

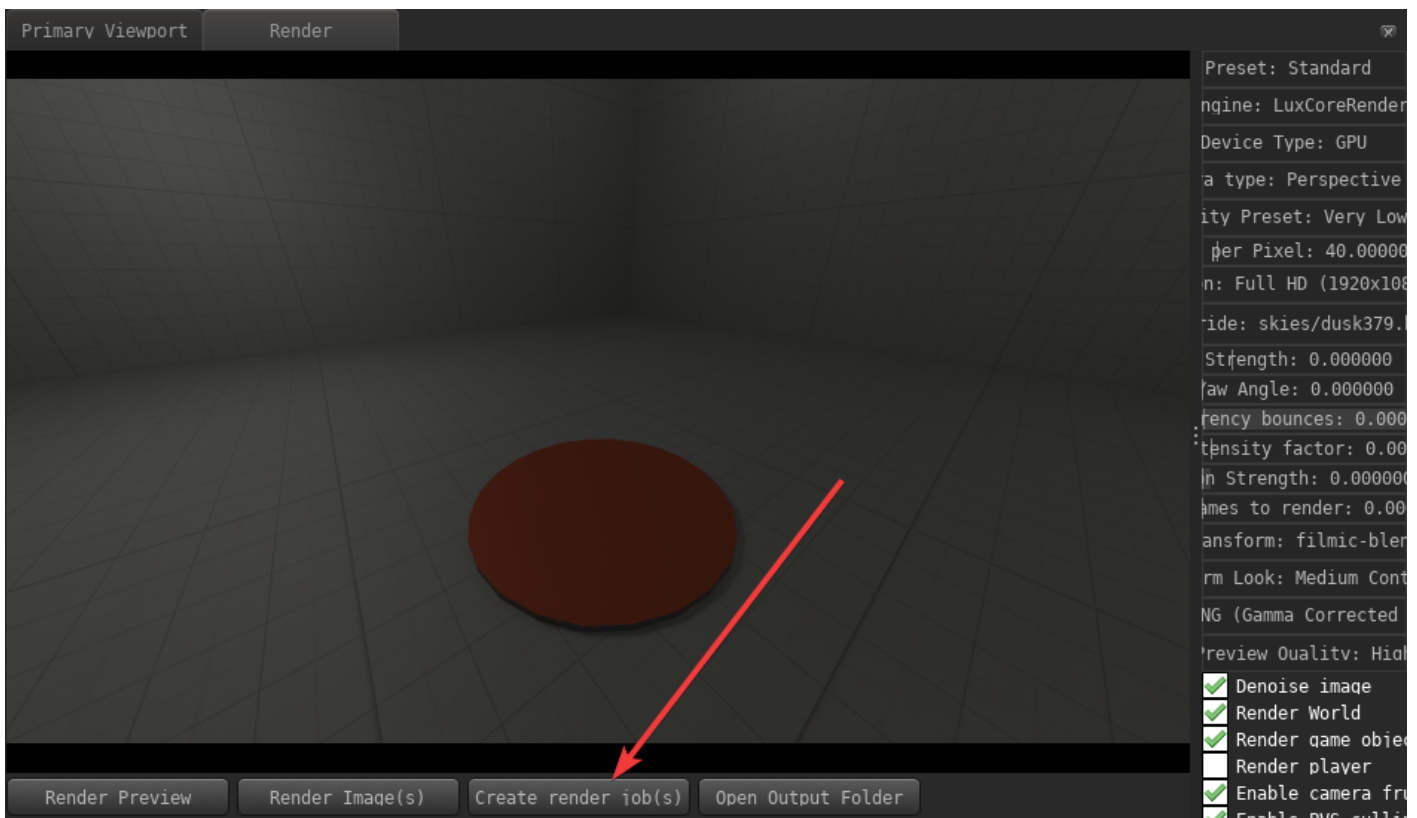
# External Render Tool

While it's possible to render images directly in the Filmmaker, it is not recommended for final renders or animations. You can use the external render tool instead, which has the following advantages:

- It's much faster than rendering directly in Pragma (since more GPU resources are available if Pragma is not running)
- You don't have to keep Pragma running in the background during the render process
- You can keep working on projects without affecting the rendering
- If Pragma crashes, the render will continue
- You can use both your CPU and GPU simultaneously when rendering animations
- You can cancel it any time, frames that have already been rendered will not be lost (except for the current one)

To use the external rendering tool, follow these instructions:

1. Launch PFM like usual and load your project
2. Switch to the "Render" tab
3. Instead of clicking "Render Image(s)" to render your images, click the "Create render job(s)" button



Once the render jobs have been generated, an explorer window should open with a bunch of ".prt"-files, a "cache" directory (which contain all of the information needed to render your images), as well as a "render.bat". To start the render, simply double-click the .bat-file, which should open a black console window. Pragma is no longer required at this point and can be closed.

The images will be rendered one after another and placed in the same directory as the ".prt"-files. Once all images have been rendered you can remove all of the .prt-files, as well as the "cache" directory, as they are no longer required.

# Commands

TODO

pause

resume

stop

preview

suspend

export

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