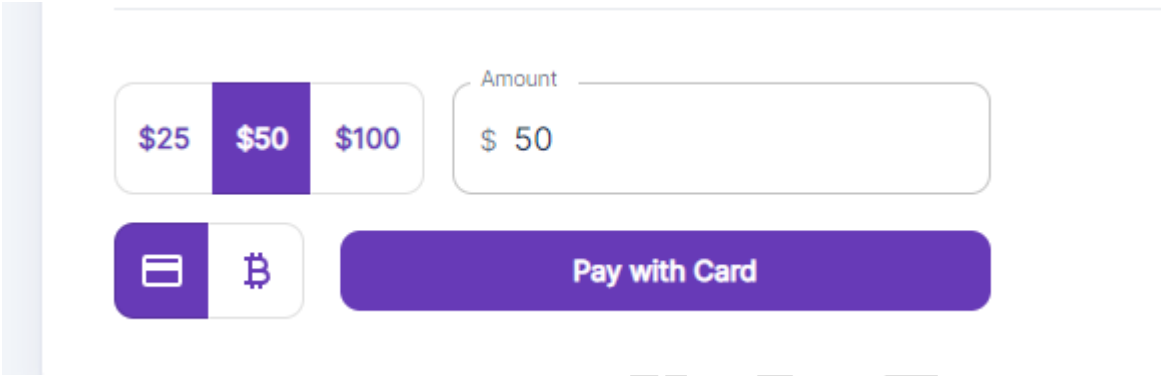
# Using WebUI on Runpod

We should already know how to use the normal WebUi but this guide will cover how to get the WebUI running on the RunPod cloud

## Basics

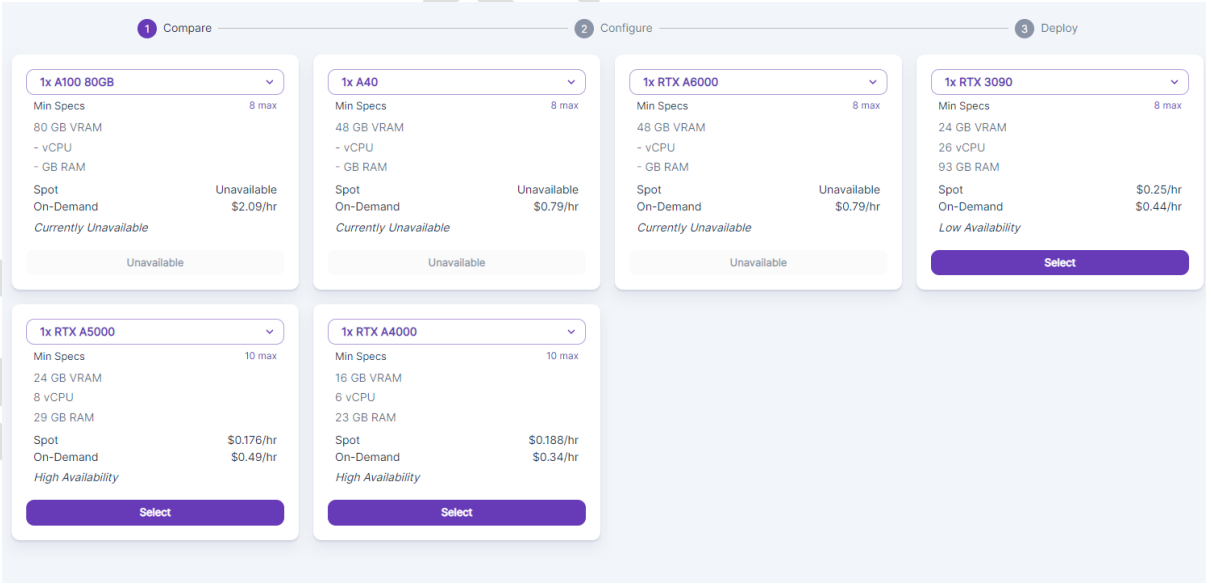
Runpod is a cloud service where you can rent a server that has a high powered GPU at around $0.40-$0.50 per hour.

Start by visiting [RunPod.IO](), log in and add a balance to your account.



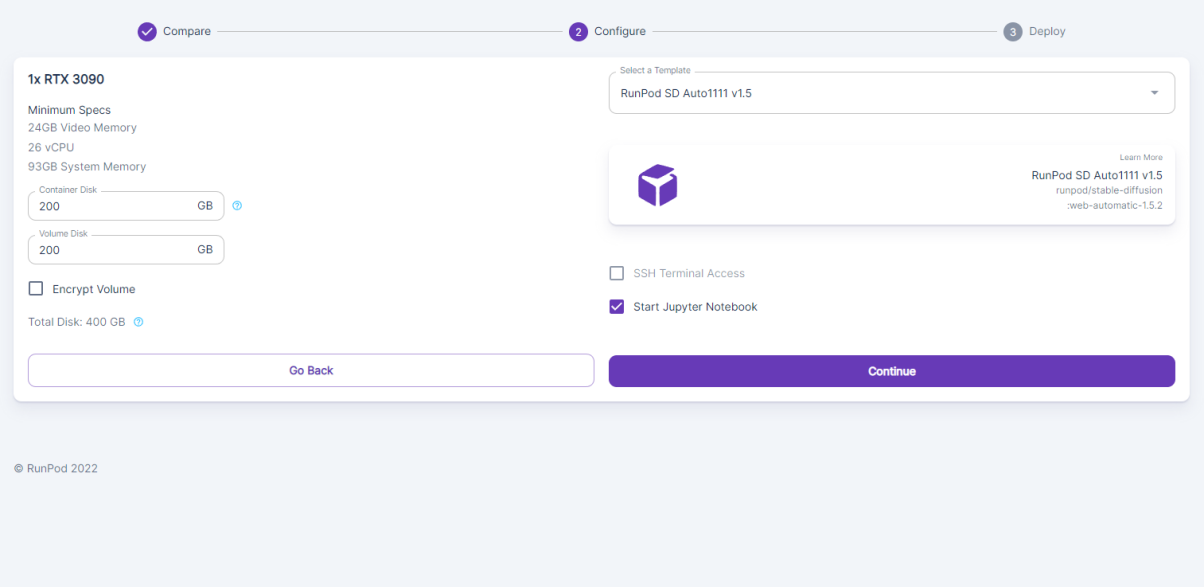

## Choose a server

1. Navigate to the "[Secure Cloud]()" from the menu on the left of the main dashboard
    a. Here you will see a list of available secure cloud servers managed by Runpod.




2. Look for a server that is available and the "select" button is highlighted purple to show it's available to rent
    a. Make sure the server has 24gb VRAM or higher, such as the RTXA5000 or RTX3090 etc
3. Choose Select and then on the next screen we can make configuration changes to the server we rent.
    a. Add additional storage to the Container Disk and Volume Disk, if we are training files we will want more space for our checkpoints to be saved so I usually run with 200gb on each

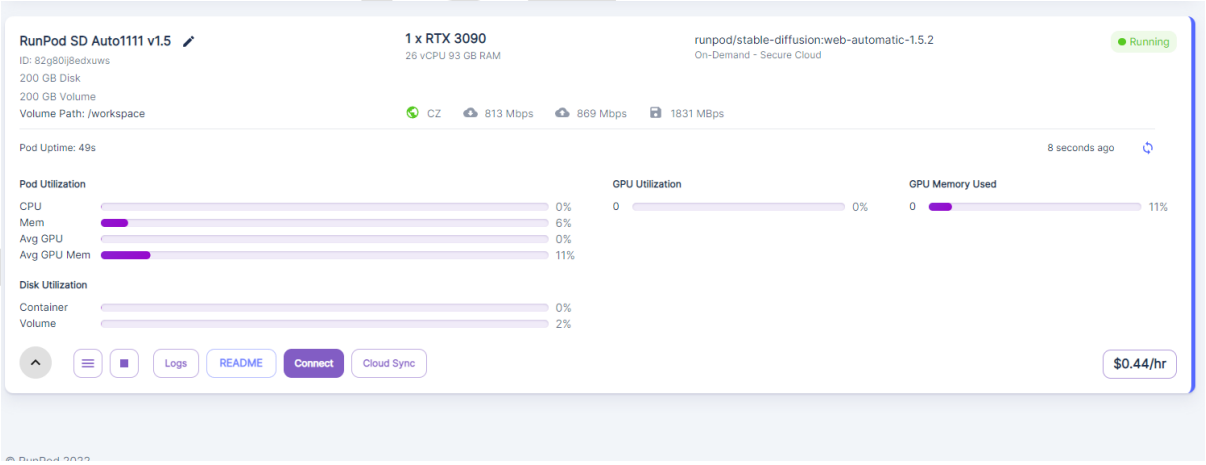
b. Choose a starting template, if you want to run Stable Diffusion WebUI, choose it from the dropdown



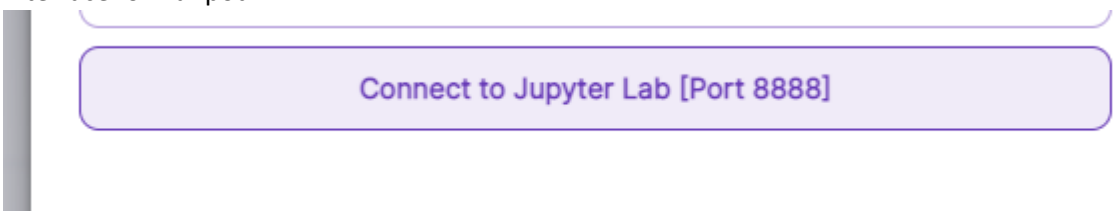

4. Once you have the storage and template set, go ahead and choose “Continue”
5. Now you have a summary screen, just choose “Deploy on demand” if the summary matches up with what you selected

## Start the server and move your model

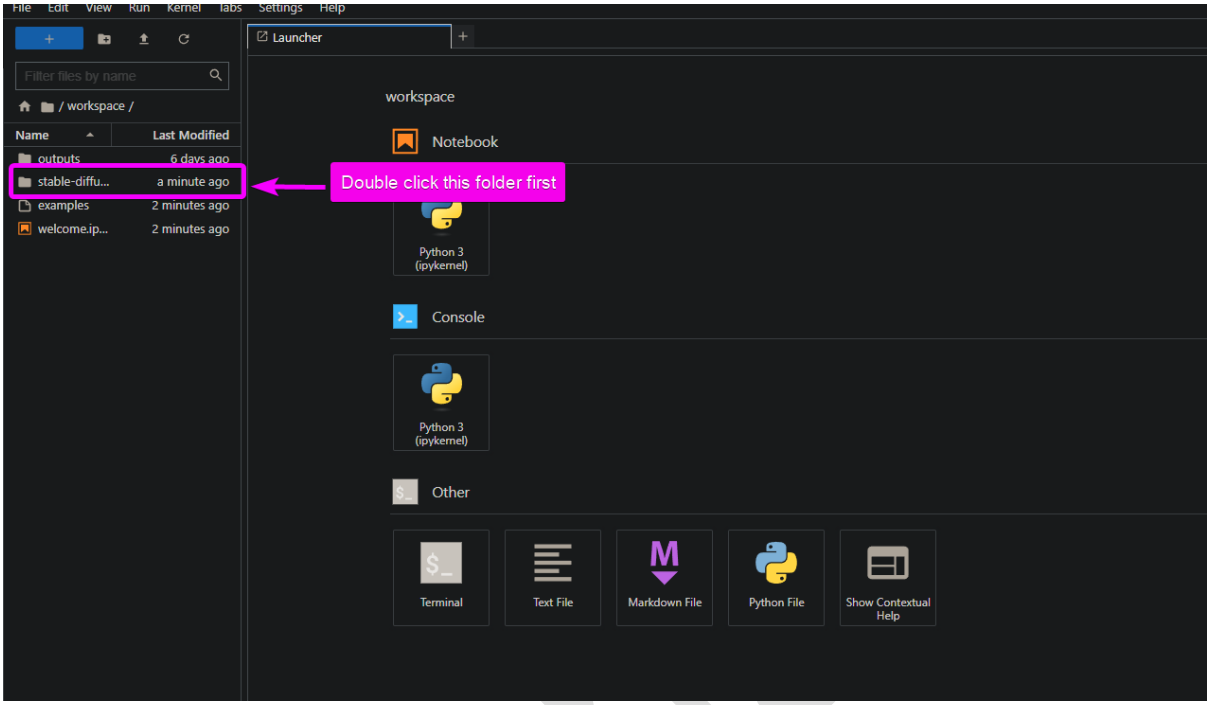
1. Navigate to “My Pods” and wait for your new pod to be ready, choose the down arrow on your pod and hit “Connect” once it’s highlighted as available



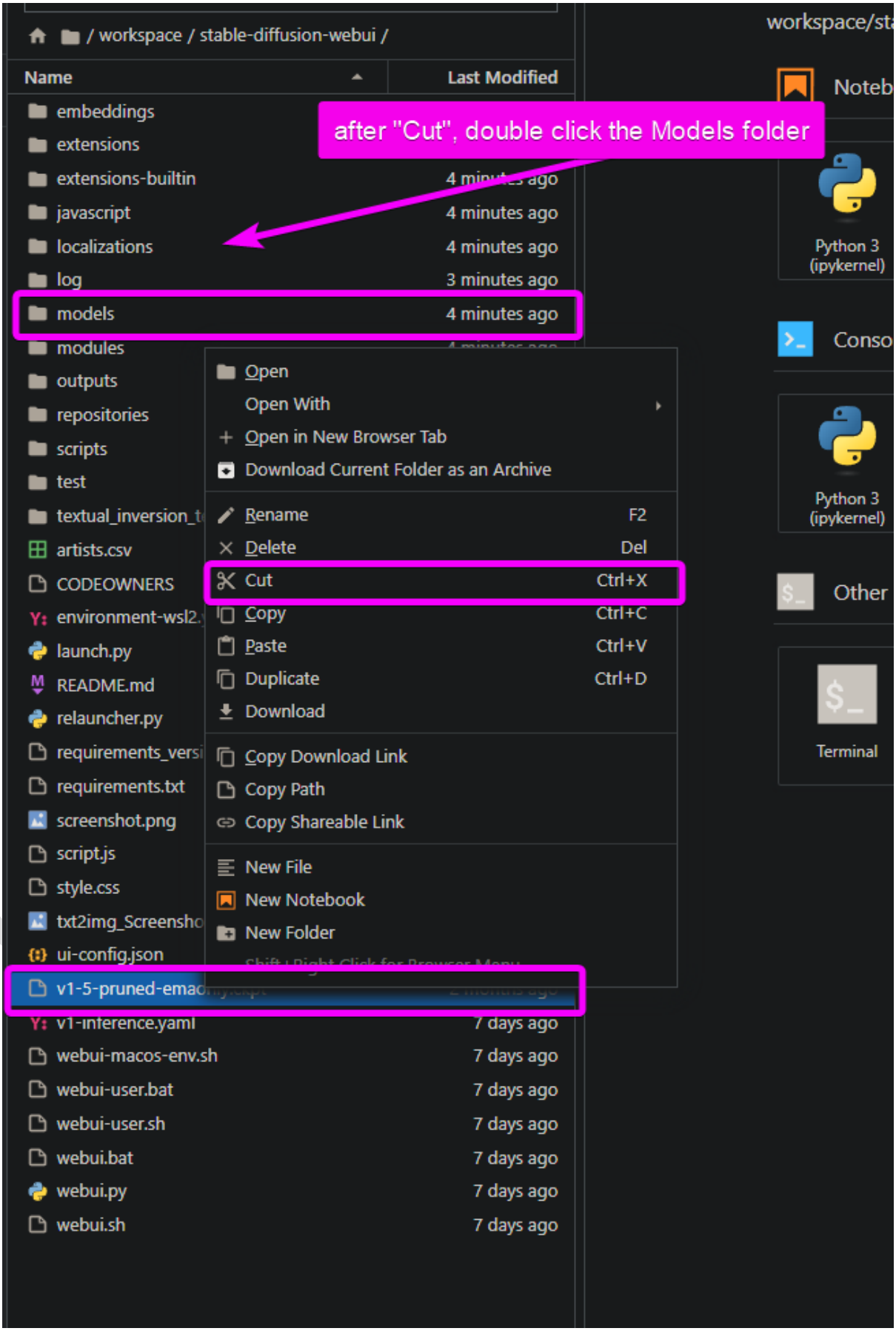

2. In the new modal popup, select “Connect to Jupyter Lab” which is like a Colab notebook interface for Runpod.



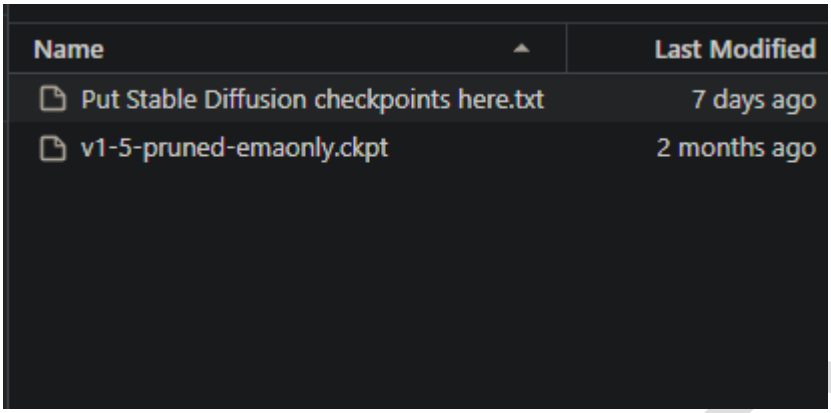
3. You should now see a launcher interface and a filesystem on the left, double click the “stable-diffusion-webui” folder on your workspace file explorer



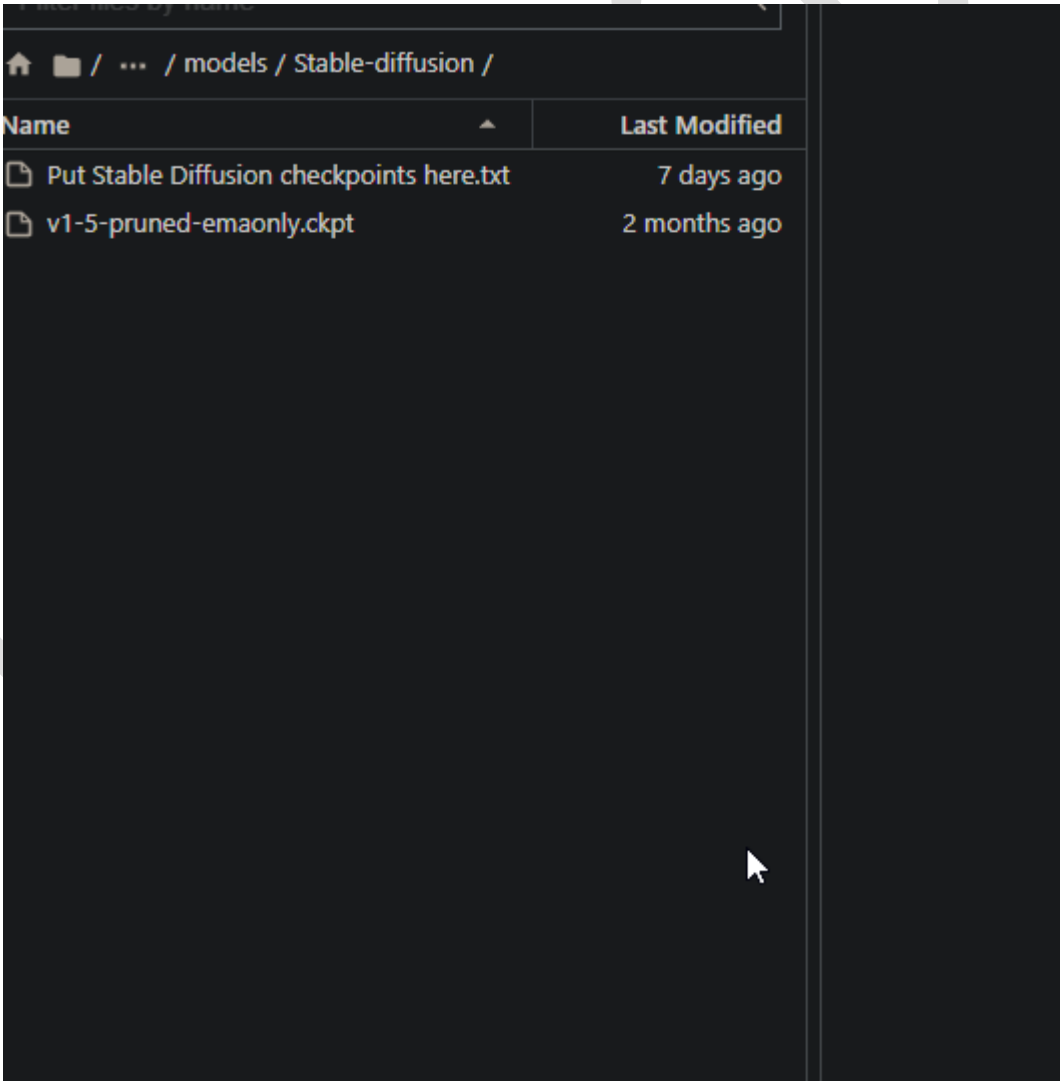
4. Now you should see your WebUI files, first thing is to right click the “v1-5-pruned-emaonly.cktp” model and “Cut” it so we can paste it in the correct folder .


/ workspace / stable-diffusion-webui /
Name
Last Modified
embeddings
extensions
extensions-builtin
javascript
4 minutes ago
localizations
4 minutes ago
log
3 minutes ago
models
4 minutes ago
modules
outputs
repositories
scripts
test
textual_inversion_t
artists.csv
CODEOWNERS
environment-wsl2.
launch.py
README.md
relauncher.py
requirements_versi
requirements.txt
screenshot.png
script.js
style.css
txt2img_Screensho
ui-config.json
v1-5-pruned-emac
v1-inference.yaml
7 days ago
webui-macos-env.sh
webui-user.bat
webui-user.sh
webui.bat
webui.py
webui.sh
after "Cut", double click the Models folder
Open
Open With
Open in New Browser Tab
Download Current Folder as an Archive
Rename
F2
Delete
Del
Cut
Ctrl+X
Copy
Ctrl+C
Paste
Ctrl+V
Duplicate
Ctrl+D
Download
Copy Download Link
Copy Path
Copy Shareable Link
New File
New Notebook
New Folder
workspace/st
Noteb
Python 3
(ipykernel)
Conso
Python 3
(ipykernel)
Other
Terminal

5. Navigate to the “models” folder and then “stable diffusion”, then right click and “Paste” the model here so our SD1.5 model is in the right folder

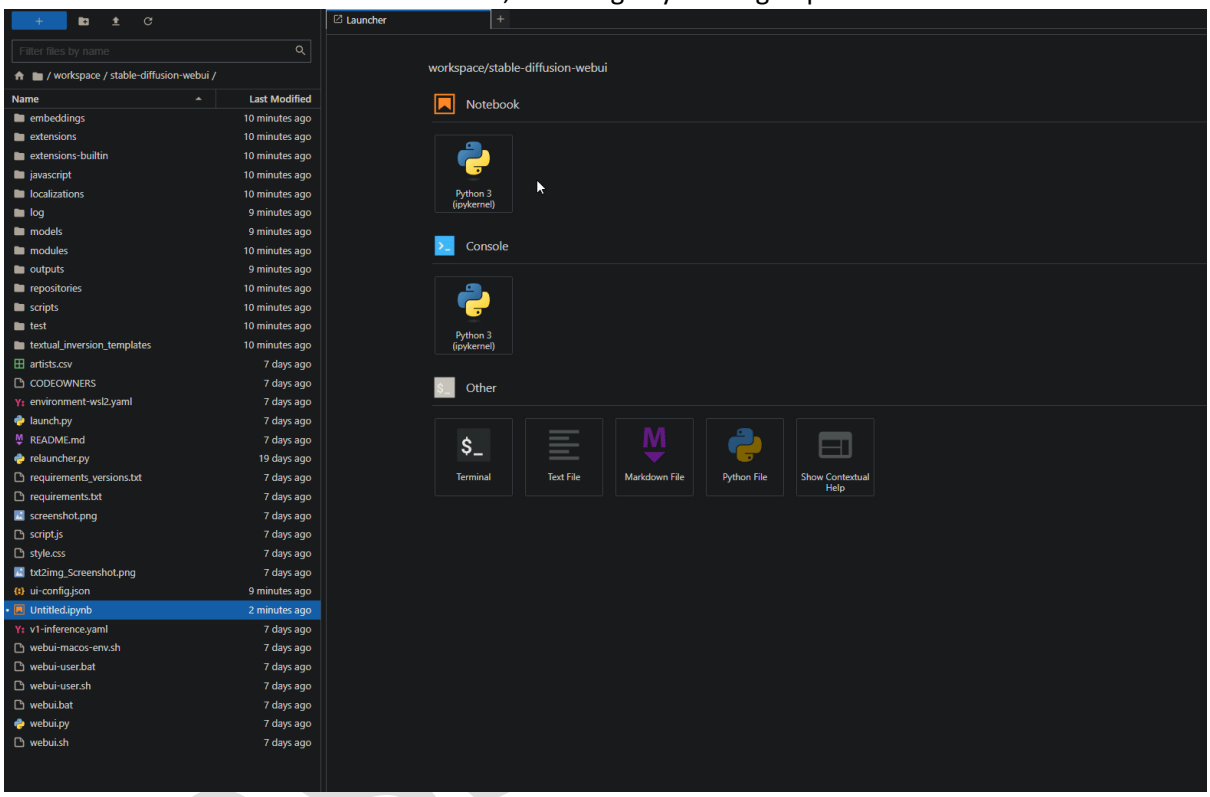



6. **Note: If you want to use another model in that folder, you need to download or upload the model to that folder also.**
7. Now navigate back to the main WebUI folder like such:

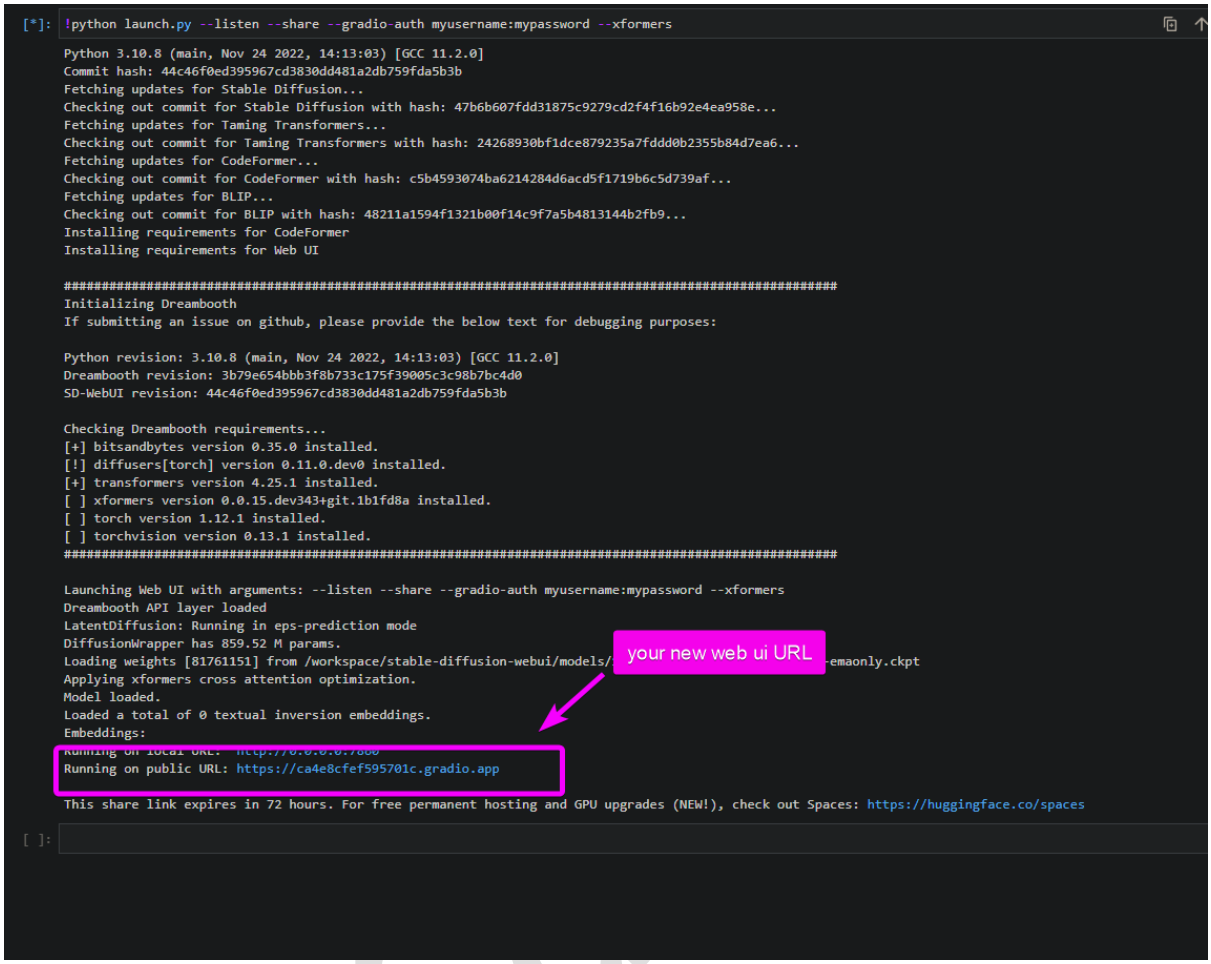


## Launch WebUI

1. While in the main WebUI folder, double click the “Pyhton3 (ipykernel) file to start a console where we write our launch command
2. Once you do this, there will be an empty console where you can paste your command in to launch your WebUI, the command I use is as follows:
    a. ***!python launch.py --listen --share --gradio-auth myusername:mypassword –xformers***
3. This command will start to run the WebUI, installing any missing dependencies etc




4. Once it’s ready, you will have a new link to load your gradio server where you can log in with the credentials you set in the launch parameters

5. 

6. Open the URL and login and you will have your normal WebUI running
   **Note:** The folder structure is the same as your local or colab UI, you put models in the models/stable-diffusion folder and you put your embeddings in the embeddings folder then they will load in the Gradio WebUI
7.