

Qube 6.7-0 Jobtype Release Notes

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](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.

Maya 6.7-0 Jobtype

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==== CL 13889 ====

@FIX: executable 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