

Complete Qube UI Release Notes

Qube UI 8.0

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#  
# The Qube! UI Release Notes  
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The Qube! UI:

Provides interactive updates on jobs and workers via push notifications from the Qube! Supervisor Proxy. A highly configurable interface allows users to tune it to their individual workflows. The UI introduces a new playback system with wide image format support and color management.

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@RELEASE: 8.0-0  
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What's new:

Performance improvements and bug fixes for the Qube! UI.

==== CL 23637 ====

@FIX: VRED jobtype Python3 compatibility

==== CL 23636 ====

@NEW: add VRED support for QubeUI

==== CL 23616 ====

@NEW: add Unreal Movie Render Queue submission ui

==== CL 23488 ====

@FIX: Camera, Layer and Default Renderer menu item not displaying or stored properly

==== CL 23480 ====

Added an Add button for submission dependencies.

==== CL 23478 ====

Added selector for submission flags.

==== CL 23401 ====

Fixed crash on exit.

==== CL 23369 ====

Added PGRP to the list of searchable fields.

==== CL 23367 ====

Fixed bug where the last character of a job/worker search term was ignored.

==== CL 23364 ====

@FIX: App UI installer filtering of 3dsMax versions

==== CL 23352 ====

Modify job now only modifies values that are explicitly set by the user.

Modified values are shaded in red.

Reset context menu resets to the original value.

==== CL 23349 ====

Renamed "Farm Concurrency CPUs" to "Instances" to match WranglerView not ArtistView.

Renamed "Farm Concurrency Max" to "Max Instances" to match WranglerView not ArtistView.

==== CL 23328 ====

Fixed issue where Maya batch submission dialogs would consider project paths as files instead of paths in selection dialogs.

==== CL 23327 ====

Fixed issue where resubmit of Maya batch jobs would not prefill the executable path.

==== CL 23314 ====
Added job save as xja/qja in job list.

==== CL 23284 ====
@FIX:Removed unused variables

==== CL 23278 ====
@FIX:Cinema4D InApp installation path

==== CL 23276 ====
@IMPROVEMENT:AfterEffects InApp Submission scripts for QubeUI working

==== CL 23255 ====
Fixed worker list reporting incorrect slot usage.

==== CL 23249 ====
Fixed intermittent crash on startup.

==== CL 23244 ====
Improved performance of structured job/worker hierarchy

==== CL 23241 ====
Improved performance of killing or retrying many jobs.

==== CL 23235 ====
@FIX Fixed issue where stdout/stderr browsers reset their scroll position on supervisor proxy update.

==== CL 23231 ====
@FIX No longer scrolls to current selection on supervisor proxy update.

==== CL 23220 ====
Performance improvement when removing 10k+ jobs.

==== CL 23217 ====
Improved reliability when deleting many jobs.

==== CL 23215 ====
Improved opening speed of right-click context menu when many jobs are selected.

==== CL 23207 ====
@FIX: Job submission now correctly configuring timeout callbacks.

==== CL 23199 ====
@FIX:AfterEffects output path

==== CL 23195 ====
@FIX: Maya Batch paths and camera settings

==== CL 23157 ====
Thumbnails in frame list are now anti-aliased.

==== CL 23153 ====
Fixed issue where clicking on the thumbnail size slider to the left or right of the handle would not update the thumbnail size.

==== CL 23135 ====
Fixed issue where the first frame of block boundaries would not reload if it was initially missing.
Fixed issue where frame thumbnails would not reload when updated.

==== CL 23133 ====
@FIX: Update AV style functions

==== CL 23132 ====
@FIX: File path and reservation issues

==== CL 23130 ====
Fixed bug where default user permissions weren't being taken into account to display context menu items.
Updated version.

==== CL 23128 ====
@FIX:"AfterEffects path" selects file, add missing file header

==== CL 23076 ====
Filtering performance improvements

==== CL 23070 ====
Improved job/worker list button placement.
Changed 'only USER's jobs' checkbox into a button and positioned with other filter buttons.
Added new default Blue theme.
Updated predefined themes for new layout.

==== CL 23056 ====
@FIX Crash under Linux on reading of formats that clash between Qt and OIIO, such as PNG/JPEG.

==== CL 23046 ====
Reduced startup time for farms with large queues.

==== CL 22906 ====
@NEW:Add VRED 2021 support

==== CL 22888 ====
@UPDATE: 3dsMax BatchRender, break up "Bitmap Parameters" into more reasonably sized pages

==== CL 22884 ====
@FIX:QubeUI 3dsMax InApp Installer, remove readonly bit on target directories

==== CL 22811 ====
Sorting of jobs/workers in tree structure now independant from levels. Levels order based on specified order function, jobs/workers order based on id/name.

==== CL 22794 ====
Added ID range level function to job list.

==== CL 22792 ====
Added 'changed' level function to worker list.

==== CL 22790 ====
Added check for job list consistency.

==== CL 22786 ====
Fixed job/worker list flicker on rapid updates.
@BROKEN Hitting refresh button while updates being applied treats full job list as new individual items - basically never returns on a large job list.

==== CL 22784 ====
Hitting space in the Preview dock now toggles playback

==== CL 22782 ====
Color space selection is no longer reset to "Detect" between job selections.

==== CL 22780 ====
Fixed intermittent crash on change layout if previewer loaded with frames.

==== CL 22761 ====
@FIX:QubeUI 3dsMax InApp Installer

==== CL 22742 ====
Fixed bug where cancelling a file/dir browser dialog would clear the submission parameter.

==== CL 22738 ====
Can now override preferences using environment variables in the form QUBEUI_XYZ where XYZ is the preference key.

==== CL 22731 ====
Improved frame selection performance on jobs with large history.
Fixed crash on rapidly selecting frames.

==== CL 22729 ====
ETA & average times for job list now working

==== CL 22716 ====
Fixed inconsistent frame thumbnail column width

==== CL 21618 ====
@NEW:Backport VRED submission support to WranglerView

==== CL 20264 ====
@FIX: VRED sequence renders can fail if the sequence name is submitted with leading or trailing whitespace

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==== CL 18943 ====
@NEW: add support for VRED 2018.2, VRED has switched from PyQt5 to PySide2 as of 2018.
@NEW: add "no valid license" to regex_errors
@FIX: set VRED raytracing stillFrame quality mode right after scene load
@CHANGE: reduce set of imported VRED modules to bare minimum

==== CL 18032 ====
@FIX: VRED vrCameraEditor was renamed to vrCamera between VRED 2017.0 and 2017.2, VRED 2017 errors out with
'vrCameraEditor not found'

==== CL 17680 ====
@FIX: Qube in-app window is blank in VRED 2017.2, vrCameraEditor VRED module renamed in 2017.2 to vrCamera

==== CL 16884 ====
@NEW: update VRED support for 2017, in-app now uses VRED's "plugin scripts" method

==== CL 16018 ====
@NEW: add support for VRED Design users with "Viewpoint" rendering that doesn't use the sequencer

==== CL 15797 ====
@FIX: VRED submission UI improperly quotes project filenames with spaces in them

==== CL 14794 ====
@NEW: VRED linux support for VREDServerNode

==== CL 14773 ====
@NEW: a submission UI to render frame-based jobs using the VRED Sequencer

==== CL 14752 ====
@NEW: a python-based loadOnce VRED jobtype, passes in lists of python commands to a running instance of
VRED
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Qube UI 7.5

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@RELEASE: 7.5-0
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What's new:

The Qube! UI replaces ArtistView and is now available on all Qube! supported platforms.