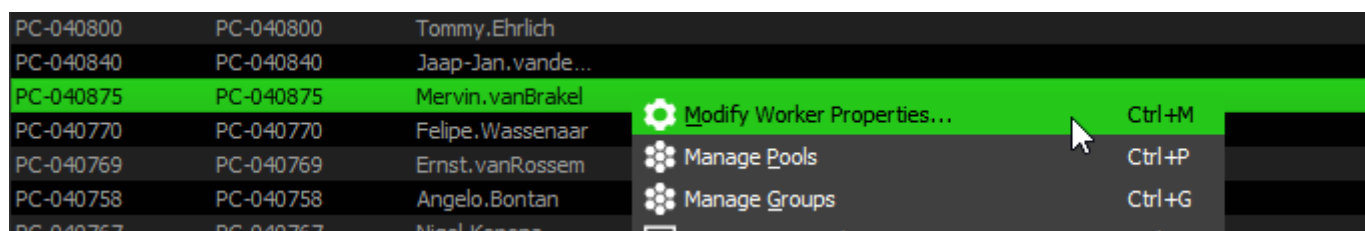


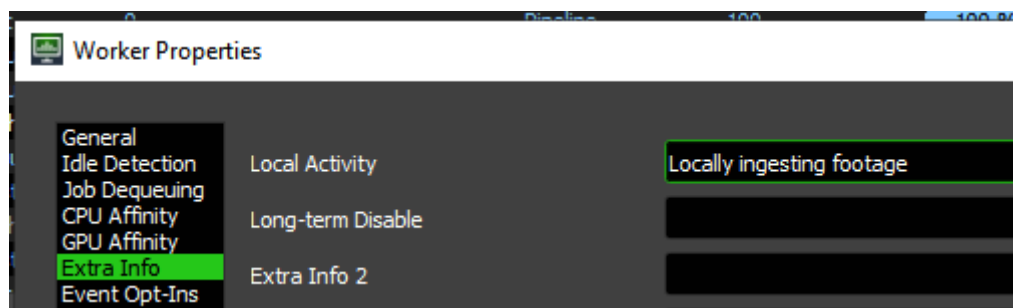
Deadline - Temporarily disabling your worker

Sometimes you might not want your computer 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 disable farm rendering on your machine. 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 for disabling your worker in the *Local Activity* field.



Once you've filled in a reason your computer will automatically be disabled on the farm. The *Local Activity* field gets reset every day at 9.30, so you'll have to fill it in again the next day if you want your computer to be disabled for longer. The *Long-term Disable* field will permanently disable your computer on the farm, but you'll have to ask your render manager first before you may fill that one in.