

# Introduction

A la base CGRU / AFANASY est un projet open source de gestion des rendus.

Nous avons effectué pour Madlab ce que l'on appelle un Fork (Une version modifiée du logiciel open source)

Accessible à cette adresse: <http://172.31.10.94:51000/>

The screenshot displays the AFANASY web interface. The top section shows a 'Jobs' table with columns for Job Name, User, Progress, Status, Execution Time, and various timestamps. Below it is a 'Rendus' table with columns for ID, Name, User, Status, System, IP, MAC, and various timestamps. The interface includes a navigation bar at the top and a sidebar on the left.

Nom du job	Utilisateur	Progrès	Statut	Temps d'Exécution	Temps de Rendu	Date/Heure de Création	Date/Heure de Lancement	Date/Heure de Fin	Capacité	Priorité	Détails
Abraça ABR_118 SC_061 ver: 9 CP_01 - Top-RENDER_NODE - harmony	charlotte.bousselier	0%	Terminé	00:01:19	sum: 1.15m   average: 1.15m	2019/05/10 17:20:44	2019/05/10 17:20:49	2019/05/10 17:20:58	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_118 SC_115 ver: 7 CP_02 - Top-RENDER_NODE - harmony	raphaëlle.ranson	0%	Terminé	00:01:16	sum: 1.16m   average: 1.16m	2019/05/10 17:40:29	2019/05/10 17:40:29	2019/05/10 17:40:40	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_118 SC_113 ver: 8 CP_02 - Top-RENDER_NODE - harmony	charlotte.bousselier	0%	Terminé	00:03:58	sum: 13.50m   average: 13.50m	2019/05/10 17:50:18	2019/05/10 17:50:22	2019/05/10 18:04:30	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_118 SC_097 ver: 8 CP_01 - Top-RENDER_NODE - harmony	charlotte.bousselier	0%	Terminé	00:12:22	sum: 12.22m   average: 12.22m	2019/05/10 17:26:52	2019/05/10 17:26:57	2019/05/10 17:39:19	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_107 SC_013 ver: 14 CP_01 - Top-RENDER_NODE - harmony	charlotte.bousselier	0%	Terminé	00:01:04	sum: 1.04m   average: 1.04m	2019/05/10 17:41:25	2019/05/10 17:41:29	2019/05/10 17:42:33	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_107 SC_013 ver: 14 CP_04 - Top-RENDER_NODE - harmony	drotsch	0%	Terminé	00:00:24	sum: 24s   average: 24s	2019/05/17 23:46:48	2019/05/17 23:46:55	2019/05/17 23:47:19	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_118 SC_229 ver: 10 CP_02 - Top-RENDER_NODE - harmony	raphaëlle.ranson	0%	Terminé	00:18:26	sum: 18.26m   average: 18.26m	2019/05/10 17:47:34	2019/05/10 18:01:59	2019/05/10 18:20:25	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_107 SC_013 ver: 14 CP_04 - Top-RENDER_NODE - harmony	drotsch	0%	Terminé	00:10:31	sum: 10.31m   average: 10.31m	2019/05/17 23:53:53	2019/05/17 17:06:16	2019/05/17 17:16:47	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_107 SC_013 ver: 14 CP_04 - Top-RENDER_NODE - harmony	drotsch	0%	Terminé	00:00:22	sum: 22s   average: 22s	2019/05/18 02:10:18	2019/05/18 17:06:19	2019/05/18 17:06:41	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_107 SC_013 ver: 14 CP_04 - Top-RENDER_NODE - harmony	drotsch	0%	Terminé	00:00:25	sum: 25s   average: 25s	2019/05/18 02:16:18	2019/05/18 17:06:22	2019/05/18 17:06:47	1000	50	Frames(1:2 - 5: PerTask(1))
Abraça ABR_107 SC_013 ver: 14 CP_04 - Top-RENDER_NODE - harmony	drotsch	0%	Terminé	00:10:45	sum: 10.45m   average: 10.45m	2019/05/18 02:16:57	2019/05/18 02:17:04	2019/05/18 02:27:49	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_118 SC_185 ver: 12 CP_01 - Top-RENDER_NODE - harmony	raphaëlle.ranson	0%	Terminé	00:02:06	sum: 2.06m   average: 2.06m	2019/05/10 17:50:34	2019/05/10 17:50:38	2019/05/10 17:52:44	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_118 SC_186 ver: 12 CP_01 - Top-RENDER_NODE - harmony	raphaëlle.ranson	0%	Terminé	00:02:12	sum: 2.12m   average: 2.12m	2019/05/10 17:52:24	2019/05/10 17:52:28	2019/05/10 17:54:30	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_118 SC_187 ver: 12 CP_01 - Top-RENDER_NODE - harmony	raphaëlle.ranson	0%	Terminé	00:00:40	sum: 40s   average: 40s	2019/05/10 17:54:05	2019/05/10 17:54:09	2019/05/10 17:54:49	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_118 SC_110 ver: 8 CP_01 - Top-RENDER_NODE - harmony	charlotte.bousselier	0%	Terminé	00:28:41	sum: 28.41m   average: 28.41m	2019/05/10 17:54:35	2019/05/10 17:56:10	2019/05/10 18:24:51	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_121 SC_062 ver: 4 CP_02 AB_FOR_PREVIEW - Top-RENDER_NODE - harmony	drotsch	0%	Terminé	00:48:43	sum: 48.43m   average: 48.43m	2019/05/24 13:08:16	2019/05/24 13:08:22	2019/05/24 13:57:05	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_118 SC_095 ver: 10 CP_01 - Top-RENDER_NODE - harmony	charlotte.bousselier	0%	Terminé	00:04:36	sum: 4.36m   average: 4.36m	2019/05/10 16:18:19	2019/05/10 16:18:23	2019/05/10 16:22:58	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_118 SC_102 ver: 8 CP_02 - Top-RENDER_NODE - harmony	charlotte.bousselier	0%	Terminé	00:02:19	sum: 2.19m   average: 2.19m	2019/05/10 17:58:20	2019/05/10 17:58:24	2019/05/10 18:03:13	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_118 SC_081 ver: 8 CP_01 - Top-RENDER_NODE - harmony	charlotte.bousselier	0%	Terminé	00:03:52	sum: 3.52m   average: 3.52m	2019/05/10 17:58:50	2019/05/10 17:58:54	2019/05/10 18:00:46	1000	50	Frames(1:1 - 1: PerTask(1))
Abraça ABR_118 SC_330 ver: 12 CP_03 - Top-RENDER_NODE - harmony	blaguebeur	0%	Terminé	00:04:52	sum: 4.52m   average: 4.52m	2019/05/10 18:24:35	2019/05/10 18:24:39	2019/05/10 18:29:11	1000	50	Frames(1:1 - 1: PerTask(1))

  

ID	Nom du Rendu	Utilisateur	Statut	Système d'Exploitation	Adresse IP	Adresse MAC	Tâches Exécutées	Date/Heure de Régistrement	Date/Heure de Lancement	Date/Heure de Mise à Jour	Date/Heure de Pause	Date/Heure d'Occupation	Date/Heure d'Opération	WCL	Pause CPU	Occupation CPU	Pause Mem
1	render04	renderman	En Ligne	windows 64	172.31.10.105	64:00:5a:64:f2:05	0 / 10	2019/05/10 21:16:01	2019/04/23 11:32:17	2019/05/11 00:49:06	2019/05/11 00:39:33	2019/05/11 00:49:06	2019/05/11 00:27:34	10	50	50	
2	render02	renderman	En Ligne	windows 64	172.31.10.100	64:00:5a:64:f2:23	0 / 10	2019/05/10 22:54:04	2019/05/11 00:45:53	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:45:59	10	50	50	
3	render05	renderman	En Ligne	windows 64	172.31.10.102	64:00:5a:64:f2:19	0 / 10	2019/05/10 22:54:04	2019/05/11 00:45:53	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:45:59	10	50	50	
4	render06	renderman	En Ligne	windows 64	172.31.10.104	64:00:5a:64:f2:0d	0 / 10	2019/05/10 22:54:04	2019/05/11 00:45:53	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:28:36	10	50	50	
5	echo	renderman	En Ligne	windows 64	172.31.10.200	d8:9e:f3:08:63:9e	1557555225 / 10	2019/05/17 22:25:52	2019/04/23 00:01:03	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:28:25	10	50	50	
6	abraça	renderman	En Ligne	windows 64	172.31.10.140	d8:9e:f3:08:4e:78	1557555876 / 10	2019/05/17 22:25:52	2019/04/22 23:55:08	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/04/22 23:55:18	10	50	50	
7	coqueluche	renderman	En Ligne	windows 64	172.31.10.117	d8:9e:f3:08:63:9e	1557555889 / 10	2019/05/15 22:42:18	2019/04/22 23:55:14	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/04/22 23:55:23	10	50	50	
8	seraf	renderman	En Ligne	windows 64	172.31.10.116	d8:9e:f3:08:4e:78	1557555941 / 10	2019/05/16 00:38:19	2019/04/22 23:55:18	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/04/22 23:55:26	10	50	50	
9	carabosse	renderman	En Ligne	windows 64	172.31.10.112	d8:9e:f3:07:64:59	1557555949 / 10	2019/05/16 00:38:19	2019/04/22 23:55:26	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/04/22 23:55:35	10	50	50	
10	rangarang	renderman	Pause	windows 64	172.31.10.93	d8:9e:f2:14:c0:79	0 / 10	2019/05/19 14:14:16	2019/05/10 20:27:30	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/10 20:28:21	10	50	50	
11	boozie	renderman	Pause	windows 64	172.31.10.77	d8:9e:f2:14:c0:30	0 / 10	2019/05/20 09:13:23	-	2019/05/10 17:01:22	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/10 17:02:23	10	50	50	
12	lilith	renderman	Pause	windows 64	172.31.10.71	6b:51:56:e1:a1:42	0 / 10	2019/05/20 09:37:52	-	2019/05/10 17:09:05	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/10 18:02:06	10	50	50	
13	vernet	renderman	Pause	windows 64	172.31.10.97	d8:9e:f2:14:c0:42	0 / 10	2019/05/20 09:54:18	-	2019/05/10 17:09:22	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/10 17:09:23	10	50	50	
14	ludyluke	renderman	Pause	windows 64	172.31.10.136	d8:9e:f3:16:c3:55	0 / 10	2019/05/20 10:02:14	2019/05/11 00:41:08	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/11 00:41:11	10	50	50	
15	calamity	renderman	Pause	windows 64	172.31.10.75	d8:9e:f2:14:c0:74	0 / 10	2019/05/20 10:37:42	-	2019/05/10 20:29:59	2019/05/11 00:49:06	2019/05/11 00:49:06	2019/05/10 20:31:06	10	50	50	

Comme cette solution est gratuite nous pouvons utiliser toutes les machines du parc en rendu. Notre seule limitation est finalement le nombre de licences de rendu sur certains logiciels

Révision #6

Créé Fri, May 10, 2019 10:46 PM par Anthony Bousselier

Mis à jour Mon, Dec 16, 2019 10:21 AM par Patricia Robert