

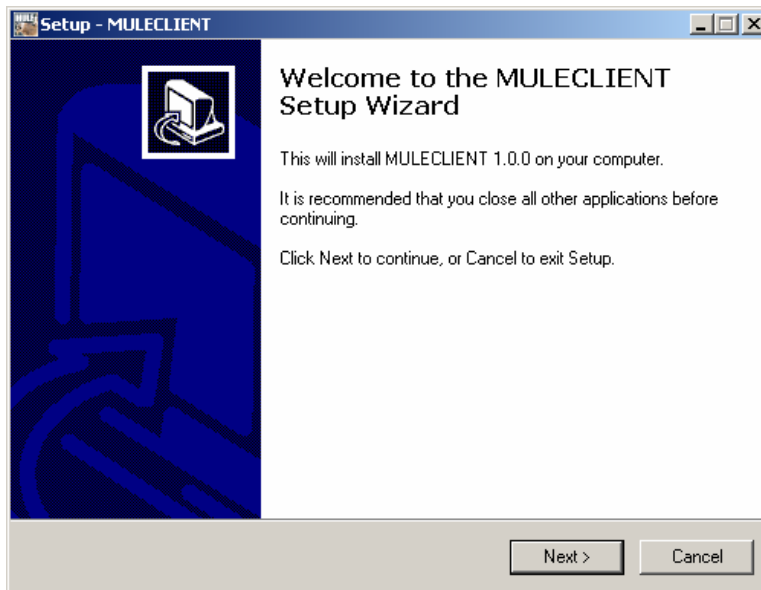
MULECLIENT V1.0.5



MULECLIENT

- Processor
 - Pentium III 500 MHz+
- Memory
 - 128MB+
- Supported Operating Systems:
 - Microsoft Windows 2000 Professional
 - Microsoft Windows 2000 Server
 - Microsoft Windows 2003 Server
 - Microsoft Windows XP Home Edition
 - Microsoft Windows XP Professional Edition
- Additional Software
 - .NET Framework 1.1 or higher
 - Direct X 9.0 or higher

Installing MULECLIENT



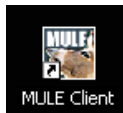
Installing the MULECLIENT is a very easy process. Simply run the MULE_Client_Install.exe file and follow the steps provided in the Setup Wizard. By default, the MULECLIENT installation will place a MULECLIENT Icon on your desktop as well as a Program Files folder named "MULE".

NOTE: If you are logged on to your system with a user that does not have Administrative privileges, make sure that the installation directory for MULECLIENT is granted write privileges.

Starting MULECLIENT

MULECLIENT can be started in one of three ways:

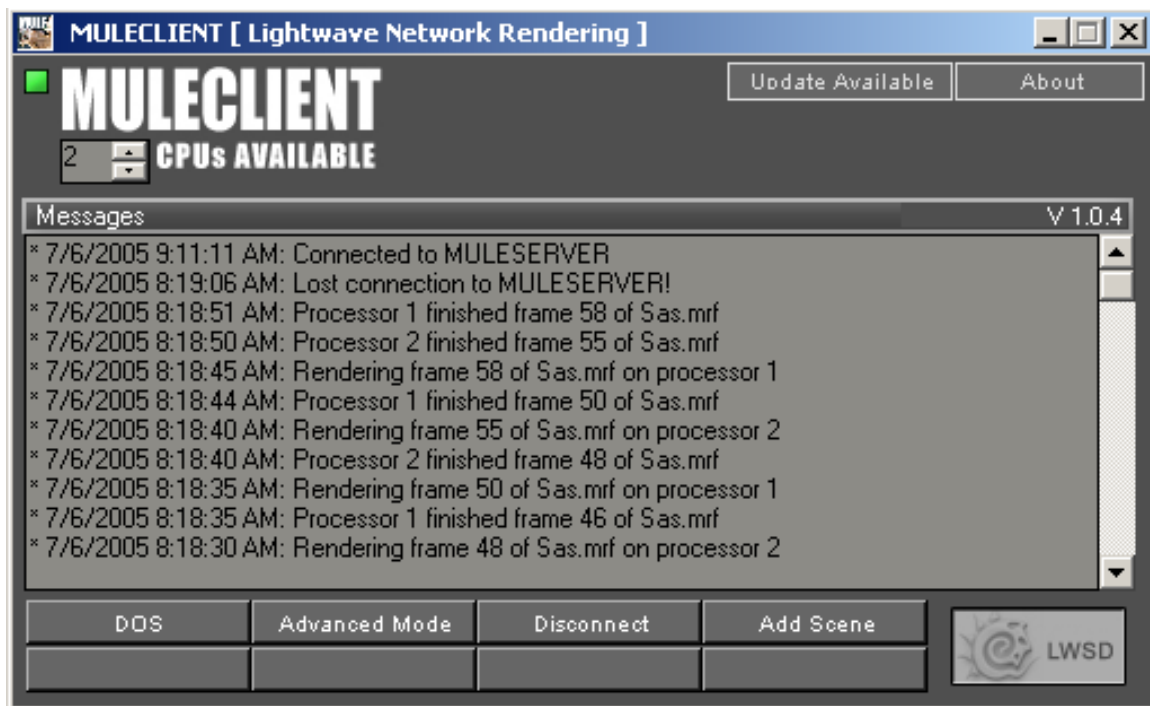
1. Double clicking on the MULECLIENT desktop icon.



2. Selecting MULESERVER from the Program Files directory in the Start Menu.
3. Double clicking the MULE_Client.exe file from the MULECLIENT installation directory. (The default directory is C:\Program Files\epicsoft\MULE\MULECLIENT)

When launched, the MULECLIENT will display its Main Interface.

Main MULECLIENT Interface



The Main MULECLIENT Interface is composed of controls used to display the current status of the MULECLIENT, Connect to a MULESERVER, and add Scenes to a MULESERVER when connected. The MULECLIENT is designed to be self-sufficient and require no user interaction, if desired.

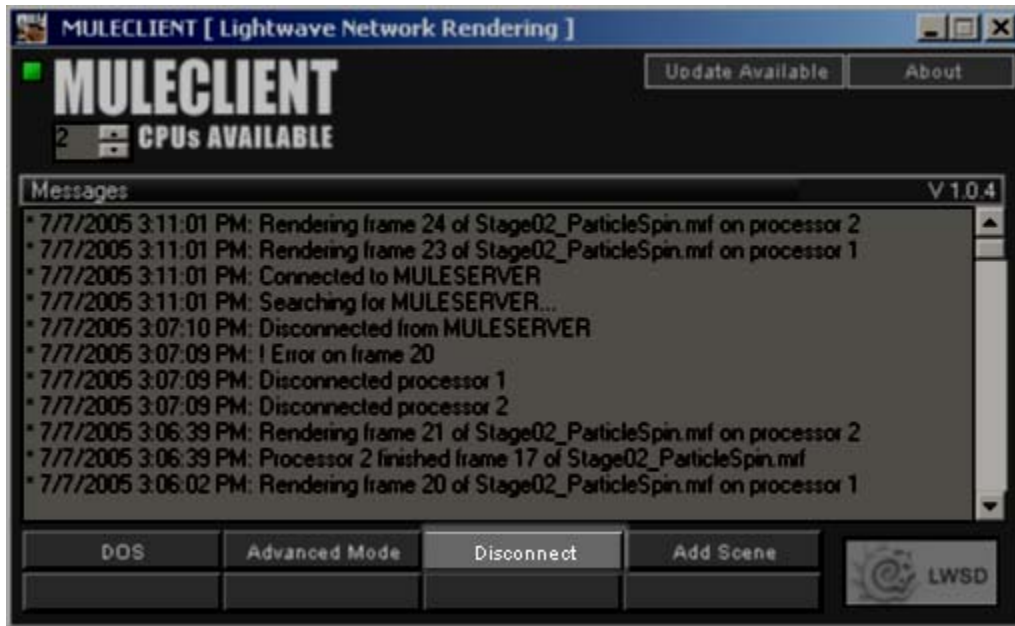
Connecting to a MULESERVER

When a MULECLIENT is running on a network that has an active MULESERVER, the MULECLIENT will automatically connect to the MULESERVER upon startup. If you have manually disconnected from a MULESERVER (see "Disconnecting from a MULESERVER"), you can select the "Connect" button to re-connect to that MULESERVER as shown below.



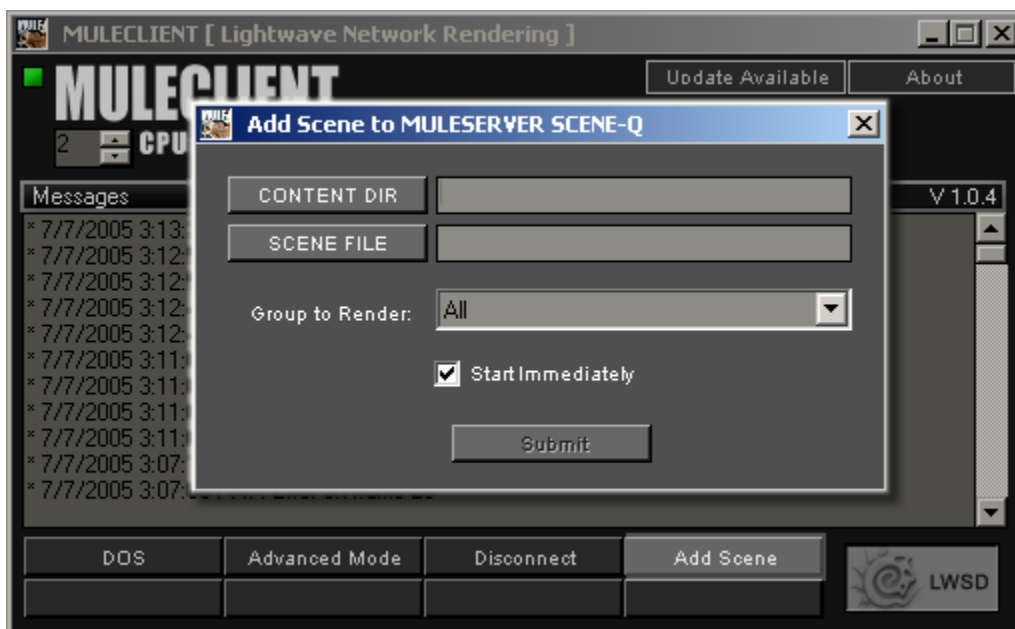
Disconnecting from a MULESERVER

If the MULECLIENT is connected to a MULESERVER, it is possible to disconnect from that MULESERVER by selecting the “Disconnect” button as shown below. Disconnecting from a MULESERVER will cause all frames currently rendering on the MULECLIENT to terminate.



Adding a Scene to the MULESERVER SCENE-Q

When the MULECLIENT is connected to a MULESERVER, the “Add Scene” button will be enabled, allowing a scene to be added to the MULESERVER’s SCENE-Q directly from the MULECLIENT. Selecting the “Add Scene” button will launch the “Add Scene” dialog as shown below.

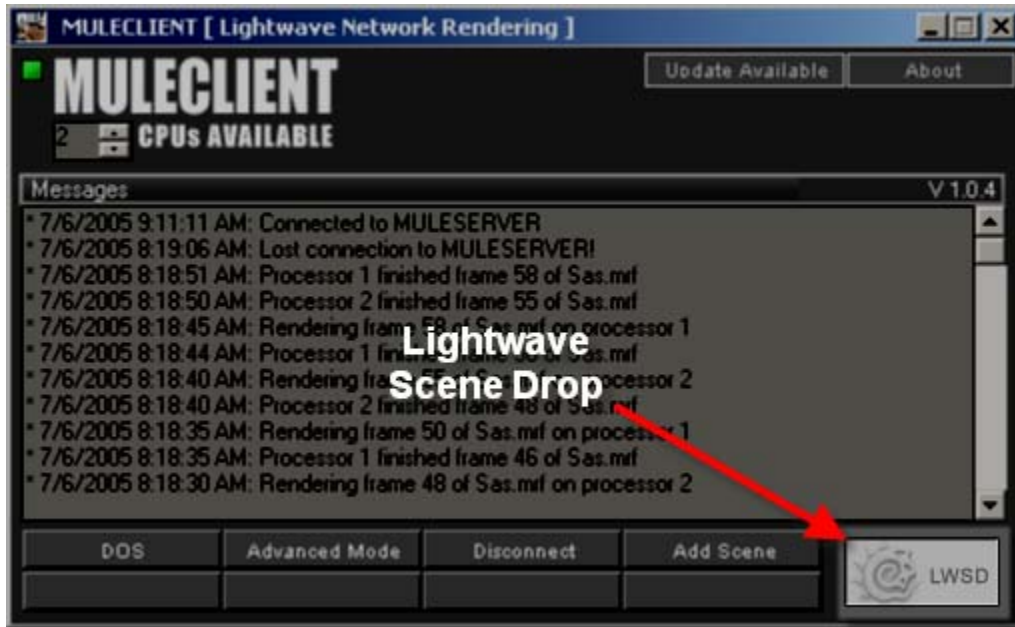


Within this dialog, a scene’s content directory and location may be specified, along with a render group selection and an option to start rendering the scene immediately upon submission.

NOTE: A submitted scene will not start immediately if the MULESERVER encounters an error starting the scene. A description of such an error will be displayed in the Messages window when it is encountered.

Adding a Scene to the MULESERVER SCENE-Q using Lightwave Scene Drop Icon

It is possible, when currently connected to a MULESERVER, to add a scene to the MULE SCENE-Q by dragging and dropping the scene from Windows Explorer into the Lightwave Scene Drop Icon on the Main MULE Interface.



Once you have released the scene file, the MULECLIENT will retrieve the current Render Groups from the MULESERVER and display the "Add Scene" dialog as in the previous section.

When a scene is added using the Scene-Drop feature, MULE will attempt to automatically detect the scene's content directory. To complete the submission of the scene to the SCENE-Q, simply verify that the content directory is correct, select a group to render to, and select "Submit".

Specifying the Number of CPUs



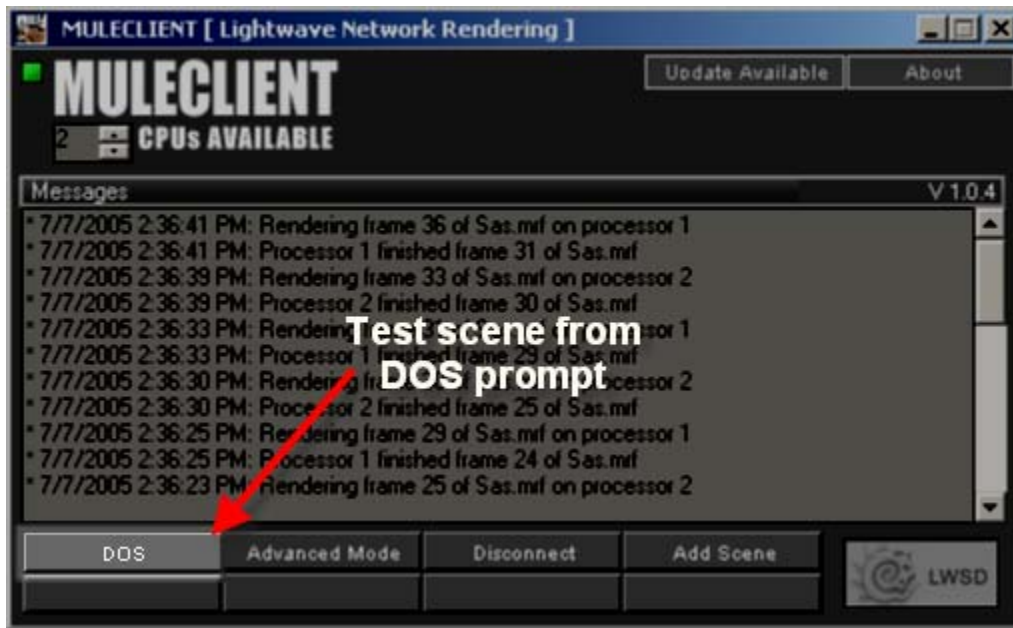
When running MULECLIENT on a system with more than 1 processor, it is possible to choose whether you would like to render using 1 or 2 processors by using the "CPUs Available" number selection. If a MULECLIENT with 2 processors is connected to a MULESERVER, the second processor will display as a connected system in the MULESERVER, with the same name as the first processor plus a "-2".

MULECLIENT Information Buttons



When MULECLIENT is running on a system that has an Internet connection available, the MULECLIENT information buttons will become active. The first button, "Update Available", will become active if there is an update to the MULECLIENT program available for download. The second, "About" button displays information about the MULECLIENT program.

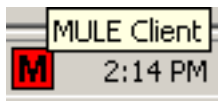
MULECLIENT DOS Prompt Window



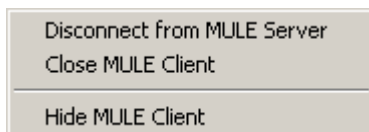
If a frame rendered in a MULECLIENT did not load or render correctly, it is possible to view any errors with the scene render by clicking on the MULECLIENT DOS Prompt button, which will launch a render process from the DOS prompt. By watching this process, it is often possible to determine the reason a MULECLIENT is generating an error.

MULECLIENT System Tray Icon

When the MULECLIENT is started, a MULECLIENT icon will automatically appear in your computer's system tray.



This icon can be right-clicked to bring up a menu which can execute several functions of the MULECLIENT:



- **Connect / Disconnect From MULESERVER:** This option will cause the MULECLIENT to either begin searching for a MULESERVER in the local network (if currently disconnected) or disconnect from a MULESERVER (if currently connected).
NOTE: Disconnecting from a MULESERVER DOES NOT cause the MULECLIENT to abort current renders.
- **Close MULECLIENT:** Closes the MULECLIENT program and aborts any current renders.
- **Show / Hide MULECLIENT:** Shows or hides the Main MULECLIENT Interface, depending on the current visibility of the interface.

Advanced Mode

When a MULECLIENT is connected to a MULESERVER, it is possible to enter “Advanced Mode” by selecting the “Advanced Mode” button. Advanced mode allows the MULESERVER’s SCENE-Q to be accessed in a read-only mode directly from the MULECLIENT as shown in the image below.



As MULE scenes are rendered, the progress of all scenes will appear in the MULECLIENT’s SCENE-Q, just as they do on the MULESERVER.