

ArtistView 6.9-0 Release Notes

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@RELEASE: 6.9-0

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==== CL 16896 ====

@NEW:Added AV in-app installer for Katana

==== CL 16884 ====

@NEW: update VRED support for 2017, in-app now uses VRED's "plugin scripts" method

==== CL 16862 ====

@NEW:Katana In App Submission

==== CL 16793 ====

@NOTES:Adds a Katana loadOnce jobtype submission UI to ArtistView

==== CL 16623 ====

qube in app installer for nuke

==== CL 16622 ====

Add a dialog to show global resource usage.

==== CL 16545 ====

add a --silent option to submit, that will submit without displaying dialogs.

==== CL 16515 ====

@FIX: C4D in-app submission dialogs always have C4D version set to '16', regardless of C4D version from which the submission UI is launched

@FIX: Windows C4D application paths have incorrect slash direction when submitted from OS X

==== CL 16467 ====

* allow specification of submission parameters dictionaries to be written in yaml as companion files to submission files

==== CL 16405 ====

@FIX: agenda and instance timeouts are stripped from a job during resubmission

@FIX: resubmitted jobs have duplicate callbacks

==== CL 16340 ====

@FIX: agenda and instance timeouts set in AV submission UI's don't add the necessary callbacks to the job

==== CL 16292 ====

@NEW

Huge set of changes to the thumbnail display.

* integrate openimage IO as image conversion process

Image formats supported: bmp, cineon, dds, dpx, fits, gif, hdr, ico, iff, jpeg, openexr, png, pnm, psd, rla, sgi, socket, softimage, targa, tiff, zfile

* Thumbnails are displayed at 40% normal width

* lazily loaded thumbnails now have the correct aspect ratio

* Removed dependancy on PIL

* Added dependancy on oiio

* Proper color space transform for scene refered linear files D65

* Smart persistant cache of thumbnail files, it will only convert and cache images that are not new between invocations.

==== CL 16223 ====

@NEW

moved selection of search function preference from preference dialog to next to the search box. For more imediate viewing.

==== CL 16209 ====

@NEW

enchanced menu plugins to allow popup of a dialog that allows textual input. This is the userInput function on plugins.

==== CL 16195 ====

@NEW

Added a new job column "Rendering Time" that shows the difference between Completed and Started in H:MM:SS format. Saves needing to calculate this in your head

==== CL 16100 ====

@FIX: frame batch and partition sizes can't be set larger than 99

==== CL 16098 ====

@FIX: appFinder (cross-platform) job submission UI fails to submit a job

@FIX: AttributeError: 'str' object has no attribute 'isEmpty'

==== CL 16079 ====

@CHANGE: change default VRED installation root on linux to /opt

==== CL 16077 ====

@FIX: VRED sequencer frames job fails to submit

==== CL 16068 ====

@CHANGE: Make package relocatable

==== CL 16044 ====

@NEW: Nuke batchrender submission UI

==== CL 16022 ====

@FIX: VRED in-app submission is not compatible between VRED v8.0 and v8.5

==== CL 16018 ====

@NEW: add support for VRED Design users with "Viewpoint" rendering that doesn't use the sequencer

==== CL 16015 ====

@FIX: per-frame logs not displayed when agenda name is not an integer

==== CL 15989 ====

@CHANGE: Support for Maya's "Extension 2" by adding '.5' to the year in the path to Render.exe for Maya batch submission.

==== CL 15987 ====

@NEW: Vue Renderbull / Rendernode submission UI.

==== CL 15984 ====

@NEW: Mximerge submission UI

==== CL 15983 ====

@NEW: If command line args require a delimiter between the option and the arg (i.e. mximerge), you can now specify the delimiter in the field's definition.

==== CL 15943 ====

@NEW: add support for 'range' to FloatField, also supports a 'decimals' option, number of digits after the decimal

==== CL 15926 ====

@FIX: maya 2016 crashes on startup on linux, needs 'MAYA_DISABLE_CIP' set

==== CL 15920 ====

@NEW: add batch render support for Redshift GPU renderer

==== CL 15842 ====

@NEW: Qube test job submission dialogs: set, ls, dir, file write

==== CL 15816 ====

@NEW: Realfow submission UI

==== CL 15814 ====

@NEW: Rhino submission interface

==== CL 15813 ====

@CHANGE: Changed the names of the stdout/err log tabs from "Output log" to "Stdout log" and also for error.

==== CL 15778 ====

@NEW: Submission UI for Renderman RIB files.

==== CL 15757 ====

@NEW: Blender submission dialog

==== CL 15748 ====

@NEW: Modo submission dialog

==== CL 15737 ====

@NEW: Arnold submission dialog