
What's new

Muster 5

Virtual Vertex

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Code credits:

Muster uses a subset of the OpenSSL security library.

Licensing and code available from <http://www.openssl.org>

Muster uses the sqlite inprocess database.

Licensing and code available from <http://www.sqlite.org>

What's new in Muster 5

Muster 5 is Virtual Vertex evolution to renderfarm management systems.

The present document explains new features and improvement since version 4.X. We strongly suggest users of previous versions of Muster to carefully read the following list to learn basic differences and changes in the workflow/interface.

- Enterprise in mind: Muster 5 has been designed to be scalable and fully fault-tolerance. Apart from bandwidth usage, the dispatcher process can easily handle up to 10000 external hosts with a small impact on the cpu usage.
- Dispatcher/renderclient/mrtool modules rewritten from scratch using a proprietary cross platform library. The modules are built from the same code base, users can now expect the same behaviours across every platform (Windows, Linux and OS X) and enjoy the dispatcher on linux and macintosh hosts.
- Multi threaded 64 BIT ready code base. The dispatcher engine is a multi-threaded process allowing dual-core systems to take full advantage of the available cpu power. The code base has also been written with 64 BIT platforms in mind for optimal performances.
- Persistent data storage done on SQL databases. The queue status as well as the general dispatcher configurations are now stored inside an SQL in-process database (**sqlite**). The change allows users to configure the dispatcher to store data on an external **mysql** database installation. In both configuration, is now possible to access the database interactively and perform queries as well as insertions during the regular dispatcher usage.
- Enhanced mrtool: The Muster command line client has been enhanced with several new features.
- Template based process support: Muster no longer implements the logic for external packages directly inside the code. Instead it now implements a simple and powerful macro scripting language to describe how to interact with external packages. The macro scripting also allows users to freely customize the submission dialogs, the preset dialogs and bind custom attributes to every kind of process. User jobs and custom jobs are now deprecated.
- Enhanced web server: The new web interface of Muster 5 is closer to Muster explorer itself. Built using AJAX philosophy it now allows submissions and management easier than before. The web pages themselves are rendered from template files, this allows users to customize the appearance and the behaviour of the web server itself on a per user basis.

- New user management system: In previous versions, the user management was performed simply by checking the local login name against an internal user lists. The new version includes an integrated user management system. This allows users to customize rights, defines custom submission environment using user-side submission paths and define custom web templates.
- New paths logic: The new substitution path logic allows the definition of each path from a “Dispatcher” point of view. Each path transmitted to end users/clients is transformed according to the platform, the general submissions configuration and the user configuration. This allows users to work from multiple locations with different mount paths seamless.
- Enhanced mailing system: Muster 5 includes an enhanced mailing component that allows to send mail notification on a per job basis to single users and/or specific mailing lists.
- Integrated processing history: Through the web server, users can browse the internal dispatcher history, export the data to an Excel file or read it directly from the DB. The history includes every packet, even the aborted ones, to allow the built of complex reports about your renderfarm usage and performances. The queue export from Muster explorer is deprecated.
- Queue snapshots now output standard SQL queries.
- Environmental variables: Through the use of the templates, users can configure a custom environment for the processes. Environmental variables can be derived from system wide settings as well as configurable through the management console.
- Increased default engines support: Muster 5 comes with support for the following engines:
 1. Maya 6+ Software rendering, Mental ray integrated rendering, Vector rendering, Hardware rendering, File layer rendering, Turtle, Integrated Renderman. Image slicing is available for software rendering, integrated Renderman, integrated Mental Ray.
 2. 3D Studio Max release 7 or greater
 3. Cinema 4D release 9 or greater
 4. Softimage XSI
 5. Lightwave 3D release 6 or greater
 6. Shake release 2.5 or greater
 7. Digital Fusion
 8. Combustion
 9. Alias Studio
 10. Adobe After Effects
 11. Mental Ray standalone using multiple or single .mi files

Further information can be gathered reading the Muster 5 user/reference manual. Support as available at vsupport@vvertex.com