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.