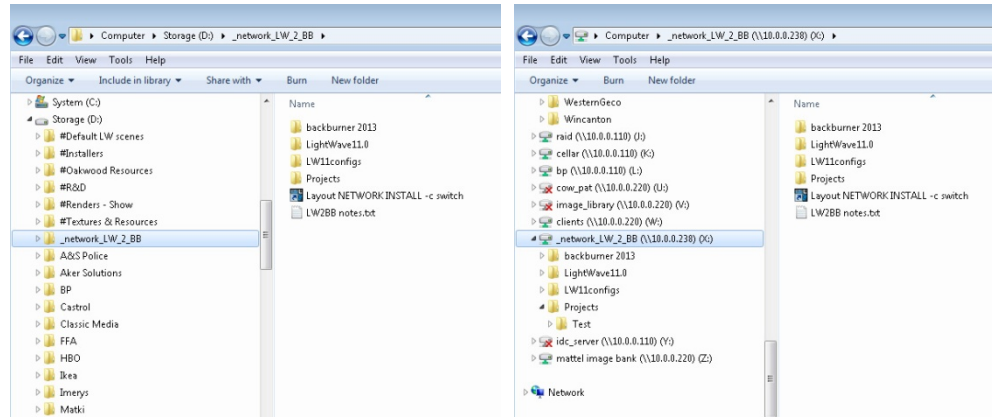


## Notes on using LW2BB script - Jim Meston

### Setting up the network install for LW2BB

The following, is one method to set up the network install from scratch and to ensure the paths are correct.

1/ Copy over the daily use install (usually "C:\Program Files\NewTek\LightWave11.0") to a new folder that will be used as a mapped network drive.

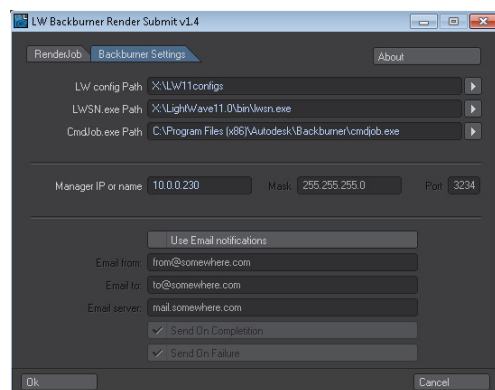


2/ Setup a mapped network drive, and map the drive on all machines (use the same name on each machine). [Sometimes mapped drives can be slow to register on boot up, so get your IT person to sort that, not a major issue, but can cause delays.]

2/ Now set up a LW shortcut directed to use configs from a user defined path using the -c switch. e.g. "X:\LightWave11.0\bin\Layout.exe -c"X:\LW11configs"

3/ Run the shortcut, and scan the network folders LW plugins folder. (via edit plugins)

4/ Close LW. This will create the correct configs in the correct place (Ensure this path is correctly entered into LW2BB)



## **General Workflow**

1/ Save project to mapped drive projects folder (any folder on mapped drive will do). It is probably best to 'package scene' as this should make the paths to scene images and objects correct.

2/ Load packaged scene ...Ensure that Scene Content directory is set to mapped drive location... Not local directory location.

3/ Ensure image save path is set to mapped drive project. Not local project, or renderfarm cant save files.

4/ Resave scene.