WranglerView 6.5-1 Release Notes

6.5-1 FEATURES AND FIXES

New features

@NEW: add support for Adobe's Creative Cloud 'CC' version numbering scheme

@NEW: add 'refresh' menu item to runningInstance context menu

@NEW: "refresh selected" in Running Instances view is now active, will refresh data for selected jobs

@NEW: add "selected" count to job list, display is under user pref control

@NEW: add "kind" control to job requirements browser, make it a bit simpler to use the job "kind" attribute

@NEW: user filter populates from list of job users

@NEW: display 'Pending Reasons' for running jobs with pending instances

@NEW: Useability improvement: add "filter jobs/workers" and "select instance" menu items to Worker context menus, takes the user from the Worker view to the Running Instances or Jobview

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@NEW: add "view last X lines of log" for Help->View workerlog & supelog, linecount X is set in the prefs.

@NEW: enable/disable debug logging from the Help menu

@NEW: Prompt to "Enable worker autostart as Service / Logon User?" when starting Desktop Worker or service from Admin->Worker->Start if not already set to auto-start

New MAXWELL features

@NEW: Maxwell - add "MXI Cleanup" option to mximerge job

@NEW: Maxwell - add "Aspect Ratio" read-only field, so user can verify the (optionally) entered image resolution is the correct a/s

@NEW: Maxwell - add license-related messages from Maxwell to highlights regular expression (not necessarily errors, but messages that need attention)

@NEW: Maxwell - show calculated aspect ratio when user overrides Maxwell render resolution

@NEW: Maxwell - add missing MXS or license error strings to error regular expressions

@NEW: Maxwell - expose 'mxi cleanup' checkbox in Maxwell render submission, sets the mxi cleanup control in subsequent mximerge job

@NEW: Maxwell - link 'Coop Total SL' to 'SamplingLevel' if doing Coop renders: CoopTotalSL is hidden by default, but will change to match value of SamplingLevel when users changes SL value. More intuitive usage.

Fixes

@FIX: don't save path to StudioDefaults or StudioOverrides in the external Prefs file

@FIX: prefs dialog often displays too low on screen, lower portion if off-screen

@FIX: should not be able to set a "specific thread count" when "Use All Cores" is checked, disable the threadCount control when "Use All Cores" is checked

@FIX: add 'Auto-set rd" checkbox to add -rd flag to mentalray batch render jobs

@FIX: catch case where running on headless nodes, GUI crashes when clicking on job state filter buttons

@FIX: fix "selected" behavior in running instances view, keeps re-selecting the incorrect instance.

@FIX: catch various cases where elapsedTime or avgTime calculations return negative values

@FIX: error "widgetName not implemented in worker config management dialog" raised when trying to save any "directory" type parameters in

"configure on supervisor" dialog: worker_logmode, worker_template_path

@FIX: C4D AppFinder jobs should not be dispatched to linux hosts

@FIX: pending reasons not shown until view is refreshed

@FIX: Maxwell mximerge simpleCmd module missing from release build

@FIX: path to rendered frame is double-quoted, can't be opened from context menus

@FIX: Retry frame/instance value is stripped at resubmission

@FIX: "display config" doesn't include proxy_* values on a worker

@FIX: subprocess module raises "WindowsError: [Error 2] The system cannot find the file specified" error when submitting an C4D AppFinder job from Windows.

@FIX: job environment is truncated upon resubmission if it exceeds the default number of rows in the environment widget

@FIX: Intemittent "IndexError: list index out of range" error when Refresh->clearCache from stale items in jobList

@FIX: "running users" column in worker view is empty when user filter in job view is not blank

@FIX: jobs calculate % done incorrectly when agenda has failed frames until job is selected, display correct value after that

@FIX: Retrying a frame or instance does not update job's displayed status to pending in GUI, despite it actually being pending

@FIX:Fix issue where MySql connection issues cause application to crash while writing debug logs.

@FIX: add in missing fields for user job limit paramters: supervisor_default_user_subjob_limit, supervisor_default_pgrp_subjob_limit, supervisor_user_subjob_limits, supervisor_pgrp_subjob_limits

@FIX: added code to "generate movie" jobs, to support frame ranges that don't start at 1 with conversions using ffmpeg

@FIX: also added a leading "." to the movie_ext choice strings, which is required. ZD: 9745

@FIX: cached log files should be world-writeable, so other users can clean them up

@FIX: C4d - don't pass in '-threads' arg is threadCount is 0, causes issues with C4D

@FIX: jobs not belonging to the same pgrp displaying when filtering by pgrp; don't use glob-style matching for job id's and pgrp's

@FIX: Lock/Schedule does not raise a schedule windows, does not lock host

@FIX: wait for Desktop Worker to completely shut down on OSX

@FIX: on a supervisor with a hostname of "supervisor", the WV gui cannot restart the supervisor service; it will stop it, but never detect it's stopped.

Changes in behavior

@CHANGE: Maxwell - expose 'Co-op SL' as non-expert control

@CHANGE: only run 1 aerender job at a time on a worker while allowing other jobs to be accepted, uses 'kind' attribute

@CHANGE: refesh and fetch all jobs when disabling the user filter when using SQL query, now consistent with API query behavior

@CHANGE: suppress logging of "Table '320qube.41040work' doesn't exist" MySQL messages, MySQL error code 1146

@CHANGE: full worker locking / unlocking no longer raises a confirmation dialog

@COSMETIC: change wording of "job info for id x invalid" warning message.

@COSMETIC: re-word partial locking worker context menu items to be less ambiguous