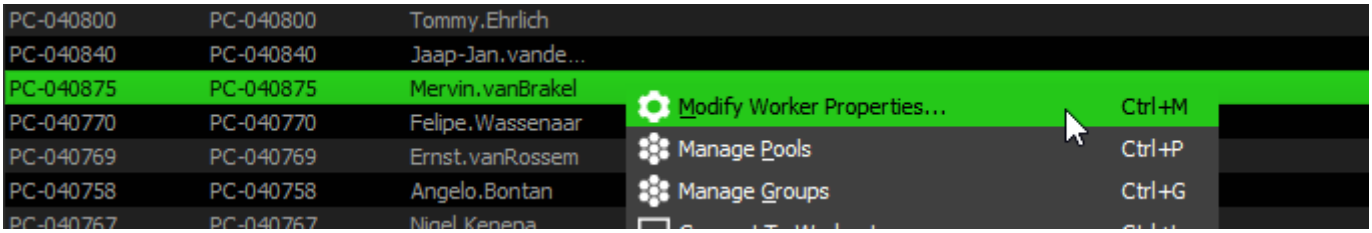
Deadline - Temporarily disabling your worker

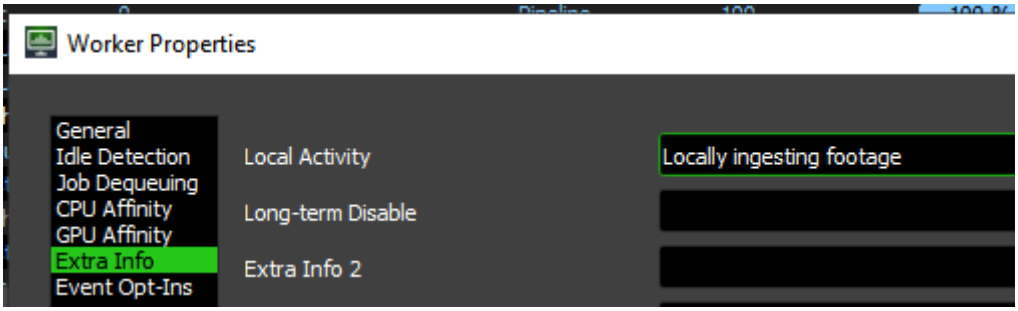
Sometimes you might not want your computer to be used for farm rendering, for example when you're caching a heavy sim or need to use it for realtime rendering engines like Unreal. In this case you can temporarily take your machine off the farm. Here's how:

First you need to open the Deadline monitor, select your worker and click on *Modify Worker Properties*.



There you can go to *Extra Info* and fill in a reason in one of these two fields, for example your name and what you're doing:

- ***No rendering - Until morning:*** for today. This field is cleared automatically every day after 9:00, so fill it in again the next day if you need your computer for longer.
- ***No rendering - Permanent:*** stays until someone removes it. Ask your render manager first before you fill this one in.



Once you've filled in a reason, your computer stops picking up new jobs within about a minute. Your worker still shows as enabled in the Monitor; that's normal.

Want your computer to render along again? Simply clear the field.

This is handled by the LocalActivityOptOut event plugin, see Deadline - Event Plugins.

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