

WranglerView 6.9 Complete Release Notes

Upcoming END OF LIFE announcement for WranglerView

Beginning with the 6.8 release, WranglerView will be entering a "sunset" phase. It will continue to ship until Qube v7.0.

WranglerView will not have any major new features or functionality added to this or future versions, and any changes will be limited to bug fixes or minor feature additions necessary to facilitate customer needs until they can make the transition over to the new Qube UI.

From Qube 7.0 onwards, all major functionality encompassed in WranglerView is anticipated to have been ported over to the framework that the current ArtistView is built on. With some additional features added along the way, this will be known as the new Qube UI.

There may be new minor features added to the administration and wrangler-centric functionality of WranglerView as needed until such time as the new Qube UI achieves parity with current WranglerView functionality.

6.9-2a FEATURES AND FIXES

@SUMMARY: 6.9-2a is a patch release of 6.9-2, and includes the following fixes.

New features

< None >

Fixes

==== CL 18606 ====

@SPEEDUP: cache worker_path_map instead of retrieving it every frame

==== CL 18235 ====

@FIX: if AfterEffects AppFinder submission UI is launched from WV, if "useCC_year" is enabled by job defaults, the CC_Year field was still disabled

==== CL 18224 ====

@FIX: 'CC Year' field is disabled at launch when started from inside AfterEffects

==== CL 18204 ====

@FIX: nukescrypt path double-quoted when it contains spaces and wrapped in QB_CONVERT

==== CL 17886 ====

@FIX: QuickSupport download link invalid in WranglerView

==== CL 17839 ====

@FIX: 3dsMax jobs using mentalray satellite rendering (DBR) don't wait for all satellites to start up before beginning - missing the "grid" job flag

Changes in behavior

@CHANGE: support resubmission of individual agenda items for jobtypes that don't have a registered submission UI.

6.9-2 FEATURES AND FIXES

@SUMMARY: This is a maintenance release of 6.9. No changes has been made to WV since 6.9-1.

6.9-1 FEATURES AND FIXES

@SUMMARY: This is a maintenance release of 6.9, and includes a number of fixes and improvements to 6.9-0. Recommended upgrade for all 6.9 customers.

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New features
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==== CL 17679 =====

@NEW: Add EMLRL (ENABLE_MAYA_LEGACY_RENDER_LAYERS) checkbox to Maya BatchRender submission UI

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Fixes
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==== CL 17694 =====

@FIX: Omit "-m" flag when rendering on all cores

==== CL 17678 =====

@FIX: Append row when there are no empty rows in grid

==== CL 17666 =====

@FIX: can't set status of submitted job to "blocked" with "--submitDict"

==== CL 17609 =====

@FIX: -oimage and -omultipass options do not have path conversion applied in C4D AppFinder job submission cmdline

==== CL 17603 =====

@FIX: NukePath not being properly set with default value set in WV preferences

==== CL 17518 =====

@FIX: File "qbCache.pyo", line 1847, in getLogOutput - KeyError: '202'

==== CL 17423 =====

@FIX: Added check for empty scene files, exit script if no geometry found

==== CL 17358 =====

@FIX: default user can't remove their own jobs: userHasQubePermission: Unknown Qube user permission: "remove"
@FIX: non-admin users should only be permitted to remove jobs that are either complete, failed, or killed

==== CL 17323 =====

@FIX: right-click on WV job list is slow on Windows

==== CL 17315 =====

@FIX: in getLogOutput "KeyError: <jobid>"

6.9-0c FEATURES AND FIXES

This is a WV-only release to roll-up bug fixes that were impacting several customers

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New features
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< None >

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Fixes
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==== CL 17323 ====

@FIX: default user can't remove their own jobs: userHasQubePermission: Unknown Qube user permission: "remove"
@FIX: non-admin users should only be permitted to remove jobs that are either complete, failed, or killed

==== CL 17323 ====

@FIX: right-click on WV job list is slow on Windows

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Changes in behavior
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==== CL 17339 ====

@CHANGE: WV will exit at startup when running against a supervisor from an older major/minor version

6.9-0b FEATURES AND FIXES

This is a AV/WV-only release to fix a launch-time crash/exception bug.

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New features
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< None >

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Fixes
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Rebuilt against patched Python API to fix an issue launching the GUI.

==== CL 17083 ====

@FIX: Python API: qbping(asDict=True) crashes when used against older (pre-6.9) supe

Among other things, this was causing WV to crash and AV to note an exception (but not crash) when starting up with an older supervisor.

JIRA: QUBE-2084

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Changes in behavior
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< None >

Highlighted 6.9 Features and Changes
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No major new features or changes are present in this release.

6.9-0 FEATURES AND FIXES

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New features
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==== CL 16971 ====

@NEW: Add support for multi-channel EXR's to Modo UI in WV

==== CL 16911 ====

@NEW: Maya 2017 support for the maya_mray_texbake and mayabatch simplecmds

==== CL 16854 ====

@NEW:3DS Max 2017 Jobtype Support for WranglerView

==== CL 16499 ====

@NEW: add support for Maya 2016.5 (Extension 2) to simplecmds/maya_mray_textbake.py

@NEW: add support for Maya 2016 and 2016.5 (Extension 2) to simplecmds/submit_mray.py

==== CL 16093 ====

@NEW: add installation/setup and usage doc for the Maya-mentalray texture bake job

JIRA: QUBE-1463

ZD: 15255

==== CL 16054 ====

@NEW: add support for Maya 2016.5 (Extension 2) to maya batchRender jobs in WV

==== CL 15995 ====

@NEW: maya turtlebake is now agenda-based, multiple bakeLayers can be processed concurrently by different instances

==== CL 15776 ====

@NEW add support for Maya turtlebake batch renderer

==== CL 15765 ====

@NEW: Support new (as of v10) Modo version naming convention

==== CL 15575 ====

@NEW: add data integrity check for jobs that have been in a "registering" state for more than 1 hour

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Fixes

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==== CL 16640 ====

@FIX: setting defaults for flightCheck values results in a corrupted value

==== CL 16600 ====

@FIX: C4D jobs with spaces in either image output or multipass output render directories fail, paths need quoting

@FIX: path conversion not applied to -oimage and -omultipass options

==== CL 16519 ====

@FIX: WV doesn't raise an error dialog when the supervisor rejects a job due to an invalid host groups value

==== CL 16383 ====

@FIX: "browse output dirs" and "open job log dir" doesn't work on Ubuntu

==== CL 16081 ====

@FIX: global resources are not populating the reservation 'Browse' dialog when submission UI's are launched outside of WV itself, ie. launched stand-alone from within a 3rd-party application

==== CL 16075 ====

@FIX: maya batchrender resubmission does not set the thread count in the command-line

==== CL 16014 ====

@FIX: properly quote -im value if it contains spaces

@FIX: properly escape -im value if it contains angle-brackets and -rfs option is in use on Windows

==== CL 16000 ====

@FIX: use of "-rfs" option combined with the use of angle brackets (<>) in the image name on Windows results in a command-line which will not start

==== CL 15998 ====

@FIX: catch case where auto-generated maya batch UI's attempt to set the default value for an integer field.

==== CL 15997 ====

@FIX: add support for an -rfs value of 0

==== CL 15995 ====

@FIX: -renderThreads control now hidden and not used, turtlebake renderer has a bug either parsing or supporting this argument

==== CL 15967 ====

@FIX: Min File Size maximum value is too small at 100KB, increased to 100MB

==== CL 15928 ====

@FIX: use of ` -rfs ` (renumber frame start) maya batchRender option fails on Windows

==== CL 15911 ====

@FIX: permissions-aware context menus don't respect WV's supervisor override

==== CL 15905 ====

@FIX: WranglerView -> View -> "SearchFilter: Dependent Jobs" does not show expected results

==== CL 15887 ====

@FIX: malformed job with NULL values in 'lastupdate', 'timestart', 'timesubmit', 'timecomplete' fields crashes WV

==== CL 15854 ====

@FIX: scenefile path in Maya batch "appFindier" jobs is erroneously double-quoted when it contains spaces

==== CL 15828 ====

@FIX: nuke loadOnce jobs fail to load the nuke script, script path is unquoted in nuke.scriptOpen()

==== CL 15789 ====

@FIX: KeyError: 'cmdTemplate' when Maya BatchRender "rfs" option (Renumber Start Frame) is set to a positive number

==== CL 15767 ====

@FIX: --submitJobtype argument fails to launch a submission window

==== CL 15762 ====

@FIX: Modo in-app submission on Windows fails with "[Error 2] The system cannot find the file specified"

==== CL 15710 ====

@FIX: retrying individual frames doesn't retry any instances on dependent frames

==== CL 15695 ====

@FIX: "Check for inactive jobs with running work" data integrity check should ignore jobs in a dying state

==== CL 15627 ====

@FIX: WV job context menu items are disabled if a qube user has been granted the synthetic "all" permissions set without also being a qube admin

==== CL 15584 ====

@FIX: "CC year" field is disabled even when the "Use CC Year" field is enabled

==== CL 15572 ====

@FIX: "Check for missing tables" data integrity check should ignore jobs in a registering state

==== CL 15538 ====

@FIX: 3ds Max stdout includes UTF-16le encoding, logs appear truncated

==== CL 15430 ====

@FIX: paths in outputPaths are double-quoted if the -oimage or -omultipass arguments contain spaces

==== CL 15377 ====

@FIX: maya_mray_textbake.py missing from WranglerView build

==== CL 15348 ====

@FIX: submission from inside AfterEffects CC 2015 shows "2014" in the submission UI's "CC year" version field

==== CL 15344 ====

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

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Changes in behavior
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==== CL 16575 ====

@CHANGE: show host for pending instance when job flag "host_list" is set

==== CL 16383 ====

@CHANGE: remove non-functional "browse output dirs" in job instance context menu

==== CL 15995 ====

@CHANGE: bakeLayer is now a required field, defaults to "all"

==== CL 15928 ====

@CHANGE: Maya BatchRender jobs now use the python-based pyCmdrange jobtype, the means that Python must be installed on the workers to run Maya BatchRender jobs from this point onwards

==== CL 15627 ====

@CHANGE: permissions list is sorted in WV's User Permissions view

==== CL 15538 ====

@CHANGE: start 3dsmaxcmd.exe with a wrapper when running 3ds Max 2016 or later

==== CL 15344 ====

@CHANGE: clean up .pkl file after submit

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