ArtistView 6.8 Complete Release Notes

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@RELEASE: 6.8-4

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==== 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 16491 ====
@NOTES:Add support for AfterEffects point release scheme (2015.3)

==== CL 16405 ====
@FIX: agenda and instance timeouts are stripped from a job during resubmission
@FIX: resubmitted jobs have duplicate callbacks

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@RELEASE: 6.8-3a

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==== 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 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 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 16017 ====
@INTEG: main -> rel-6.8

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

==== 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.

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@RELEASE: 6.8-3

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==== CL 15882 ====
@CHANGE:Sort the list of submission UIs in prefs for turning on/off submission UIs

==== CL 15862 ====
@NEW:If a submit script button defines "data_function", then that function will be used to determine start_dir

==== CL 15860 ====
@NEW: add a "float" field type to ArtistView submission interfaces

==== CL 15840 ====
@NEW:Submenus under the Submit pulldown by adding a '/' to the display name of the submission script.
@NEW:New "TEST" category under the submit menu

==== CL 15811 ====
@FIX: add support for VRED 2016 Subscription Release SR1

==== CL 15803 ====
@FIX: 'browse' button for VRED Sequencer list opens blank list
@FIX: prevent VRED Pro from showing splash screen and UI when running a job

==== CL 15797 ====
@FIX: VRED submission UI improperly quotes project filenames with spaces in them

==== CL 15793 ====
@FIX: VRED submission UI has mixed slash direction for VRED exe when selecting linux

==== CL 15775 ====
@NEW: AE jobs submitted from AV capture "chunk progress"

==== CL 15770 ====
@CHANGE:in-app button for Cross-Platform submission changed from "Submit AppFinder" to "Submit Cross-Platform BatchRender"
@FIX:Cross-platform button pulls up the correct submission dialog

==== CL 15750 ====
@NEW:command line arg --submitDictFile allows you to write a python-legible dictionary to disk, then use that file as a job object when submitting.

==== CL 15746 ====
@CHANGE:Allow a '0' memory reservation - effectively removing the memory reservation.

==== CL 15742 ====
@NEW:Submission dialogs can now display a help screen.

==== CL 15729 ====
@FIX:Properly set C4D apPFinder token when C4D version > R15.
@FIX:Properly set C4D executable in non-apPFinder submissions when C4D version is <= R15
@FIX:Fixed c4d_path in non-appFinder jobs so that it better monitors the version roller to update the path

==== CL 15719 ====
@NEW:Added pre*Validate example functions to skeleton.py

==== CL 15717 ====
@CHANGE:preSubmitValidate function takes the passed in job_dict rather than the dialog as an argument (being that the dialog does not yet exist when this function is run).

==== CL 15698 ====
@FIX:Fix issue where if a preference is set for a field, but that fiels is wathcing another, the preference will be ignored during startup.
==== CL 15691 ====
@NEW:AfterEffects submission UIs provide user-defined validation to check that the output path exists prior to submission. This was added to address the "Save in Subfolder" option that is turned on by default in AE's rendere queue output dialog, but aerender will not create the directory.

==== CL 15689 ====
@NEW:submission dialogs can now provide preShowValidate and preSubmitValidate functions for user-defined validation prior to the submisison dialog being displayed and/or prior to the job being submitted, respectively.

==== CL 15679 ====
@CHANGE:Save user tab selection when moving from job tab to host tab and back.

==== CL 15677 ====
@CHANGE:in-app install message boxes can now be resized.

==== CL 15670 ====
@FIX:When AE in-app install fails, report the failure rather than incorrectly reporting success.

==== CL 15657 ====
@NEW:Add "Asset Error" to the list of known C4D error messages.

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@RELEASE: 6.8-2

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==== CL 15657 ====
@NEW:Add "Asset Error" to the list of known C4D error messages.

==== CL 15655 ====
@FIX:Fix issue where submission dialogs would occasionally crash at startup
@FIX:--stdout command line argument for submission dialogs now correctly redirects stdout to a file
@FIX:Fix issue where parameters passed in from in-app submission could not be removed from job's render command, even when removed in the UI.

==== CL 15619 ====
@FIX:FIx issue where renaming columns may cause data to no longer be displayed.

==== CL 15617 ====
@CHANGE:Fix date selection widget in delayed job start tab so that selectable dates are more obvious

==== CL 15607 ====
@FIX:Fix issue that prevented multiple submissiond dialogs from being launched from host applications, e.g. multiple renderqueue items in AfterEffects or multiple render layers in Maya.
@CHANGE:Better error messages when in-app submission fails.

==== CL 15603 ====
@FIX:Fix issue where spaces in the output path(s) for C4D submissions would cause C4D to render to an incorrect location (or not render at all)

==== CL 15601 ====
@FIX:Fix issue where render command args with empty paths would be sent to the command line as an optionless arg as opposed to leaving out the arg all together.

==== CL 15599 ====
@FIX:Fix issue where hostnames that contain dashes and all begin with the same "prefix" are sorted incorrectly.

==== CL 15593 ====
@NEW:Int fields can now specify a "skip" option which defines a range of values that should be skipped when using up/down arrows.
@CHANGE:AE CC year spin control defines a skip, so one can't choose years between 1 and 2013.

==== CL 15589 ====
@FIX:Fix auto-detection of AfterEffects version when submitting from AE in-app tools (re-install of in-app tools required)
@FIX:Fix improperly quoted composition names in composition pulldown

==== CL 15580 ====
@FIX:Fix issue that prevents string widgets with "browse" buttons from being populated through command-line-launched submission dialogs
@FIX:Fix issue that ignored job flags passed in through the command line

==== CL 15578 ====
@FIX:Fix issue where job flags were not being passed to the newly submitted job.

==== CL 15568 ====
@FIX:Fix issue with AfterEffects submission where rq_index is ignored on all but the first submitted job. This would occur when multiple render queue items were submitted at the same time.

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@RELEASE: 6.8-1b

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==== CL 15556 ====
@FIX:Fix issue where removing multiple jobs in the same operation would prevent the interface from reflecting the fact that the jobs were removed.

==== CL 15553 ====
@CHANGE:Change filter icons for host list to reflect host states rather than job statuses

==== CL 15547 ====
@FIX:FIx issue that prevented individual frame logs from being viewed.

==== CL 15536 ====
@FIX:Removed upper limit on memory reservation widget (in submission dialogs).

==== CL 15534 ====
@FIX:Fix issue where "Browse OutputDirs" plugin would not work when there was at least one frame that did not know its output path.

==== CL 15528 ====
@FIX:Fixed issue where submitJSON and submitPKL files would fail under windows if given a ~/path, as Windows doesn't natively handle '~'.

==== CL 15522 ====
@FIX:Fix issue where frames and subjobs improperly determine permissions to run plugins

==== CL 15520 ====
@FIX:Fixed issue where right-click plugins may not work if using old or custom column definitions

==== CL 15518 ====
@FIX:Fixed user filter behavior - previously toggling the user filter did not perfectly filter jobs by the logged in user.
@FIX:Filters persist across refreshes and searches
@CHANGED:Filter states persist across restarts.
@CHANGED:Moved user filter from a filter button (like pending, complete, etc) to a checkbox with a more descriptive label

==== CL 15516 ====
@FIX:Fix issue when searches are set to be server side, searching through frames, hosts, or instances would fail.

==== CL 15514 ====
@FIX:Fix issue where job logs are not updated when a job moves from running to complete and the job is updated via a click of the refresh button rather than a click on the job, itself.

==== CL 15512 ====
@FIX:Fix issue where job submissions that originally came from WranglerView could not be resubmitted from ArtistView.

==== CL 15507 ====
@FIX:Fix issue where internal socket server fails to start after an ArtistView restart. When this happens, the submission dialogs do not notify the main interface when a new job has been submitted.

==== CL 15482 ====
@FIX:Fix issue when resubmitting C4D jobs the output image and output multipass fields would retain their "QB_CONVERT_PATH" function call.

==== CL 15481 ====
@FIX:Fix issue where override parameters present in the submission dialog would not be used in the command line of the running job.

==== CL 15479 ====
@CHANGE:AE in-app submission now use JSON file(s) rather than relying on parsing dictionaries on the command line. This should allow for formerly "illegal" characters to be used in comp names.

==== CL 15471 ====
@FIX:Fix instance status for instances that have retried but are now complete.

==== CL 15469 ====
@CHANGE:Do not display progress bars for jobs that are failed or blocked.

==== CL 15460 ====
@NEW:Job/Instance interrupt plugins.

==== CL 15458 ====
@FIX:Fix issue where columns displaying a time only sorted on seconds.

==== CL 15456 ====
@FIX:Fix and re-enable "Reload Plugins" functionality

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@RELEASE: 6.8-1

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==== CL 15447 ====
@FIX:Add regex error parsing to C4D submission dialogs in ArtistView.

==== CL 15437 ====
@FIX:Fix C4D output paths when the output path contains a space.

==== CL 15433 ====
@FIX:Fix issue where fields that have no value still appear in the command string with "None" as the argument.

==== CL 15426 ====
@FIX:Fix issue where jobs that have recently completed do not refresh until a "refrech/clear cache" is performed.
@FIX:Fix issue where viewing instance logs of an instance that has started but has not yet created any log data causes an internal crash in the

logging system.

==== CL 15424 ====
@CHANGE:Reduce the number of times we get info from the supervisor during refresh.
@CHANGE:Reduce the amount of data returned for running, but not selected jobs during refresh.

==== CL 15419 ====
@TWEAK:Always scroll to the bottom of job logs

==== CL 15388 ====
@FIX: Maya camera and layer selections should be stored in the job's package

==== CL 15357 ====
@FIX: AV submission UI's won't launch on Windows
@CHANGE: Qube_SetPath no longer visible in the Scripts menu
@FIX: Qube dockable panel buttons do nothing

==== CL 15345 ====
@FIX: C4D "submit AppFinder" menu item launches "C4D OSX workers" submission UI

==== CL 15343 ====
@FIX: AV C4D "Windows workers" - "No such file or directory: "C\Users\briank\Desktop\test.pkl"
@CHANGE: clean up .pkl file after submit
@CHANGE: print submisison UI launch command to C4D python console

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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