

WranglerView 6.6-4 Release Notes

6.6-4c FEATURES AND FIXES

WranglerView 6.6-4c contains an optimization that delays the loading of the job logs when a job is selected unless the stdout/stderr log pane is showing. This allows the user to scroll through the job listing much quicker, and only when the log's panel is displayed in the right-hand pane are the job's logs loaded.

Fixes

==== CL 14470 ====

@FIX: VRED submission fails if there is a space in the Render Directory

==== CL 14469 ====

@FIX: backport "delayed log loading" optimization from 6.7-1c to 6.6-4

==== CL 14465 ====

@FIX: qbCache.py:1751 - "TypeError: 'int' object is unsubscriptable" when displaying stdout log panel for running job when selected frame has just started

6.6-4b FEATURES AND FIXES

WranglerView 6.6-4b contains an optimization uncovered by Andy Jones and Alon Gibli of PSYOP Los Angeles which affects performance when the log sections for individual frames get very large.

Fixes

@FIX: integrate all post-1a-release performance tweaks found in 6.7 back into 6.6

* CL 14436 - @FIX: another performance improvement, tweak regex that trims the end of the per-frame logs

* CL 14450 - @FIX: don't make the "got work" regex greedy, it can cause a log application hang where the per-frame log data is very long; the time spent in the hang is actually invisible to the python profiler

* CL 14451 - @FIX: apply regex tweak to the section that trims text after "requesting work". Will benefit logs with very long per-frame sections.

6.6-4a FEATURES AND FIXES

New features

==== CL 14400 ====

@NEW: add ability to show/hide "Resource Summary" tab by user preference

@NEW: "Resource Summary" hidden by default

Fixes

==== CL 14414 ====

@FIX: severe performance impact to WV when loading logs for jobs with longer agendas (500+ frames), regardless of length of the actual logs

==== CL 14411 ====

@FIX: Frames and Chunks columns sort as strings, not integer values: 1, 10, 2, 203, 9...

==== CL 14184 ====

@FIX: use version-agnostic URL to on-line qube documentation, reflects moving the docs to the QUBE space in confluence

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Changes in behavior
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==== CL 14392 ====

@CHANGE: don't evaluate up- or downstream dependencies if the "dependency graph" is hidden by user preferences

6.6-4 FEATURES AND FIXES

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New features
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==== CL 14013 ====

@NEW: add ability to hide 'Running Instances' tab, suppresses the fetching of job detail data for all running jobs.

==== CL 13739 ====

@NEW: Maxwell 3 compatibility

==== CL 13641 ====

@NEW: Add support for custom frame ranges in AfterEffect renderQueue items "render settings"

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Fixes
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==== CL 14090 ====

@FIX: don't wrap empty paths in QB_CONVERT_PATH

==== CL 14086 ====

@FIX: supplying an outputPath but no renderQueueIndex or compName results in '-output' with no path in the job's command-line

==== CL 14062 ====

@FIX: frame logs when run more than once on multiple instances are not sorted chronologically, but by instance ID, sometimes resulting in out-of-order per-frame log data in WranglerView

==== CL 14059 ====

@FIX: "AttributeError: 'NoneType' object has no attribute 'count'" message when submitting an AfterEffects from outside of AE and not specifying the outputPath

==== CL 14054 ====

@FIX: ZeroDivisionError when a global resource is defined with a total of 0 resources

==== CL 14019 ====

@FIX: additional performance optimization relating to job and host filter widgets, avoid getting distinct values for widgets not shown

==== CL 13803 ====

@FIX: submission UI should use supervisor_default_hostorder if set, not hard-coded value

==== CL 13710 ====

@FIX: 'Kill' option greyed out for a job in the 'waiting' state

==== CL 13688 ====

@FIX: Fix issue on support for OSX 10.10 where WV would not start if /etc/hostconfig was missing.

==== CL 13686 ====

@FIX: is supervisor_max_cpus_limit == -1, the WV max_cpus field can't be set to anything other than -1

==== CL 13684 ====

@FIX: memory reservation widget upper limit was 10G, new limit is 512G

==== CL 13661 ====

@FIX: editing some supervisor_* parameters triggering a supervisor restart when a reread would be sufficient

==== CL 13641 ====

@FIX: custom frame ranges in AfterEffects being ignored in favour of comp work area range

==== CL 13535 ====

@FIX: retrywork_delay missing from job modification dialog

==== CL 13530 ====

@FIX: AE CC 2014.2 - to avoid float frame numbers (e.g., 134.00003456789) truncate (round down) start- and end-frame values. This seems to match AE's internal behavior with aerender.

==== CL 13499 ====

@FIX: don't render C4D multi-pass output if 'Multi-Pass' is not enabled in the render settings

==== CL 13408 ====

@FIX: don't automatically set the job's requirements if using a 'kind' value

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Changes in behavior

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==== CL 14062 ====

@CHANGE: print a delineating space between successive runs of an agenda item when viewer per-frame logs, helps to see where it restarts

==== CL 13715 ====

@CHANGE: add VRED scene name to the job name when the scenefile is selected

==== CL 13686 ====

@CHANGE: default max_instances to the lesser of either supervisor_max_cpus_limit or 200 (default to 200 if no upper limit defined in the supervisor

==== CL 13641 ====

@CHANGE: a different approach for determining start and end frames using AfterEffects "timeToCurrentFormat()" function