Qube 6.7 Jobtypes Release Notes

What's new in Qube 6.7 jobtypes

Anything new in 6.7 jobtypes?

3ds Max 6.7-2 Jobtype

==== CL 15487 ====
@CHANGE: 3dsmax jt: added back render elements support to the default scan line renderer

ZD: 15441

==== CL 15475 ====
@FIX: add support in 3dsmax jobtype to display 16-bit logging output that was introduced in 3ds Max 2016

JIRA: QUBE-1210
ZD: 14492

3ds Max 6.7-1 Jobtype

==== CL 14588 ====
@NEW: 3dsMax V-Ray DBR jobs can display the V-Ray frame buffer on the submitting machine to allow the end-user to easily monitor DBR render in progress

==== CL 14561 ====
@NEW: add ability to not render on master for 3dsMax V-Ray DBR

==== CL 14510 ====
@CHANGE: 3dsMax V-Ray DBR jobs can now start once all satellite instances are running, or the master node will "collect" satellite nodes for a set period of time and then start with less than the full complement; unstarted instances are immediately set to "complete" since they won't be able to contribute once the master has started the render
@NEW: add callbacks that kill or fail all instances as soon as the master running on instance 0 is killed or failed

==== CL 14256 ====
@FIX: tweak the args to Win32::Process to properly pass the -port argument to vrayspawner

==== CL 14240 ====
@FIX: a few issues causing Vray DR jobs from running properly.

* VRay.ms: properly escape spaces and backslashes in file path args to "renameFile" via gQube.util.executeCommand.

* VRay.ms: add missing parens to invocation of prepareDistributedRender()

* VRay.ms: fixed typo "rawFielName" in prepareRawFile(), which was causing error: Unknown property: "count" in undefined

* qbUtilStruct.ms: fixed type "optinos" in myAssert

* utils.pm: made sure to use DOS line ending, CRLF, or "\r\n", when creating the vray_dr.cfg file in createVRayDR_CFG_File()

==== CL 14212 ====
@FIX: added workaround to a newly introduced bug in 3ds max 2016 maxscript, when writing to a dotnet named pipe stream.

This was causing false negatives during output file check in the jobtype,
causing frames to fail when they're actually fine.

==== CL 14174 ====
@FIX: fix issue where jobs will fail on some systems, complainging about a missing folder "C:\qbDebug", or being unable to write to a text file inside it.

3ds Max 6.7-0a Jobtype

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

@FIX: issue with jobtype generating an error about the folder "C:\qbDebug" and failing.

3ds Max 6.7-0 Jobtype

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, 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.

Maya 6.7-0 Jobtype

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

==== CL 13889 ====
@FIX: excutable search was partially broken, not searching in all relevant directories.

ZD: QUBE-839

==== CL 13817 ====
@NEW: add Maya 2016 support to loadOnce "maya" jobtype

==== CL 13783 ====
@NEW: add support for QB_VRAY_INSTALL_ROOT environment variable, which can be specified to allow the v-ray DR slave job instances to find the vray.exe program installed in a non-standard location.

ZD 13000

==== CL 13360 ====
@FIX: support 'use all cores' for Maya LoadOnce mentalray renders
@CHANGE: expose 'use all cores' widget in maya submission UI

==== CL 13344 ====
@FIX: mentalray for maya 2012 and later only supports 4 slaves
@CHANGE: selecting mentalray DBR sets upper limit on job.cpus, sets instance count to max.

==== CL 13110 ====
@FIX: fixed sceneMayaVersion() routine to correctly parse Maya ASCII (.ma) files for the required maya version.

ZD12407