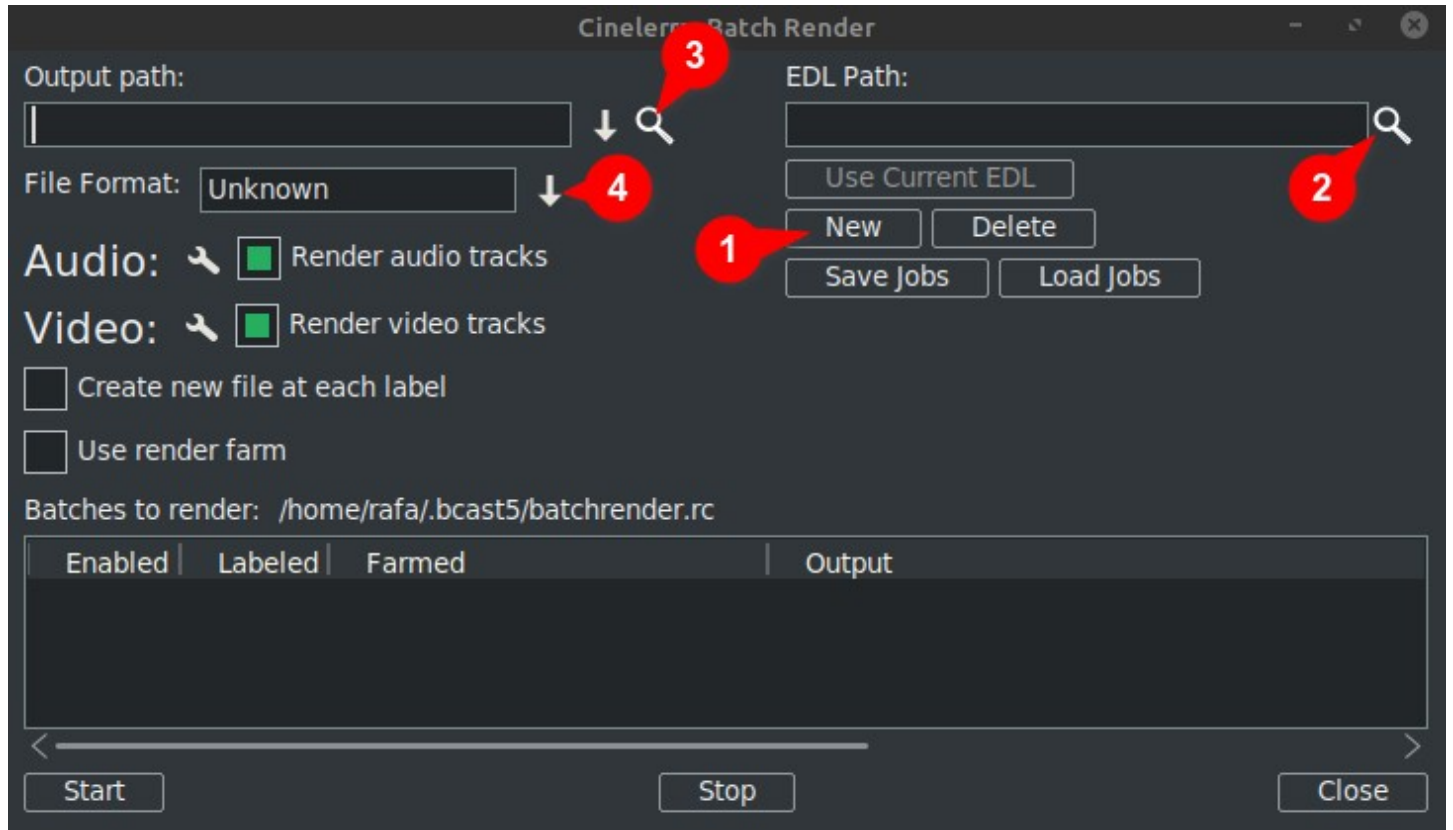


Batch Render Wizard Quick Start Guide

Important to know that this wizard takes into account the position of the playhead. Because of this, if we want to render the entire project using this tool, we must put the playhead at the beginning of the project and save like this.

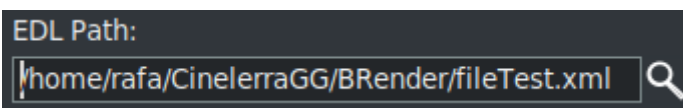
To create the list for batch rendering we must follow the following steps:



1. Click New: This creates a new line in the window below.

Ena	Lab	Far	Output	EDL	Elapsed
X					Unknown

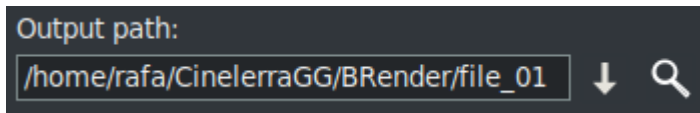
2. We load the project file (EDL). We can enter the route to hand or use the magnifying glass to open the Cinelerra GG explorer.



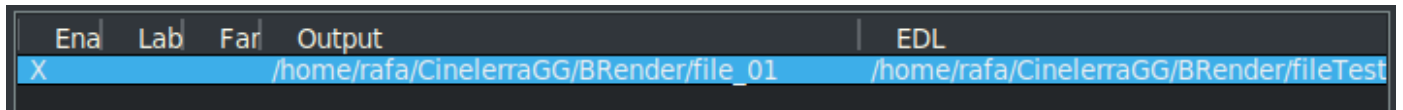
Any changes we make here will be reflected in the active line in the down list.

Ena	Lab	Far	Output	EDL	Elas
X				/home/rafa/CinelerraGG/BRender/fileTest.xml	Unkr

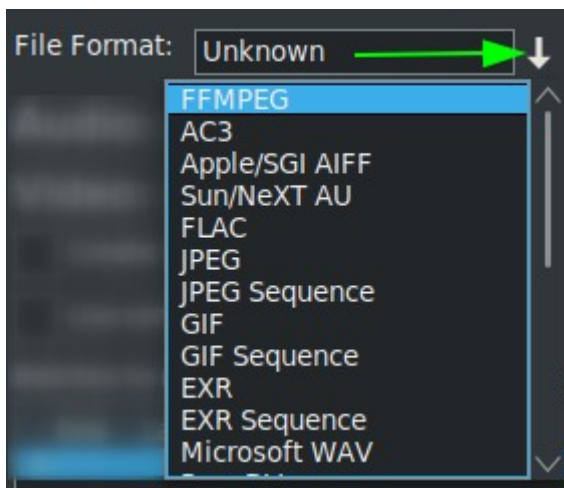
3. We indicate the place where we want to export and the name of the file. We can also enter it to hand or by using the magnifying glass.



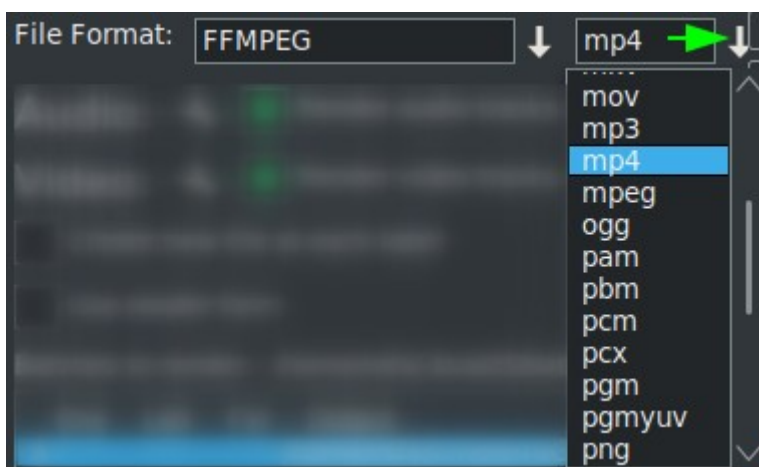
Any changes we make here will also be reflected in the active line in the down list.



4. We choose the format we want to use for the export.

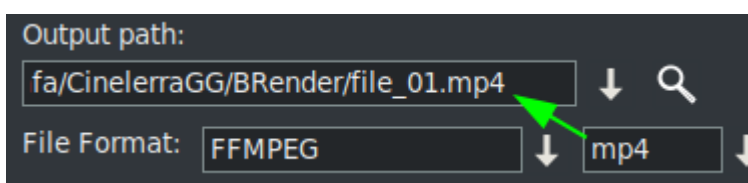


If we choose FFMPEG then we must choose the extension.



*** IMPORTANT:** By default when we choose FFMPEG we get the .mp4 extension, even if it is the one we want to use, we must open the list and choose it. If we don't do this step, when we start the render we may get an error. This is enough to do it once, in case we add more lines and we want this same format.

We observe that when choosing the extension it is automatically added to the output line.

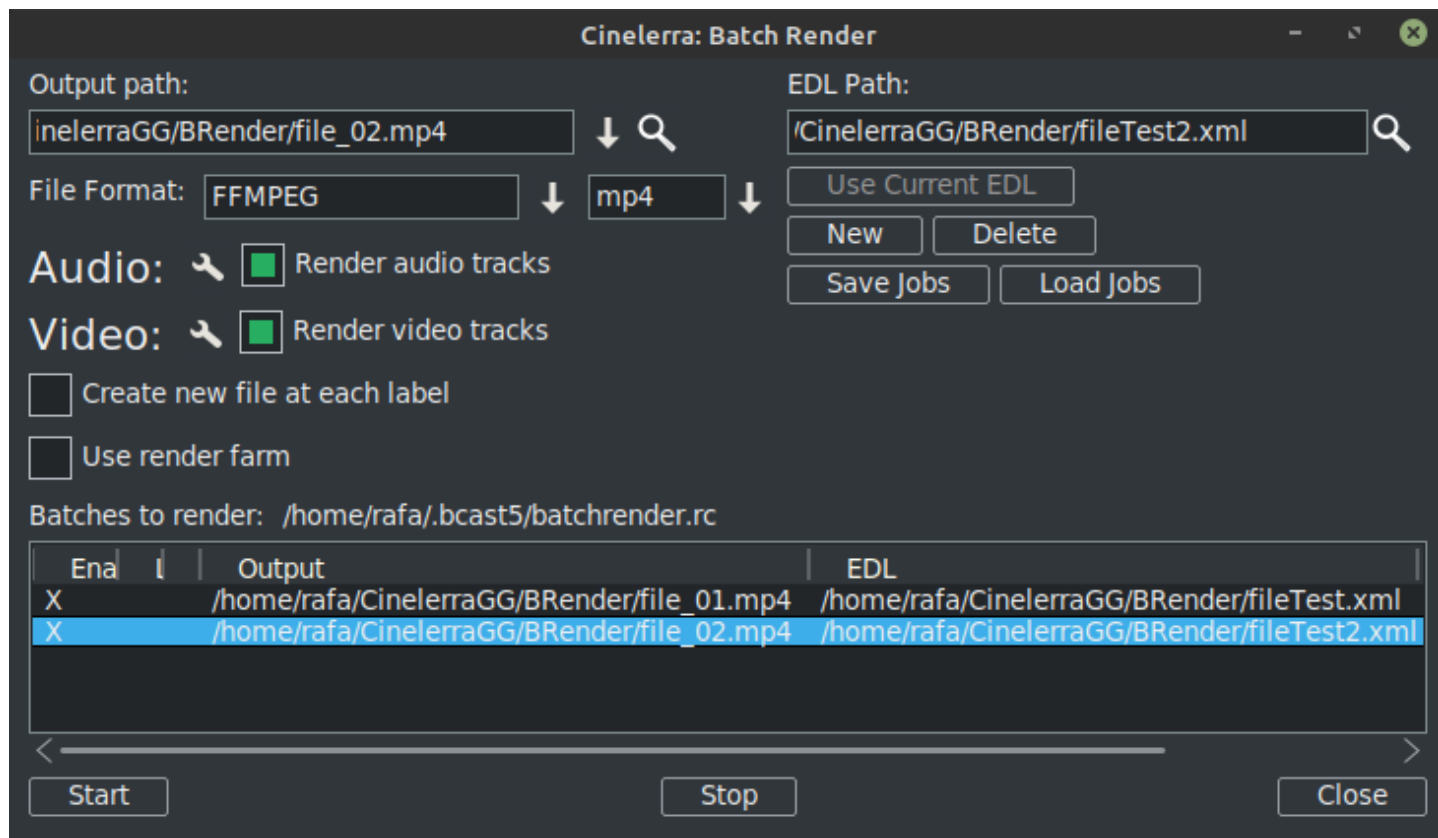


Once these four steps are done, if we want to add more batch render processes, we must repeat them for each new line in the list of below.

Remember that if we make any changes in the "EDL Route" or "Exit Route" boxes, these will change in the line that is selected.

When creating a new line, by pressing the "New" button, this will be a copy of the one we have selected, at the moment we only have one line, so it will be a copy of this one.

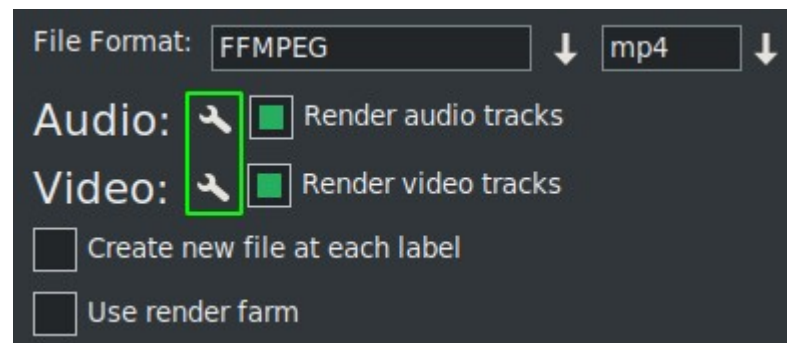
Next, with this new line selected, we make the changes we need to render another project, or the same one, with other render settings.



As we see in the previous image we already have two lines in the Batch Render List.

REMEMBER: Whenever we want to add a new line in the batch, the first step is to create this new line with the option "New", and this will be a copy of the one we have selected. Then follow the remaining steps explained.

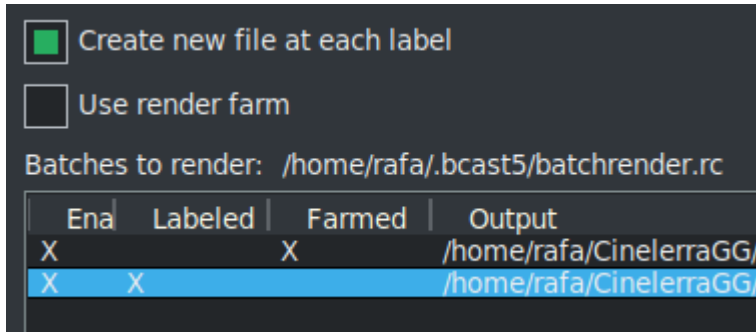
The render settings can be modified by clicking on the tool icon next to the audio and video codecs assistant.



If we activate "Create a new clip on each label" I think the description itself already indicates what it does.

Use render farm, if we have a render farm. Enables batch processing to make use of the farm.

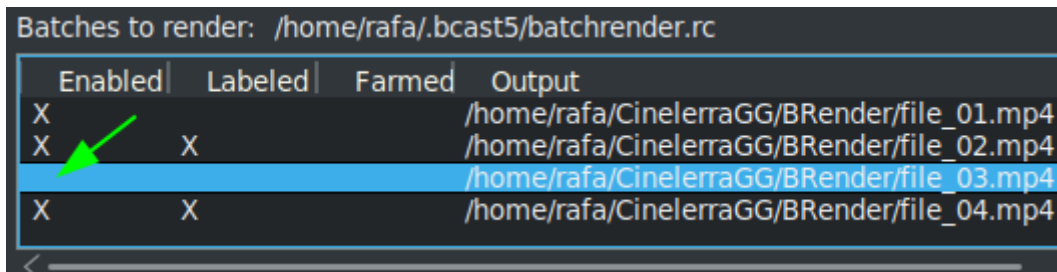
IMPORTANT: Any change we make to these parameters will only affect the active line.



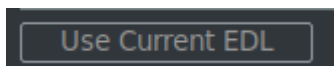
In the previous image we see that I have activated the option to fragment line 2 into labels and I use the render farm in the first one.

We know this at a glance thanks to the X's that visually indicate the configuration of each line.

These X's are interactive, we can activate and deactivate them from the list itself. And it is precisely the only way if we want to exclude a line from the render without deleting it. In the next image I have line 3 disabled. This is not going to be exported.



A very useful button



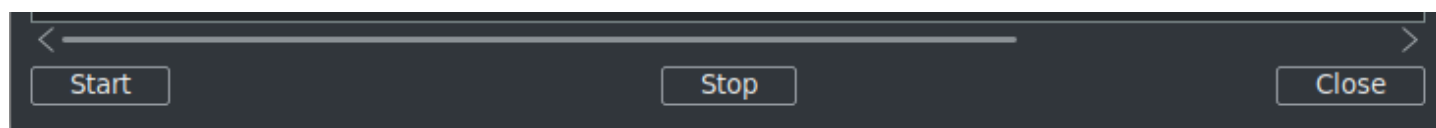
which helps us to load the project that we currently have loaded in Cinelerra GG on the "EDL Route" line.

To save the current list, or load another one already saved, we can use the following buttons.



↓ Following

Once we have the complete list we can start the Render of all the active lines by pressing the Start button. Down left.



With the Stop we stop the Render.

To close the wizard it is recommended to use the "Close" button, at the bottom right, this automatically saves the current state of the wizard in the file "batchrender.rc" in the Cinelerra GG cache.

New Batch Render List

If in the future we want to create a new list, we must first delete the content that is opened from the cache. For them we use the Delete button, next to the new button.

TIP: If we no longer need these render lines and we want to start a new list from 0, we can open a terminal and use the following command, always with caution. This deletion cannot be undone.

```
$ rm ~/bcast5/batchrender.rc
```

Or navigate to this folder and delete it by hand.

Export fragments of a project

If we want to export only a fragment of a file, we must make a selection that covers the fragment to be exported, we save the file and the batch render will only export what is covered in the selection. Very useful to test effects that prevent us from previewing in real time because they consume many resources.

If we want to export different non-consecutive fragments of the same project, we must make this selection and save as "Fragment 1" for example.

We create a new render line and load this project that we have in the timeline with the "Use current EDL" button.

To add another fragment, we modify the selection for the second section and save it as "Fragment 2" for example.

We create a new render line and load this project that we have in the timeline with the "Use current EDL" button.

And so on.

To render without using the graphical user interface (GUI), we can do it from the terminal, we place ourselves with it in the path where we have the file that we have saved with the lines to render and execute the following line.

```
$ cin -r "Name File Render"
```

For example, if I have saved a file as "My project" we must put in the terminal:

```
$ cin -r "My project"
```

* The quotation marks in the names can always be used, they are mandatory in the terminal if the name contains spaces.

For more advanced uses I recommend consulting the "Advanced features" of [manual inline](#).