

# Maya 2012 Render Error

(September 12, 2012)

In Maya 2012 you may get an error while trying to render.

```
// Error: setParent: Object 'renderView' not found.
```

This appears to be a [well-known problem](#) that can occur with Maya. Here are the steps to a workaround that can keep you rendering:

*Open the Script Editor*

Use the menu: Window / General Editors / Script Editor

*Paste content*

Paste the following code into the empty **MEL** script tab.

```
$exists=0;
for ($item in `getPanel -scriptType "renderWindowPanel"`) {
    if ( $item == "renderView" ) {
        print "renderView exists.\n";
        $exists=1;
    }
}
if ( $exists == 0 ) {
    for ($item in `getPanel -scriptType "renderWindowPanel"`) {
        //print ( $item + "\n");
        if ( $item == "renderWindowPanel1" ) {
            deleteUI renderWindowPanel1;
            $renderPanel = `scriptedPanel -type "renderWindowPanel" -unParent renderView`;
            scriptedPanel -e -label `interToUI $renderPanel` $renderPanel;
        }
    }
}
```

*Save to Shelf*

Save to the Shelf by File / Save Script to Shelf ...

Give the script a name that you will remember, such as **FixRender**.

Now, when you have the error occur, close the **Render View** window, and click on the **FixRender** button in the Shelf. Then render should work.

Happy rendering!