Qube 6.8 Jobtypes Release Notes

What's new in Qube 6.8 Jobtypes
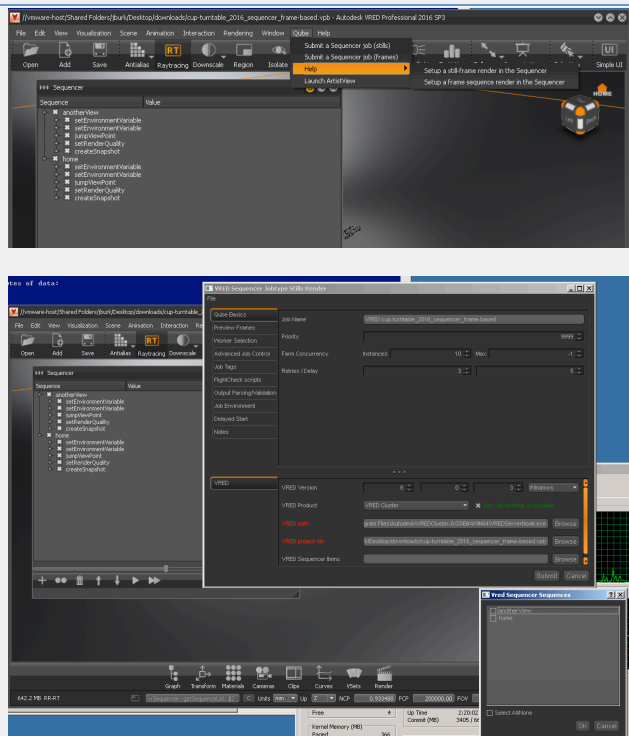
Autodesk VRED Sequencer

The new VRED jobtype is based on the Sequencer functionality in VRED; if you can describe your task or workflow in the Sequencer, Qube can run one, several, or all of the VRED sequences described in the scene's Sequencer.

This jobtype is a "**Load Once**" jobtype, where a copy of VRED is started up and then python commands are sent to the running copy of VRED. The VRED scene is only loaded once at job startup on each Qube worker, and then one or more tasks are performed by each copy of VRED. The scene is unloaded and VRED exits only when the entire job is complete.

Support is provided for VRED Sequences that render both still frames and animation frame ranges.

Submission is performed from inside VRED; the older HTML submission interface has been retired.
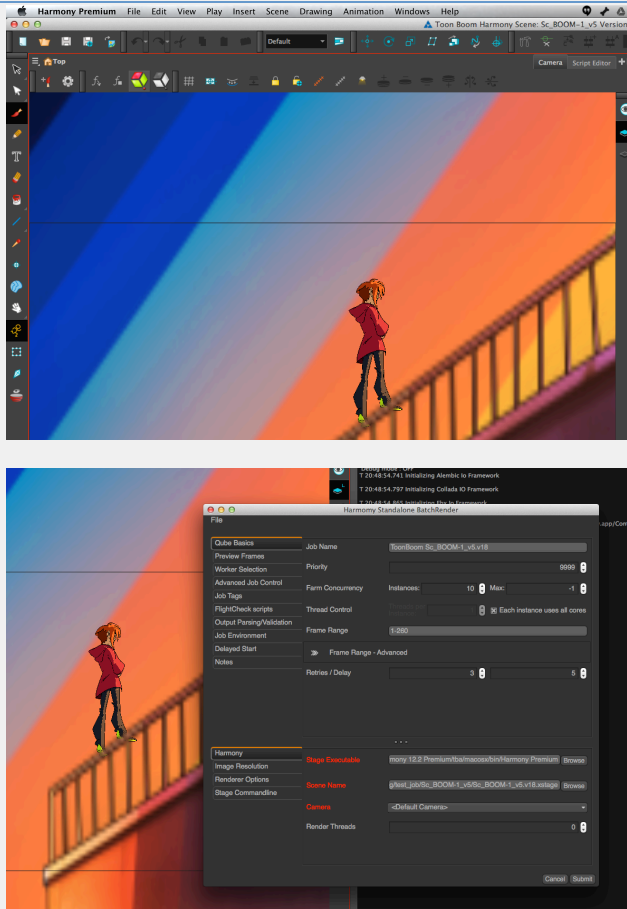
VRED Screen Shots

VRED Tutorial Videos

ToonBoom Harmony Support

Submit from inside Harmony Premium directly to your Qube farm. The submission window is already filled in with the scene settings.

Supports both Harmony Standalone and Harmony Network (Toonboom database server required)

Harmony Screen Shots

Harmony Tutorial Videos

3ds Max 6.8-2 Jobtype

==== CL 15635 ====
@NEW: 3dsmaxjt: add pre- and post-render script execution

ZD: 12182,12496,15245
JIRA: QUBE-546

==== CL 15622 ====
@INTERNAL: made sure all functions are non-global in qbUtilStructLogging.ms (they all belong to gQube.util).

JIRA: QUBE-1469
ZD: 15259

==== CL 15621 ====
@INTERNAL: wrapped contents of server.ms in a local scope.

JIRA: QUBE-1469
ZD: 15259

3ds Max 6.8-1 Jobtype

==== CL 15565 ====
@FIX: 3dsmaxjt: remove empty "endOfStruct" attribute (and variants of it) from all structure definitions.

JIRA: QUBE-1469
ZD: 15259

==== CL 15564 ====
@FIX: 3dsmaxjt: remove unused maxscript module, qbStatusStruct.ms, and any reference to it

JIRA: QUBE-1469
ZD: 15259

==== CL 15563 ====
@FIX: 3dsmaxjt: remove unused maxscript module, qbJobSimurationStruct.ms

JIRA: QUBE-1469
ZD: 15259

==== CL 15562 ====
@FIX: 3dsmaxjt: removed duplicate definition of qbUtilStruct

JIRA: QUBE-1469
ZD: 15259

==== CL 15487 ====
@CHANGE: 3dsmax jt: added back render elements support to the default scan line renderer

ZD: 15441

==== CL 15475 ====
@FIX: add support in 3dsmax jobtype to display 16-bit logging output that was introduced in 3ds Max 2016

JIRA: QUBE-1210
ZD: 14492

Maya 6.8-0a Jobtype

##

@RELEASE: 6.8-0a

##

@SUMMARY:
This release is designed to work with Qube! version 6.8-x

@NEW: add Mac OS X 10.11, aka "El Capitan" support

Mentalray 6.8-0a Jobtype

##

@RELEASE: 6.8-0a

##

@SUMMARY:
This release is designed to work with Qube! version 6.8-x

@NEW: add Mac OS X 10.11, aka "El Capitan" support

miGen 6.8-0a Jobtype

```
####################################################################
```

@RELEASE: 6.8-0a

```
####################################################################
```

@SUMMARY:
This release is designed to work with Qube! version 6.8-x

@NEW: add Mac OS X 10.11, aka "El Capitan" support

modoCmdrange 6.8-0a Jobtype

```
####################################################################
```

@RELEASE: 6.8-0a

```
####################################################################
```

@SUMMARY:
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@NEW: add Mac OS X 10.11, aka "El Capitan" support

mtor 6.8-0a Jobtype

```
####################################################################
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@RELEASE: 6.8-0a

```
####################################################################
```

@SUMMARY:
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@NEW: add Mac OS X 10.11, aka "El Capitan" support

pyHoudini 6.8-0a Jobtype

```
####################################################################
```

@RELEASE: 6.8-0a

```
####################################################################
```

@SUMMARY:
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@NEW: add Mac OS X 10.11, aka "El Capitan" support

Maya 6.8-0a Jobtype

```
####################################################################
```

@RELEASE: 6.8-0a

```
####################################################################
```

@SUMMARY:
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@NEW: add Mac OS X 10.11, aka "El Capitan" support

Autodesk VRED 6.8-0a Jobtype

##

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##

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@NEW: add Mac OS X 10.11, aka "El Capitan" support

Autodesk VRED 6.8-0 Jobtype

> ✅ New in Qube 6.8-0

This release is designed to work with Qube! version 6.8-x

Initial release of this jobytpe. Tested against VRED 2016 SP4.

NOTE: not compatible with VRED 2016 SR1 (Subscription Release)

ToonBoom Harmony 6.8-0 Jobtype

> ✅ New in Qube 6.8-0

A command-line based job, it supports submission from directly inside Harmony.

Both Harmony Standalone and Harmony Network versions are supported. Harmony Network version requires a ToonBoom database server.

Requires Harmony 12.2 or later.

Maya 6.8-0 Jobtype

This release is designed to work with Qube! version 6.8-x.

==== CL 14609 ====
@CHANGE: adjusted code to reflect unexpected/undocumented change in arguments to a v-ray routine (in vrayDR.mel), vraySaveServersInfo(), provided by Chaos Group.

New code should still provide backwards compatibility for v-ray 2.x.

ZD: 14590

==== CL 14347 ====
@FIX: set MAYA_DISABLE_CIP env var to 1, to disable "customer involvement program" feature, to work around Maya 2016 jobs on Linux crashing at launch.

==== CL 14343 ====
@FIX: add code for vray renders to respect "File Name Prefix" override.

Apparently, vray has its own setting, "vraySettings.fileNamePrefix", and
doesn't respect Maya's "defaultRenderGlobals.imageFilePrefix" setting.

ZD: 14158

==== CL 14132 ====
@INTEG: main -> rel-6.7

@FIX: allow maya jobtype to setup dirmapping even when the host can't resolve its own hostname

==== CL 14130 ====
@FIX: allow maya jobtype to setup dirmapping even when the host can't resolve its own hostname

==== CL 14111 ====
@FIX: cosmetic issue where empty output folders get created when there are multiple layers in the scene, AND imageFilePrefix contains slashes to create subdirs.

ZD: 13725