

Maya Jobtype Release Notes

Maya 6.8-0a Jobtype

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@RELEASE: 6.8-0a

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@SUMMARY:

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

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

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

Maya 6.7-0 Jobtype

This release is designed to work with Qube! version 6.7-x.

==== CL 13889 ====

@FIX: executable search was partially broken, not searching in all relevant directories.

ZD: QUBE-839

==== CL 13817 ====

@NEW: add Maya 2016 support to loadOnce "maya" jobtype

==== CL 13783 ====

@NEW: add support for QB_VRAY_INSTALL_ROOT environment variable, which can be specified to allow the v-ray DR slave job instances to find the vray.exe program installed in a non-standard location.

ZD 13000

==== CL 13360 ====

@FIX: support 'use all cores' for Maya LoadOnce mentalray renders

@CHANGE: expose 'use all cores' widget in maya submission UI

==== CL 13344 ====

@FIX: mentalray for maya 2012 and later only supports 4 slaves

@CHANGE: selecting mentalray DBR sets upper limit on job.cpus, sets instance count to max.

==== CL 13110 ====

@FIX: fixed sceneMayaVersion() routine to correctly parse Maya ASCII (.ma) files for the required maya version.

ZD12407