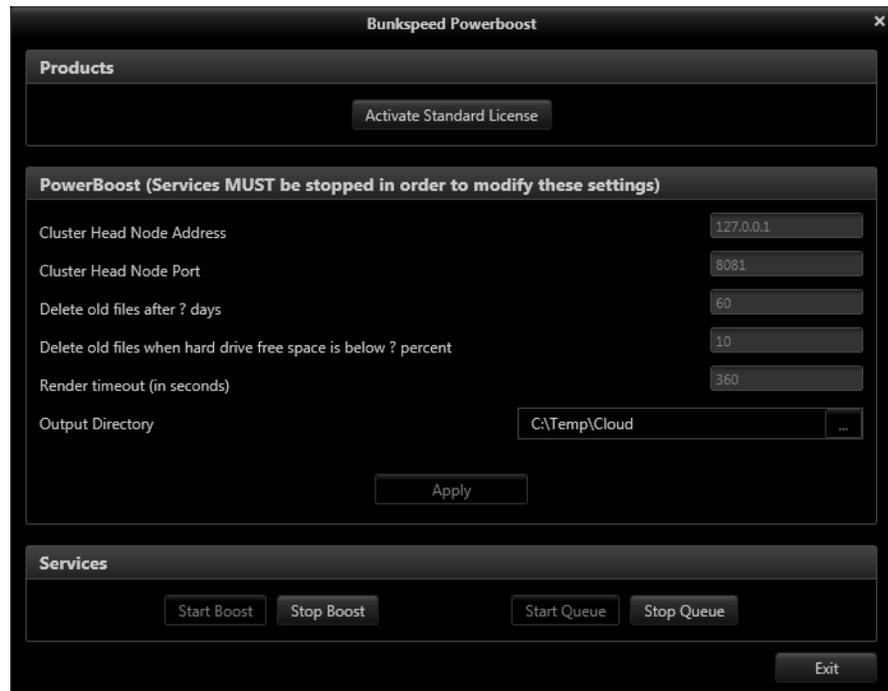
To modify the settings in this Configuration screen, you must first stop the Boost and Queue services using the **Stop Boost** and **Stop Queue** toggle buttons at the bottom of Configuration screen. After you finish changing the following settings for the PowerBoost Server, restart these services.

- **Cluster Head Node Address:** Enter the IP address of the Master PowerBoost Server in your local cluster. (If you have more than one PowerBoost Server installed on your LAN, then one of them needs to be the designated master on the same cluster as the others.) The default IP address is for the machine itself, known as Local hose, at 127.0.0.1. If you are configuring a PowerBoost cluster, then all PowerBoost slave machines must point to the Head Node IP address.

- **Cluster Head Node Port:** This is the port number of the Master PowerBoost Server in your cluster. The default is 8050, but you can change it to resolve port conflicts. Port conflicts are commonly caused by anti-virus software such as McAfee.

- **Delete old files after ? days:** Enter the number of days after which jobs sent to the server should be deleted.

- **Delete old files when hard drive free space is below ? percent:** Enter the percentage of hard drive space below which all jobs saved on the server should be deleted.

- **Render timeout (in seconds):** Enter the time the server will wait until killing a rendering job that's timed out.

- **Output Directory:** Enter the directory on the server where completed renderings should be stored. We recommend that this directory be on a high capacity hard drive or RAID array, especially when many users are sharing a single PowerBoost server.

- **Apply button:** Left-click the Apply button after you have finished modifying the settings above, so as to save and apply your changes.

Edit Menu

The Queue Client now includes the following options in the Edit Menu:

- **Kill Current Render:** Stops the Queue service, flushes all files for the current rendering job, and then restarts the Queue services.

- **Purge Queue:** Deletes all jobs and history from the Queue, and sets all options to default.

PowerBoost Support in Pro and Drive Suites

In Bunkspeed Pro and Drive, you have the option to **Send Jobs to a PowerBoost Server** for rendering. Before you can do so, you must first **Configure Pro or Drive for PowerBoost** so you can connect to the desired Server. Once your job has been uploaded to the target PowerBoost Server, you can manage the job using your local QueueClient (which comes with both Pro Suite and Drive Suite). The next few sections provide instructions for doing these things.

CONFIGURE PRO OR DRIVE FOR POWERBOOST

Before you can send a rendering job to a PowerBoost Server, you must configure your local copy of Bunkspeed Pro or Drive, as follows:

1. In Pro Suite or Drive Suite, select **Tools > Options** from the Main Menu to display the Options dialog box. (Alternative: Press the **Ctrl-K** hot key.)

2. In the Options dialog, display the **Boost Settings tab**. This tab contains options for setting up connection to a remote PowerBoost server on a Cloud you have an account with.

3. In the Boost Settings tab, configure **PowerBoost Options** as follows:

- **PowerBoost Server:** Enter the IP address of the cloud server on which the target PowerBoost Host is running. Obtain this value from your IT manager or Cloud provider.

- **PowerBoost User Name:** Enter your user name for logging into the target PowerBoost Server. The default is your Windows login user name. This name will be used as the basis for name of your account directory on the PowerBoost server.

- **PowerBoost Port:** Retain the default port value of **8050**, unless your Bunkspeed rep or Cloud manager provides with a different value.

4. Left-click **OK** to save your configurations.

SEND JOBS TO A POWERBOOST SERVER

From Bunkspeed Pro Suite or Drive Suite, you can send the open project to a remote PowerBoost Server for rendering. The rendering job can be processed immediately or at a later time of your choosing.

1. First, ensure that you have configured Pro Suite or Drive Suite to access a PowerBoost Server on a Cloud you have an account with. For details, see **Configure Pro or Drive for PowerBoost**.

2. To send the open project for rendering on the target PowerBoost Server, simply enable **Send to Queue** In the Rendering Options dialog box of Pro Suite or Drive Suite. Be sure to select **PowerBoost** as the *Queue Machine*. For detailed instructions, see the separate document entitled, "*Bunkspeed Queue User Guide.*"
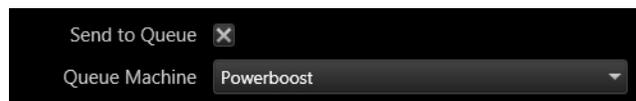
3. You can optionally open your local Queue, and filter by "Remote Jobs," to see their status. You cannot change the order of remote jobs, but you can cancel your job if you choose.

Note: Jobs are processed by your target PowerBoost Server in the order they are sent by all users. Hence, jobs from other users may be ahead of your job in the PowerBoost Queue.

Troubleshooting

Q: My Queue Service won't start, even after attempting to start it in the Queue Client or through Pro or Drive

A: This is primarily caused by one of two issues:

1. Queue is unable to locate a license. To check if this is the issue, navigate to your Start > All Programs > Bunkspeed Folder. Hold the shift key down and right click on Bunkspeed Queue. Choose Open File Location in the RMB context menu. When in this folder, locate a file called "QueueLog.txt" and open it. Scroll all the way to the bottom. The output will mention that a valid license could not be acquired and look something like this:

    ERROR [3] 2012-01-24 14:13:53 - Error acquiring license

While most common in organizations with a floating license setup, this is usually an indication that another user still has the Queue service running, even if it is not processing jobs, it is still consuming a license. That user should stop the Queue service via Tools > Options > Queue in the Bunkspeed Pro or Drive products, which will check the license back in, then make it available for consumption. In this scenario, simply Start the queue service again, after the license is checked back in.

2. A port conflict with another piece of software, usually McAfee antivirus software. To resolve this issue, the port that Queue operates on will need to be changed. First, double check that the Queue service is stopped in Tools > Options > Queue in the Bunkspeed Pro or Drive products. Then, navigate to your Start > All Programs > Bunkspeed Folder. Hold the shift key down and right click on Bunkspeed Queue. Choose Open File Location in the RMB context menu. When in this folder, locate a file called "Bunkspeed.Queue.Server.exe.config" (The .config extension may be hidden and can be shown by allowing file extensions to be shown in the Windows Explorer View options under Folder and Search Options under the Organize file menu in a Windows Explorer Window). Right click on "Bunkspeed.Queue.Server.exe.config" and choose "Edit". This should open up the file in your default text editor. Look for the following section:

```
<setting name="QueueEndpoint" serializeAs="String">
    <value>http://localhost:8050/Queue</value>
</setting>
```

Also update this setting to reflect the new port value:

```
<setting name="PowerboostClusterHeadNodePort"
serializeAs="String">
    <value>8050</value>
</setting>
```

Modify "8050" to "8084", then save the document. (DO NOT MAKE ANY FURTHER CHANGES TO THIS DOCUMENT.)

Next, locate a file called QueueServerConfig.xml and open it in a text editor. Modify the following two lines to match the port number you have selected in the previous step then save the file: (DO NOT MAKE ANY FURTHER CHANGES TO THIS DOCUMENT.)

```
<http-port>8050</http-port>
<queue-endpoint>http://localhost:8050/Queue</queue-endpoint>
```

Finally, navigate to `C:\Users\Your User Name\AppData\Local\Bunkspeed`. Locate and open SharedSettings.xml in notepad or similar text editor and verify that the following line also matches the port number you specified in the previous two steps: (If it isn't already, update it and save the document)

```
<local-queue-port>8050</local-queue-port>
```

*If you have configured a PowerBoost server to operate on a different port using the instructions above, on each client machine connecting to the machine, verify that the following line also matches the port that you set PowerBoost to operate on:

```
<powerboost-port>8050</powerboost-port>
```

With this done, you may close all windows, launch Pro or Drive and in Tools > Options > Queue, Start the Queue Server again.

Q: I Fear that there is an old job stuck in the Queue that is preventing new jobs from rendering.

A: As long as it is ok to lose the job that is presumed stuck, then the best thing to do in this scenario is to clear the Queue Server. To do this: First stop the Queue Service via Tools > Options > Queue in Pro or Drive. Next, navigate to `C:\Temp` and delete the folder called "Cloud". Finally, Launch Bunkspeed Pro or Drive and re-start the Queue Service in `Tools > Options > Queue`.

Q: I have jobs in my Queue client that refuse to go away after i remove them or "Clear Completed"

A: To manually purge the list of jobs in the Queue client, first, close the Queue Client if it is open. Next, navigate to `C:\Users\Your User Name\AppData\Local\Bunkspeed`. Locate and open SharedSettings.xml in notepad or similar text editor. Remove the following highlighted encrypted lines ONLY, leaving the <queued-jobs> </queued-jobs> brackets:

```
<queued-jobs>
<queued-job server="http://localhost:8050">20fba11e-763d-41b7-
    80cd-a7588c04e4d7</queued-job>
<queued-job server="http://localhost:8050">20fba11e-763d-41b7-
    80cd-a7588c04e4d8</queued-job>
<queued-job server="http://localhost:8050">20fba11e-763d-41b7-
    80cd-a7588c04e4d9</queued-job>
<queued-job server="http://localhost:8050">20fba11e-763d-41b7-
    80cd-a7588c04e4d2</queued-job>
</queued-jobs>
```

Save and close the SharedSettings.xml file. You can then resume sending jobs to the Queue.