

# RANCHpacker

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## Mac help file



RANCHpacker is a free and very user-friendly application which can convert a Maya, Lightwave or Terragen project to the file format used by the RANCH Runner. Although it makes a few checks on the validity of the project (presence of a scene in the project directory, removal of extra spaces/dots in the scene name, etc.), it assumes that the project has been correctly prepared following the instructions of the RANCH User Guides in PDF format for [Maya](#), [Lightwave](#) and [Terragen](#).

If you use 3ds Max, Cinema 4D or Maxwell Render, please use [RANCHecker for 3ds Max](#), [RANCHecker for Cinema 4D](#) or [RANCHecker for Maxwell](#) to prepare your projects.

RANCHpacker can:

- create a RANCH project archive (.vua, .vul or .vut) ready to upload to the RANCH
- connect to the RANCH upload page to send your project from your web browser
- check the RANCH web site for price info and time/cost estimations for animations
- auto-update itself

To run RANCHpacker, you simply need an Apple Mac computer running MacOS X.

### 1) RANCHpacker Installation

Unzip the content of the **RANCHpacker\_Mac.zip** archive file in your **/Applications** folder and rename the unzipped folder to **RANCHpacker**. RANCHpacker must be executed from the **/Applications/RANCHpacker** folder (not **/Applications/RANCHpacker\_Mac**). The RANCHpacker folder contains:

- the main RANCHpacker program (**RANCHpacker.app**)
- this user manual (**RANCHpacker\_Mac.pdf**)
- the free p7zip command-line archiver (required)
- and the subdirectory **archive**.
- some checklist text files summarizing a few points to check before sending a project.

## 2) When you launch RANCHpacker...

... for the very first time, you will be asked:

- to enter the login and password of your RANCH web site user account. This will let RANCHpacker connect directly to the upload page when you want to send a project.
- if you want RANCHpacker to automatically check for updates (highly recommended).

This information is then saved in the *RANCHpacker.ini* configuration file.

And each time you launch the program, you will be asked to choose the 3D application used to create your project (Maya, Lightwave or Terragen).

## 3) The 'Prepare project' button...

... asks you to select your project's main directory.

- If you use Maya, this directory will typically contain a Maya project structure with various subdirectories (*scenes*, *sourceimages*, etc.).
- If you use Lightwave, it will contain at least the *scenes*, *objects* and *images* directories.
- If you use Terragen, it will contain at least the .tgd scene and the project assets.

When the project directory is selected, the program packs all its files and subdirectories in a project archive file. This archive, saved in the **RANCHpacker/archive** subdirectory, is ready to upload. It has the correct RANCH extension (.vua for Maya, .vul for Lightwave and .vut for Terragen).

## 4) The 'Upload project' button...

... opens the *Submit project* web page on the RANCH site dedicated to your 3D software and lets you upload the project archive to the RANCH.

## 5) The 'Price info' button...

... connects you to the RANCH Price info pages, to see all the RANCH payment formulas and choose the most appropriate formula for your needs.

## 6) The 'Config' button...

... lets you decide if RANCHpacker must automatically check for updates on the web at launch. It also lets you change the RANCH login and password stored (crypted) in the *RANCHpacker.ini* file. This does not change the real login/password in your RANCH account at all, it only changes the login/password used by RANCHpacker to connect to the RANCH web site automatically (without you having to log in manually on the site).

### **7) The 'Read help file' button...**

... displays this PDF help file (provided you have a PDF reader installed on your computer).

### **8) The 'About' button...**

... displays the RANCHpacker version and copyright information.

### **9) The 'Updates' button...**

... connects to the RANCH update server to see if an update for RANCHpacker is available. If yes, you will be given the choice to download the most recent version of RANCHpacker (always recommended) or not.

Thank you for using RANCHpacker!

The RANCH Team

<http://www.ranchcomputing.com/>

## History

v1.4

- Removed support for Cinema 4D. Use instead the new [RANCHecker for C4D](#).
- Various minor updates.

v1.3

- Choice between maximum compression level and maximum compression speed
- Significant increase in maximum compression speed

v1.2

- Terragen support.

v1.1

- Autodesk Maya support.

v1.0

- First public RANChpacker version.