

# Additional Menu Items

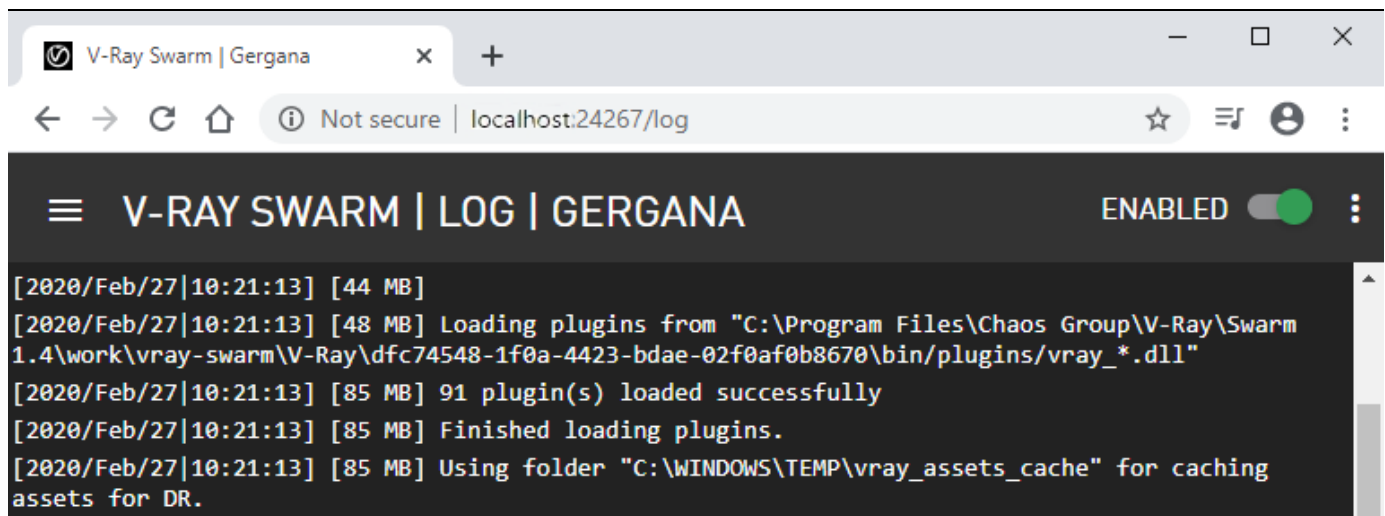
This page provides information on the some of V-Ray Swarm's additional menu items.

## Overview

The following menu items are part of the V-Ray Swarm web interface. These items can help you with troubleshooting errors, tracking resource usage, and version information.

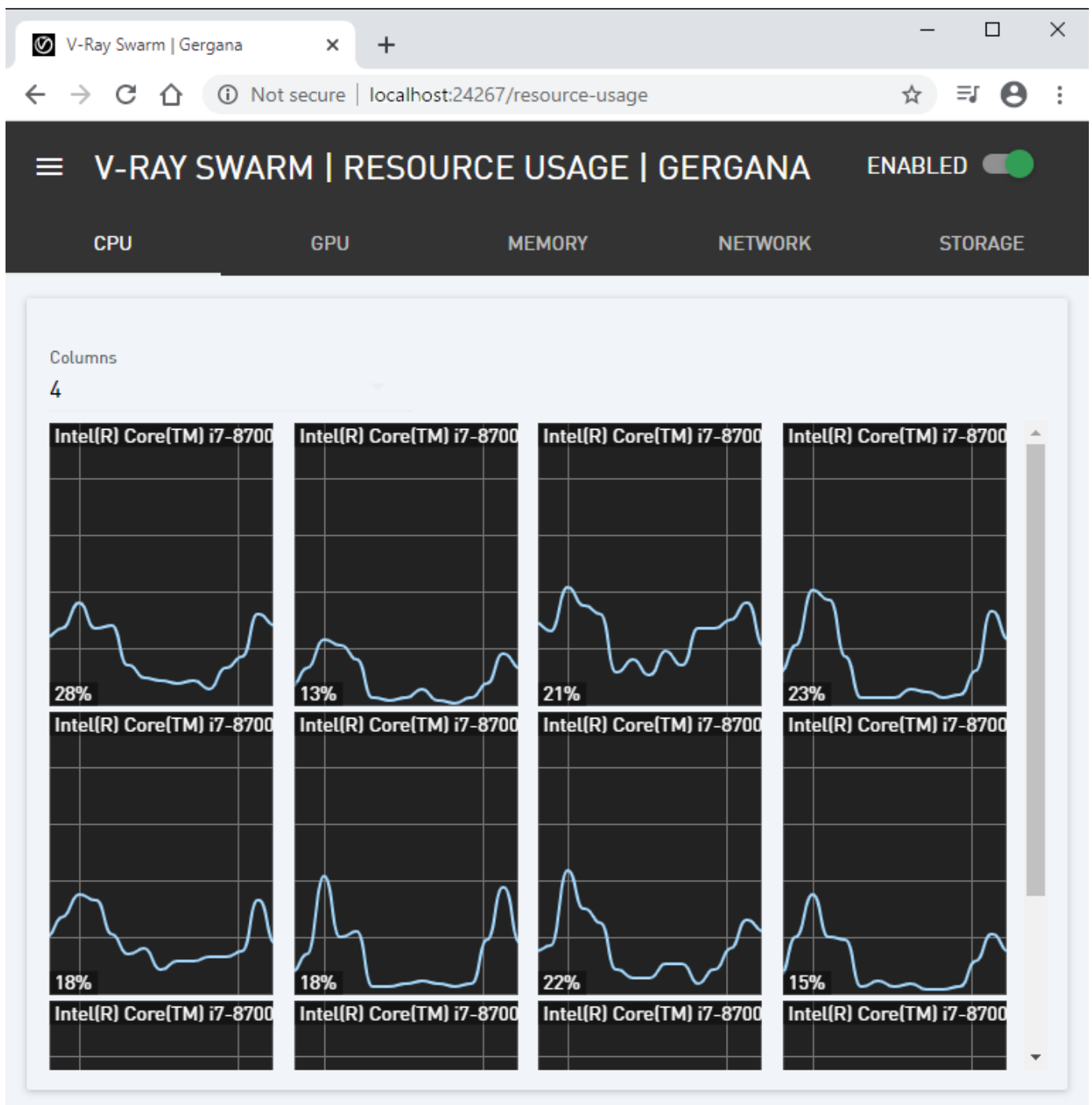
## Log

The log page can be accessed by typing [http://\[IP\\_ADDRESS\]:24267/log](http://[IP_ADDRESS]:24267/log) or from the V-Ray Swarm Menu. The Log page displays V-Ray Standalone render log. It is very useful when troubleshooting V-Ray Standalone crashes and errors. When the machine's status become **UNSTABLE** this page can provide useful information regarding the problem.



## Resource Usage Page

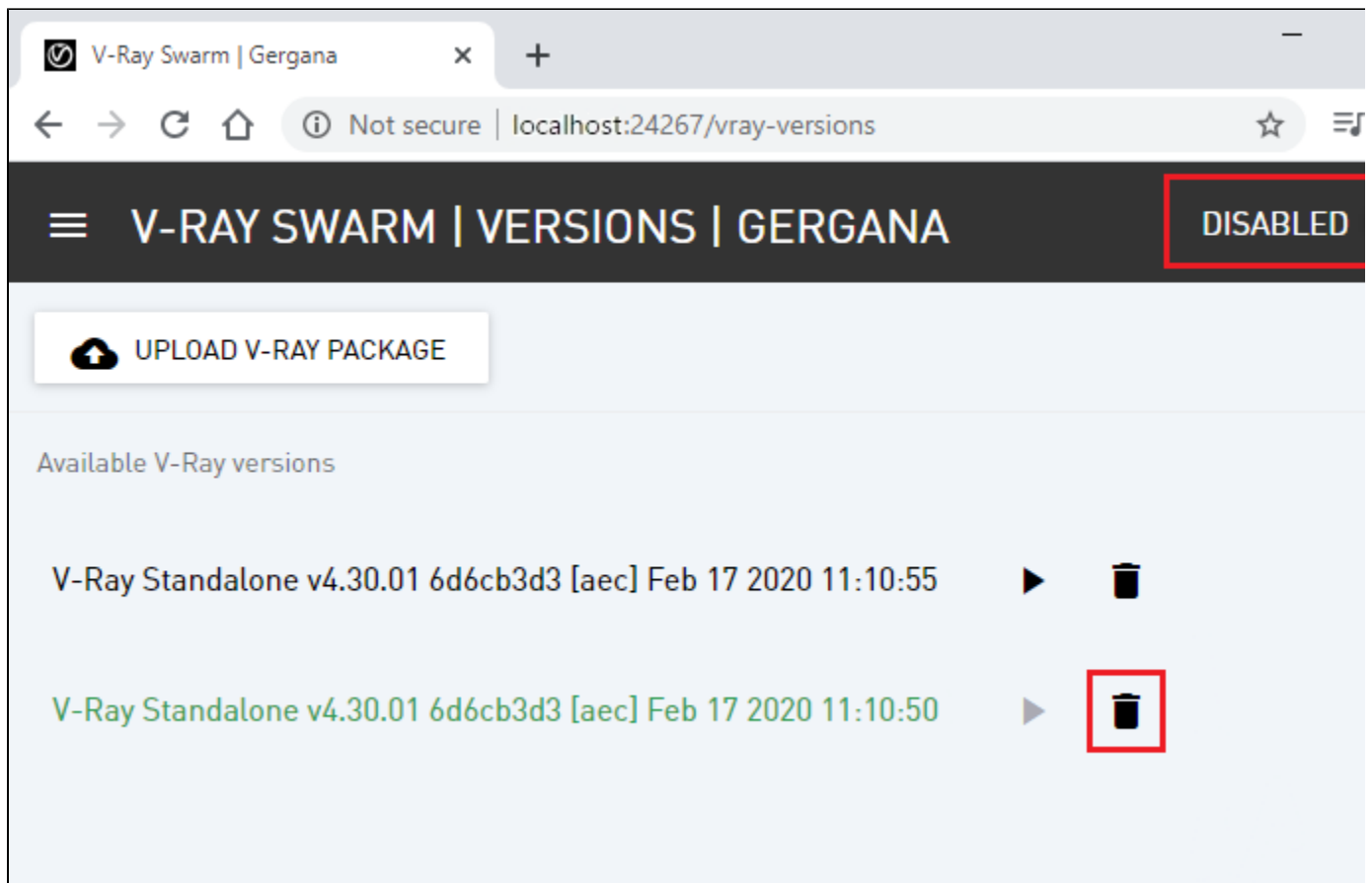
The page [http://\[IP\\_ADDRESS\]:24267/resource-usage](http://[IP_ADDRESS]:24267/resource-usage) displays informational graphs of the machine's usage for CPU, GPU, Memory, Network load and Storage in real time.



## Versions

The Versions page can be accessed by typing [http://\[IP\\_ADDRESS\]:24267/vray-versions](http://[IP_ADDRESS]:24267/vray-versions) or from the V-Ray Swarm Menu. There, the uploaded V-Ray Standalone builds are displayed under **Available V-Ray versions**. There can be more than one, depending on the V-Ray builds currently installed and used for rendering within 3D applications. If the Workstation needs a V-Ray build different from the one/s the machine already has, it will be uploaded and started for rendering the job. V-Ray Swarm will upload the needed builds automatically and will ensure that all the render nodes use the same V-Ray build while rendering a job.

The builds can be deleted manually by clicking on the trash icon next to the V-Ray build. Note that V-Ray should be disabled before the deletion.

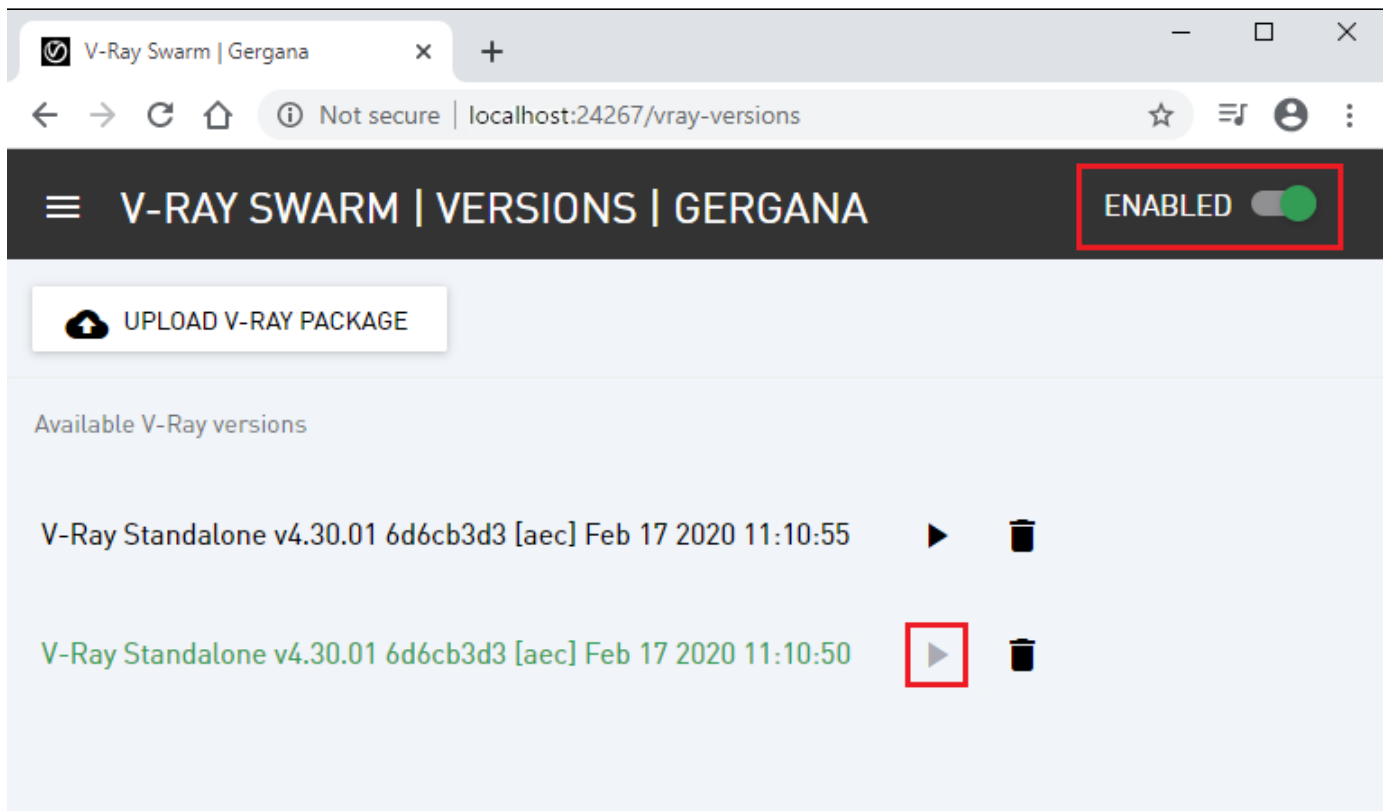


The **Upload V-Ray Package** option allows you to manually upload V-Ray Standalone builds. Note that only the builds that are shipped with the V-Ray plugin for SketchUp, Rhino, and Revit can be uploaded. Such builds are compressed and can be found in the folder C:\Program Files\Chaos Group\V-Ray\V-Ray for [3D application]\vrayappsdk on a machine where V-Ray plugin is installed. Note that for the different OS platforms, there are different V-Ray builds:

OS	Build
Windows	<i>appsdk-win-[V-Ray_Build_number].7z</i>
Linux	<i>appsdk-linux-[V-Ray_Build_number].tar.xz</i>
Mac OSX	<i>appsdk-mac-[V-Ray_Build_number].tar.xz</i>

## Manual Selection of V-Ray versions

This feature is used and useful only for debugging, to run a specific version of V-Ray standalone on the specified machine. When used from Revit/Rhino/SketchUp V-Ray Swarm still starts the proper V-Ray Standalone version automatically.



To select a specific version of V-Ray just click on the "Play" button. You can verify that the correct version is started in the V-Ray Swarm's "Log" page.

## About

The About page can be accessed by going to [http://\[IP\\_ADDRESS\]:24267/about](http://[IP_ADDRESS]:24267/about), or from the V-Ray Swarm Menu. Here the V-Ray Swarm version is displayed, and you can also view the Changelog, End User License Agreement, and the list of open-source software used in V-Ray Swarm.

