

How To Configure SOLIDWORKS Visualize Boost

TITLE:	How To Configure SOLIDWORKS Visualize Boost
DATE:	September 2024
SUBJECT:	Setup and Configuration of SOLIDWORKS Visualize Boost
ABSTRACT:	Instructions on how to configure SOLIDWORKS Visualize Boost after install



This document has instructions on how configure SOLIDWORKS Visualize Boost after it has been installed, starting with configuring the coordinator node, which other nodes and Visualize Professional will connect to. For instructions on how to install and activate Visualize Boost, please see our <u>Visualize Boost</u> Install Guide.

Before connecting the machines together, make sure that all machines involved in the process can communicate with each other over the specified ports. Visualize Boost by default uses port 8001.

This is not a troubleshooting guide. If you have any technical issues with SOLIDWORKS Visualize, please visit our <u>Help Center</u> or contact <u>Hawk Ridge Systems Technical Support</u>.

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Configuration – Coordinator Node

After installing and activating Visualize Boost, the software can be used in conjunction with **Visualize Professional** to render projects over your network. Starting in 2025, the interface and setup for Visualize Boost has been redesigned and simplified. This section will go over how to access the Visualize Boost settings and set up the coordinator machine. This is the main node that other nodes and Visualize Professional are connecting to.

To access Visualize Boost, do the following:

1. From the machine hosting, launch Visualize Boost from the Start menu > SOLIDWORKS 20XX folder > SOLIDWORKS Visualize Boost 20XX

If it is your first time launching Visualize Boost, the activation wizard would come up. Follow the <u>activation prompts</u> to activate Boost. Boost will show your machine name, IP address, and its current status.

2025	File	Help	Boost		×
Machin	e Name:				
IP Addr	ess:				
Status		Disconnected			
status:		Disconnected			



- 2. In Visualize Boost, click File > Settings.
- 3. You can change the language, color theme, ports, and whether notifications would pop up when a render starts in the Settings Dialog box.
- 4. In the dialog box, check on the **Coordinator** checkbox and click **Apply**.

Settings X
Language
English (United States)
Theme
Dark 👻
Coordinator 1
Boost Port
8001
DStellar Port
8002
Notifications Enabled
Арріу
Export Import 2

5. The main interface of Visualize Boost will change. Information on how many nodes and Visualize Professional are connected to this machine, machine details, the render mode are now displayed. The status should also change to Ready.

File Hel	р	Boost	- ×
Machine Name:			
IP Address:			
Nodes Connected	0		Details
Visualize Connected	10		Details
Render Mode:	GPU		
Status:	Ready		Cancel Render



Configuration – Other Nodes

Now that the coordinator node has been set up, if you have more Boost licenses and machines to help distribute the rendering process, you can download, install, and activate the Boost license on each additional machine as described in the <u>Visualize Boost Install Guide</u>.

- 1. In Visualize Boost, click File > Settings.
- 2. In the Settings dialog box, enter in the **Coordinator node's IP address** (which is displayed on the coordinator machine's Boost interface) and click **Apply**

Settings X
Language
English (United States)
Theme
Dark 💌
Coordinator
Coordinator IP Address
XXX.X.XXXXX
Boost Port 1
8001
DStellar Port
8002
Votifications Enabled
Apply
Export Import 2

3. The Status will change from Disconnected to Connecting to Ready. Your Coordinator's Boost interface will also update the number of nodes connected.

2025	File	Help	Boost		\times
Machin	e Name				
IP Addr	ess:				
Status:		Ready			



Utilizing Visualize Boost

Once all the nodes have been connected to the main Coordinator node, you can now connect Visualize Professional to the Coordinator machine to use Boost during rendering.

- 1. Within Visualize Professional, navigate to **Tools > Options > Boost** tab.
- 2. In the **Boost** tab, enter the Coordinator machine's IP address and click on the icon next to **Boost Status**.

	Options X
General	Coordinator IP Address
3D Viewport	×
User Interface	Boost Port
Import	Boost Status 🔃
Export	
Preview	
Boost	
Queue	
Auto-Recover	
	OK Cancel



3. Once the machine is connected, the Boost Status icon will change to chains linked together. Your Coordinator's Boost interface will also update the number of Visualize connected.

	Options	×
General	Coordinator IP Address	
3D Viewport		
User Interface	Boost Port 8001	
Import	Boost Status 🛞	
Export		
Preview		
Boost		
Queue		
Auto-Recover		
	OK Cancel	



4. To use the Boost nodes for rendering: Start the render wizard and select the **Boost** icon for Renderer Selection when you are in the Quality tab.

	Render Wizard / Image / HD* X
Welcome	Renderer Selection
Media	
Size	Termination Mode
	Quality 🔻
Quality	Render Passes
Output	500
	Render Layers
	None 🔻
	Enable Denoiser
	Save as new Profile Boost Status Co
Back	Next Queue Cancel

For further assistance, please contact our support team at support@hawkridgesys.com, or 877-266-4469 (US) or 866-587-6803 (Canada).