

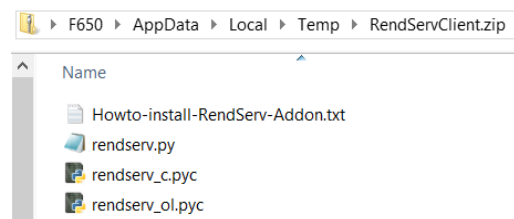
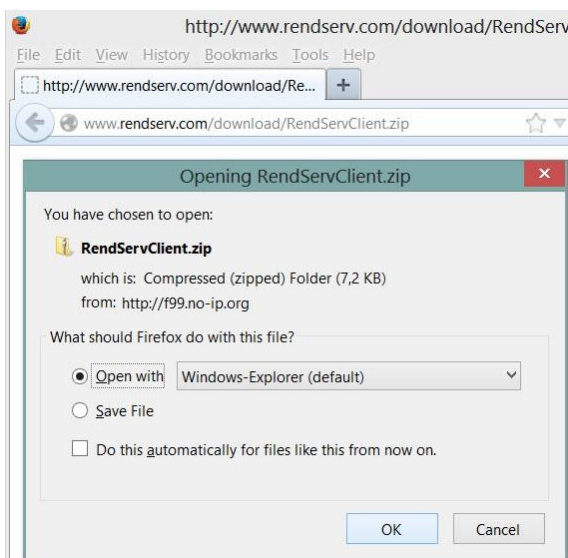


## How to install the RendServ addon for Blender

This describes how to install the RendServ Addon for Blender, Version 2.68a - R58537 - 32 bit on a Windows8 64 bit PC using Firefox 24.0. The procedure for alternative systems should be similar. If you don't already have, you can obtain Blender from: <http://www.blender.org/download/> and Firefox from: <http://www.mozilla.org/de/firefox/new/>.

### Step 1 (download)

Download the Addon ZIP package from <http://www.rendserv.com/download/RendServClient.zip> and unzip the content. This will create a subdirectory „RendServClient“ with some .py and .pyc files in it.

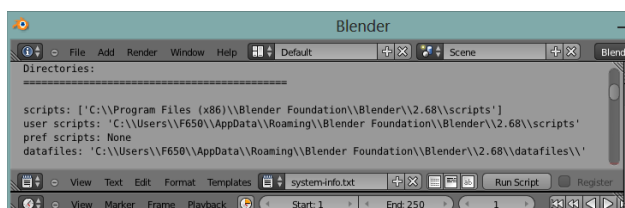
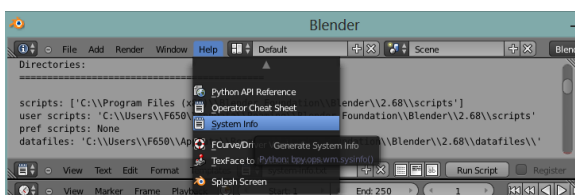


### Step 2 (copy files)

Copy the 3 files into the „right“ scripts/addons folder. Yes, where is it.

Step 2.1 locate the right scripts folder

- Open your blender version.
- In the topmost panel, click Help, then System info.
- Then, in the panel off the biggest window, select „Text Editor“ as editor type.
- Then, click on the notepad-like button on this panel and select „system-info.txt“
- Browse down, where it reads „Directories:“
- Browse further, where the first time it reads „scripts:“



At this location, there can be multiple folder names. Probably the first one is „the one“:



C:\Program Files (x86)\Blender Foundation\Blender\2.68\scripts

Your actual folder could differ from this default folder (depending on your version and installation), but not too much. By choosing this folder, the installation of the RendServClient would be system-wide.

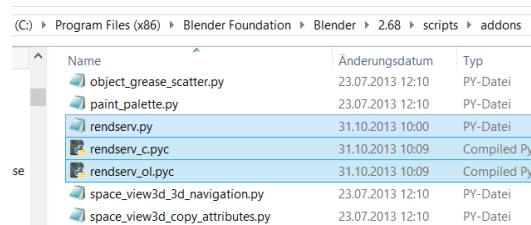
## Step 2.2

Note install folder and name of the files in case you want to undo installation. There is no automated procedure. However, at the moment all rendserv addon files are named „rendserv...“, so you can locate and remove them by hand easily.

## Step 2.3

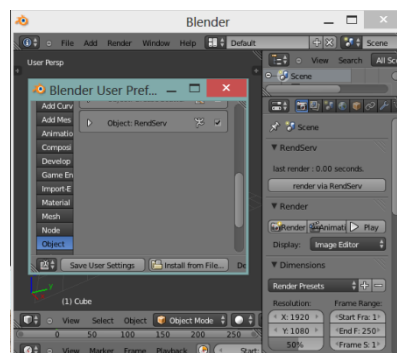
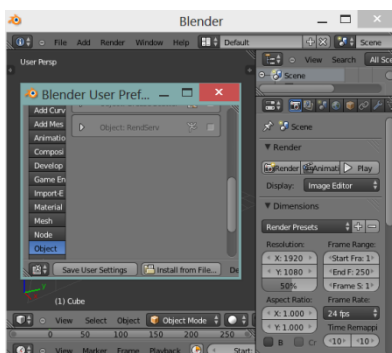
Really copy the files, into the subfolder „**addons**“, i.e.:

C:\Program Files (x86)\Blender Foundation\Blender\2.68\scripts\addons



## Step 3 (enable+customize)

- Quit Blender.
- Open Blender again.
- Select File > User Preferences > Addons.
- Select „Categories: Object“. (If not there, try „User“ or „All“)
- Mark „Object: RendServ“.
- (Now, in the properties window, under „Render“ at the bottom, the RendServ panel shows up. But you probably have to scroll up the panels to see it.)
- Click „Save User Settings“ (or aka „Save As Default“)
- With the rippled handle at the upper right corner of the panel, move the RendServ panel, where you want it (probably up to the top).
- Click File > Save Startup File





## Step 4 (first use)

- Open your .blend file, or save a new one with filename
- Click on Properties > Render > RendServ > “render via RendServ”
- The info panel should read like „RendServ done. 2.37 seconds.“ And the RendServ panel displays „last render: 2.37 seconds“ (or whatever seconds it takes)
- In a window, you select UV/Image Editor
- In the UV/Image editor, you select „RendServ image”
- It's suggested to save the .blend file now as it is. This will show up the „RendServ image” immediately after loading and rendering.



Note for 2013-10-31:

At the time, there are a number of error messages not considered or handled correctly. Try to re-render one or two times to work around this.