

# WranglerView 6.5-3 Release Notes

## 6.5-3 FEATURES AND FIXES

### New features

==== CL 12295 ====

@NEW: add support for new 'exiting' status

==== CL 12240 ====

@NEW: add generic renderThread controls to mantra submission UI

==== CL 12362 ====

@NEW: only enable 'Zip and Open Job Log Dir' if dir exists and is writeable by user.

==== CL 12200 ====

@NEW: add support for Maxwell to maya batch render

==== CL 12168 ====

@NEW: add support for 'auto-submit subsequent jobs' to AfterEffects submission UI's, allow user to suppress display of following submission dialogs

### Fixes

==== CL 12416 ====

@FIX: 'KeyError' when selecting a job that has been removed by another user, due to local cache data being out of date when 'Refresh' button is set not to "clear cache"

==== CL 12373 ====

@FIX: Retrying failed work should automatically unblock instances as well as retry complete/failed/killed instances

==== CL 12362 ====

@FIX: only enable 'Job Log Dir...' job context menu items if log dir is accessible

==== CL 12345 ====

@FIX: 3dsMax batch render: support float values for GammaValueIn & GammaValueOut parameters

==== CL 12330 ====

@FIX: appFinder AE movie renders (single-pass, single instance) can't find rendered movie file for right-click->View Output

==== CL 12324 ====

@FIX: C4D AppFinder doesn't set C4D version for R15 (or any values other than R14)

==== CL 12252 ====

@FIX: WranglerView user filter loses last value when re-enabled, is blank, user has to re-enter or select a name from the pull-down user list

==== CL 12248 ====

@FIX: 'Configure on Supervisor' does not support non-default location of central worker configuration file, always saves to the default location.

==== CL 12221 ====

@FIX: remove any trailing slash on the maya project, can cause Maya to simply print the help message

==== CL 12186 ====

@FIX: nukeX argument case sensitivity prevents nuke8 jobs from running.

==== CL 12166 ====

@FIX: NameError: global name 'showSubmitDialogs' is not defined

==== CL 12100 ====

@FIX: C4D In-App Win submission doesn't flip fwd-slashes to back-slashes

### Changes in behavior

=====

==== CL 12429 ====

@CHANGE: Unblocking work should automatically unblock instances

==== CL 12181 ====

@CHANGE: 'Set Defaults' button now auto-saves the preferences and closes the submission dialog, no more "Cancel" and file->save prefs

==== CL 12134 ====

@CHANGE: remove the "Use All Cores" widget from 'maya' jobtype submission UI, since Maya's renderGlobals "numProcs" value of 0 only seems to be respected by the maya software renderer. Instead, show the "specify number of render threads" control, allow the user to easily specify the number of threads and the submission UI will take care of reserving the correct number of worker slots.