

Maya rendersetup vs render layers

If your Maya loadOnce or BatchRender job fails with an error similar to:

```
Error: line 1: UnboundLocalError: file
/usr/autodesk/maya2017/lib/python2.7/site-packages/maya/app/renderSetup/model/renderSetup.py line 270:
local variable 'renderLayer' referenced before assignment
```

...it is possible you are attempting to render a scene file that contains both legacy render layers and contemporary renderSetup layers, which according to Autodesk is unsupported. To make this combination work you need to add a new Maya environment variable `MAYA_ENABLE_LEGACY_RENDER_LAYERS=1` to your workers, or in the job submissions under the expert options.

Submit Maya BatchRender (vray)

System options

Qube SimpleCmd and Shell Parameters

Qube Worker Selection

Qube Advanced Job Control

Email (job complete) ☐ Kevin

Email (failed frames) ☐ Kevin

FlightCheck scripts

Qube Job Delayed Start

Qube Job Environment

Key	Value
MAYA_ENABLE_LEGACY_RENDER_LAYERS	1

Environment Variables

Qube Job Run-time-OS-specific Environment Variables

Qube Job Validation & RegularExpression-based Output Parsing

regex_errors: Cannot load scene|

Qube Actions

Qube Notes

Notes

Set Defaults Clear Defaults ☐ Expert Mode Cancel Submit