

ArtistView 6.8-3 Release Notes

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@RELEASE: 6.8-3

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==== CL 15882 ====

@CHANGE:Sort the list of submission UIs in prefs for turning on/off submission UIs

==== CL 15862 ====

@NEW:If a submit script button defines "data_function", then that function will be used to determine start_dir

==== CL 15860 ====

@NEW: add a "float" field type to ArtistView submission interfaces

==== CL 15840 ====

@NEW:Submenus under the Submit pulldown by adding a '/' to the display name of the submission script.

@NEW:New "TEST" category under the submit menu

==== CL 15811 ====

@FIX: add support for VRED 2016 Subscription Release SR1

==== CL 15803 ====

@FIX: 'browse' button for VRED Sequencer list opens blank list

@FIX: prevent VRED Pro from showing splash screen and UI when running a job

==== CL 15797 ====

@FIX: VRED submission UI improperly quotes project filenames with spaces in them

==== CL 15793 ====

@FIX: VRED submission UI has mixed slash direction for VRED exe when selecting linux

==== CL 15775 ====

@NEW: AE jobs submitted from AV capture "chunk progress"

==== CL 15770 ====

@CHANGE:in-app button for Cross-Platform submission changed from "Submit AppFinder" to "Submit Cross-Platform BatchRender"

@FIX:Cross-platform button pulls up the correct submission dialog

==== CL 15750 ====

@NEW:command line arg --submitDictFile allows you to write a python-legible dictionary to disk, then use that file as a job object when submitting.

==== CL 15746 ====

@CHANGE:Allow a '0' memory reservation - effectively removing the memory reservation.

==== CL 15742 ====

@NEW:Submission dialogs can now display a help screen.

==== CL 15729 ====

@FIX:Properly set C4D apPFinder token when C4D version > R15.

@FIX:Properly set C4D executable in non-apPFinder submissions when C4D version is <= R15

@FIX:Fixed c4d_path in non-appFinder jobs so that it better monitors the version roller to update the path

==== CL 15719 ====

@NEW:Added pre*Validate example functions to skeleton.py

==== CL 15717 ====

@CHANGE:preSubmitValidate function takes the passed in job_dict rather than the dialog as an argument (being that the dialog does not yet exist when this function is run).

==== CL 15698 ====

@FIX:Fix issue where if a preference is set for a field, but that field is watching another, the preference will be ignored during startup.

==== CL 15691 ====

@NEW:AfterEffects submission UIs provide user-defined validation to check that the output path exists prior to submission. This was added to address the "Save in Subfolder" option that is turned on by default in AE's render queue output dialog, but after render will not create the directory.

==== CL 15689 ====

@NEW:submission dialogs can now provide preShowValidate and preSubmitValidate functions for user-defined validation prior to the submission dialog being displayed and/or prior to the job being submitted, respectively.

==== CL 15679 ====

@CHANGE:Save user tab selection when moving from job tab to host tab and back.

==== CL 15677 ====

@CHANGE:in-app install message boxes can now be resized.

==== CL 15670 ====

@FIX:When AE in-app install fails, report the failure rather than incorrectly reporting success.

==== CL 15657 ====

@NEW:Add "Asset Error" to the list of known C4D error messages.