

3ds Max 6.7-0 Jobtype Release Notes

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This release is designed to work with Qube! version 6.7-x.

There were a number of internal changes in this version to improve stability and ease future enhancements.

Please note that we have dropped support for earlier versions of 3ds Max. Now the supported versions are 3ds Max 2010 and above. The "legacy mode" has also been discontinued, accordingly.

==== CL 13849 ====

@NEW: add support for 3ds Max 2016 and 3ds Max Design 2016

JIRA: QUBE-792

==== CL 13735 ====

@CHANGE: V-Ray DBR jobs in 3dsMax can now start immediately, hosts can join in as they become available

==== CL 13733 ====

@CHANGE: 3dsmax job.conf jobtype version to 6.7-0. Also removed legacy parameters.

==== CL 13243 ====

@FIX: a few key bug fixes to the 3dsmax jobtype

@FIX: translate forward-slashes to backslashes in the path to [maxscriptServer.ms](https://maxscriptserver.ms), which was causing UNC paths to break (for centralizing the jobtype)

@FIX: force-load dotNet's "System.Core" module to avoid random failure of creating the named pipe

@FIX: rename "renderJob" maxscript struct to "qbRenderJob" to avoid name clashes with custom/3rd-party code.

ZD: 12587

JIRA: QUBE-644, QUBE-650, QUBE-651

@FIX: issue with the perl-side buffer-reading code, where it would incorrectly disconnect and die if the read-buffer contained data size divisible by 512 bytes.