ArtistView 6.8-0 Release Notes

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@RELEASE: 6.8-0

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==== CL 15069 ====
@NEW:You can now append data to a field in the job modify dialog when multiple jobs are selected and each job has a different value for that field such that the field displays "<..vaires..>". Simply add new data after "<..varies..>" and the new data will be appended to each job's field, individually, thereby preserving the original data AND adding new data.

==== CL 15053 ====
@NEW:Basic admin UI for central prefs

==== CL 15044 ====
@NEW:Callbacks handled in resubmission. For this iteration, only self-referential callbacks are included in resubmission.

==== CL 15025 ====
@NEW: add build ID to the 'about' dialog

==== CL 15007 ====
@CHANGE: Harmony 12.2 conversion continues
@NEW: added FOV field

==== CL 14997 ====
@CHANGE: ToonBoom Harmony jobtype system requirements, only support 12.2 and later.

==== CL 14992 ====
@FIX:Fixed issue where job logs will sometimes stop updating until you "refresh clear-cache"

==== CL 14975 ====
@NEW:Job resubmission, both for ArtistView submitted jobs and WranglerView submitted jobs.

==== CL 14965 ====
@NEW: dealyed job start

==== CL 14960 ====
@NEW: a native menu item for submitting jobs from inside VRED

==== CL 14955 ====
@NEW: VRED in-app submission

==== CL 14944 ====
@FIX:"File > Open * Dir" fixed on windows.

==== CL 14940 ====
@NEW:Submission script skeleton file

==== CL 14921 ====
@NEW: an AV submission UI for ToonBoom Harmony Stand-Alone

==== CL 14914 ====
@NEW:In-app for Maya jobtype jobs

==== CL 14898 ====
@NEW:Maya jobtype submission dialog

==== CL 14884 ====
@NEW: Toonboom Harmony Stage submission UI for ArtistView

==== CL 14869 ====
@NEW:In-app and submit scripts for C4D appFinder jobs.

==== CL 14861 ====
@CHANGE: re-label pid column as Job Id
@NEW: add a QubeId column, displays job_id:work_name

==== CL 14860 ====
@NEW: add "progress" column to frames, can track progress inside a frame chunk
@CHANGE: frame "id" column renamed to "order", does not include the job ID

==== CL 14859 ====
@NEW:In-app submission and submit scripts for AE appFinder jobs

==== CL 14854 ====
@NEW:IN-app submision for AE cmdline.

==== CL 14833 ====
@NEW:Signal ArtistView when in-app submission happen.

==== CL 14822 ====
@NEW:AfterEffects (non appFinder) submission UI

==== CL 14794 ====
@NEW: VRED linux support for VREDServerNode

==== CL 14773 ====
@NEW: a submission UI to render frame-based jobs using the VRED Sequencer

==== CL 14758 ====
@NEW: a submission UI to render still frames from the VRED Sequencer

==== CL 14752 ====
@NEW: a python-based loadOnce VRED jobtype, passes in lists of python commands to a running instance of VRED

==== CL 14750 ====
@CHANGE: python job classes can take option 'prototype' arg in the constructor

==== CL 14748 ====
@NEW: add popItem, pushItem, insertItem, and clear methods to ComboField widget
@NEW: add "archive job" button to the submission UI
@NEW: add get/setRange to the IntField class
@NEW: add insertItem, findText, removeItem, clear methods to ComboField
@CHANGE: preShowDialog, preDialog, postDialog take 'dialog'
@CHANGE: preSubmit takes dialog,job
@CHANGE: postSubmit takes dialog,submitted_jobs

==== CL 14744 ====
@NEW:In-app submission for C4D in Windows

==== CL 14733 ====
@NEW:In-app submission for C4D cmdline for OSX.

==== CL 14731 ====
@NEW:populate submission dialogs from the command line with --submitDict

==== CL 14688 ====
@NEW: add 'destination_type' parameter keyword, allows for nested dictionaries and lists inside the job package

==== CL 14687 ====
@NEW:Added --list and --fields option to qubeSubmission that will generate a report of the possible submission scripts and fields for submission scripts. This is designed to help developers write their own tools without having to dig through our source code to reverse-engineer variable names needed for pre-populated submission UIs.

==== CL 14683 ====
@NEW: get AV->Submit menu sorting working, menu items are sorted within "categories" (PFX, 3D, 2D), sorted either by a menuOrder value or by the menu item name.

@NEW: dialog 'category' keyword used to group menu items in AV->Submit menu, use is optional, 'uncategorized' menu items will end up in 2nd group from the top of the menu

@NEW: dialog 'categoryOrder' keyword used to specify category ordering within the submit menu, use is optional, default position is defined as QB_AVMainWin.DEFAULT_CUSTOM_CATEGORY_POS, currently 2nd from top

@NEW: dialog 'menuOrder' keyword, use is optional, if present on any single item in a given category causes all items in that category to be sorted by menuOrder. Other items in the same category will have menuOrder set to None, they'll end up at the bottom of the list sorted in a non-obvious order

==== CL 14682 ====
@NEW:qubeSubmission provides the command line option -l/--list that will display a list of submission Types (as needed by any of the various pre-populating methods)

==== CL 14679 ====
@NEW: ESC key cancels submission, closes the submit dialog; calls the same action as the 'Cancel' key

==== CL 14662 ====
@NEW:Thumbnail size preference.
@CHANGE:No longer using fixed width html tables in Thumbnails tab. Instead, using straight div and allowing the browser to work out placement.

==== CL 14650 ====
@NEW: add --no-splash, default is to show the splash screen

==== CL 14633 ====
@FIX:Fixed issue with subjob and frame logs not displaying when client_logpath was set.

==== CL 14608 ====
@CHANGE:Dropped support for OS X 10.6

==== CL 14592 ====
@FIX:Faster load times due to re-arrangement of mysql connections

==== CL 14591 ====
@FIX:Disabling exr conversion in the preferences now actually disables exr conversion
@FIX:When moving from one EXR job to another, the first job's background caching will stop.

==== CL 14586 ====
@NEW:Preference for the number of days' worth of jobs to display

==== CL 14578 ====
@NEW:In-app submit menus for Cinema4D (both appFinder and command line)

==== CL 14567 ====
@FIX:For right-click actions, the positive reponse is now the default.

==== CL 10323 ====
@NEW: add support to pyCmd* jobtypes for new "auto-pathing" feature; can now send jobs to a mixed set of workers and find the 3rd-party executable on all OS's, not pre-defined in the job's package

==== CL 8743 ====
@NEW: add qb.frontend package, will serve as base class for constructing jobs for new python jobtypes