

ArtistView 6.8-1 Release Notes

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@RELEASE: 6.8-1

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==== CL 15447 ====

@FIX:Add regex error parsing to C4D submission dialogs in ArtistView.

==== CL 15437 ====

@FIX:Fix C4D output paths when the output path contains a space.

==== CL 15433 ====

@FIX:Fix issue where fields that have no value still appear in the command string with "None" as the argument.

==== CL 15426 ====

@FIX:Fix issue where jobs that have recently completed do not refresh until a "refrech/clear cache" is performed.

@FIX:Fix issue where viewing instance logs of an instance that has started but has not yet created any log data causes an internal crash in the logging system.

==== CL 15424 ====

@CHANGE:Reduce the number of times we get info from the supervisor during refresh.

@CHANGE:Reduce the amount of data returned for running, but not selected jobs during refresh.

==== CL 15419 ====

@TWEAK:Always scroll to the bottom of job logs

==== CL 15388 ====

@FIX: Maya camera and layer selections should be stored in the job's package

==== CL 15357 ====

@FIX: AV submission UI's won't launch on Windows

@CHANGE: Qube_SetPath no longer visible in the Scripts menu

@FIX: Qube dockable panel buttons do nothing

==== CL 15345 ====

@FIX: C4D "submit AppFinder" menu item launches "C4D OSX workers" submission UI

==== CL 15343 ====

@FIX: AV C4D "Windows workers" - "No such file or directory: "C:\Users\briank\Desktop\test.pkl"

@CHANGE: clean up .pkl file after submit

@CHANGE: print submisison UI launch command to C4D python console