



SquidNet

Latest Release Notes

2.66P35 Patch (Date: February 4, 2012)

Comments:

- None

BETA Release Candidate 5:

- Fixed configuration conflicts between user interface and SquidNet service.
- Disabled peer-to-peer job submissions. Only client, master, slave (CMS) configurations are now allowed.
- Fixed bug that initialized default path translations incorrectly.
- Set default configuration path on initial UI startup.
- Set up logic that prevents local clients from altering non-local jobs.

BETA Release Candidate 4:

- Fixed configuration issues when setting up master, client and slave nodes.

BETA Release Candidate 3:

- Nuke support.
- Fixed window resizing issues.
- Fixed issue with "Don't show me again" messages not being correctly disabled when selected.
- Fixed issues with improperly sized handle on vertical/horizontal scrollbars
- Fixed timing issue with "Est. Completion Time" estimate in job queue window.
- Added ability to assign alias names to render nodes.

New Features:

- New cross-platform user interface.
- New command line interface. Support for Maya, Modo and LightWave
- SquidNet OSX Server support (BETA).

New Enhancements:

- Job Slice performance enhancements:
 - Job slice memory cache. Prevents excessive reading and writing from local disk.
 - Trim job slice messages destined to UI. Increased performance.
 - Warning message for user when display large jobslice queue.
- Enhanced Application Profile manager dialog.
- Added app-profiles to template application list.
- Updated Maxwell Render template.
- Network installer now supports UNC or mapped drive paths
- Support for spaces in all network paths.
- Nodename aliases: Substitute node name with a different one. (Display only)
- Data content check. Receive event notifications if no output content is detected after job slices completes.
- MODO:
 - Camera selection in multi-camera scenes.
 - Allow mapping of both UNC and Mapped drives within modo scenes.
 - User notification during path registration if Modo SquidNet plugin is not installed in Modo installation tree.
 - User warning message if errors are detected while parsing scene file.
- Added OSX option in Path Translation Manager.
- Allow frame zero for AE jobs.
- Added "Submit To SquidNet Software" button to License Manager. Used for MAC address license registration.
- Warn users if specific WINDOWS nodes have incorrect Admin password.
- Added designation to show if Linux operating system is 64Bit based in Network View Window.
- Prevent relocation of MASTER node when jobs are active in the queue.
- In job slice view, added push button to always show active jobs in window list.
- Added job id filter to job queue window.
- LightWave Template: Parse LWS scene file and populate template fields.

- Job description field no longer mandatory. Defaults to "-".
- Set H.264 video output filename from scene filename.
- Maya Template (V-Ray renderer):
 - Don't allow "-fnc" option.
 - Prevent passing of "-rt" and "-n" options.
 - Use all available cores when processing V-Ray job slices.

Bug fixes:

- Fixed bug that would broadcast all local IP addresses even though local node was setup with a "static" squidnet IP address.
- Fixed bug that prevented license removal on large render farms. Remote nodes would auto-send missing license.
- Fixed bug with parsing Maya ASCII files. Can now parse Maya ASCII files if either scene file name or full path is specified in template.
- Fixed bug that was causing network connection drops when job slice packets exceeded 20MB in size. (Linux Only)
- Fixed bug that caused UI to crash if master node was taken offline.
- Fixed blender3D path conversion issue. (Linux Only).
- Fixed bug that appeared on WIN7 O/S when SquidNet password was longer than 15 characters.
- Fixed bug that intermittently ignored job slice errors on master node. Would cause every jobslice to error out before job was stopped.
- Fixed bug that crashed SquidNet UI if local service was not running.
- Fixed to reset statically set node IP address if HDCP address for node changed after a reboot.

2.66 Release (Date: July 26, 2011)

Comments:

- Starting with this release, the Microsoft Redistribution package is **no longer required**. All SquidNet files and system components are now contained within the installation folder. The installer no longer copies files to WINDOWS system folders.
- The Node Configurator has now been deprecated. Please use the Network Render Node view to configure the network mode (P2P or CMS) for your farm. Reconfiguration should now be a lot easier. See SquidNet Getting Started Guide for instructions.

New Features:

- **New Modo 501 Support:**
 - Auto-installed into Modo installation folder from SquidNet installer.
 - Output resolution field in template.
 - Selectable Render Outputs. Select from Modo's built in output formats.
 - Debug option from template.
- **New Blender 2.5X Support:** Includes support for latest output image formats. Note: Starting with version 2.5X, in order for Blender to find the PYTHON libraries, you must set the path to blender.exe in your \$PATH variable.
- **New /etc/hosts editor:** Remotely manage entries in /etc/hosts files for WINDOWS and LINUX nodes.
- Maya Template:
 - Added EXR support for Maya Tile Rendering.
 - Added "V-Ray" option to render options.
- **New SquidNet Image and Sequence Viewer application:** View image and image sequences for all supported formats (OpenEXR, PNG, IFF, PNG, etc...) in standalone application.
- **New File Check & Analysis (BETA):** Check for missing frames and badly formatted images. Automatically requeue missing frames, create H.264 videos from image sequences and more...
- **New Power Management Dialog (BETA):** Automatically start and stop render nodes. Features include:
 - Auto-start nodes based on pool selection.
 - Auto-shutdown nodes after specific activity and CPU idle periods.
- **New Application Path Manager (BETA)** to manage application installation paths. Features include:
 - For each application, define individual install paths on each node.
 - No longer a need to add application paths to system PATH variables.
 - Verify application installation on each node before job is submitted.
- **New Production Daily Queue (BETA):** Schedule daily rendering and video creation jobs.
- **New Recent Jobs Manager (BETA):** Quick access to recently submitted jobs.
- New Network IP Address setup utility to assign a specific IP address to SquidNet nodes. Helpful for render nodes that have multiple network interfaces.
- 3DSMAX Tile rendering: Render a single image across multiple nodes and stitch together when complete.
- Added feature to ignore specific application return status codes.
- **System configuration Report.** Capture your system's configurations in a single report.
- Output directory checker and analyzer.

New Enhancements:

- Fixed bug with OS X rendering Lightwave frames into wrong path.
- Added "Powerup Render Farm" and "Shutdown Render Farm" options to network view window.
- Client nodes configured to process jobs when user is logged out will immediately cancel jobslice(s) when user logs in.
- Job Submission form: Added feature to allow setting of specific color to job request for viewing in job queue, work queue and project view windows.
- Expanded width of job submission form.
- Updated SoftImage/XSI -2011 template support:
 - Added XML parser to read SCNTOC file and populate template.
 - Added output resolution option.
- Updated Linux installer:
 - Remote installer.
- Enhanced progress bar for when performing long operations.
- Optimized Peer-to-Peer (P2P) and Client,Master,Slave (CMS) configuration. Configuration now done from Network view window.
- Improved OpenEXR support.
- Node configurator: Revert node type to PEER when removing from CLIENT or SLAVE lists.
- New "Daylight" theme (default UI theme).
- Better support for systems that use Microsoft UAC settings.
- Adding \$(TSTAMP) to H264 video filename automatically adds timestamp to output video filename.
- Network installer: Bypass UAC settings during installation.
- New option in job submission form that automatically creates output folder if it doesn't already exist.
- Updated After Effects template.
- Added ability to edit project's folder location. Still defaults to config-dir\project-dir.
- Master and peer nodes now retain list of render nodes until explicitly removed by "remove all offline" menu option.
- Added tooltips to main menu and popup menu items.
- Added description field to node "Details" view.
- Simplified Project Manager. Removed manual entry of project path.
- When creating H.264 video, auto-create video output folder if "Create Output Directory" is selected.
- Mapped drive support for image display feature.
- Mapped drive support for image transfer feature.
- Mapped drive support for H.264 video creation.
- Maya template: Mapped drive support.
- Allow mapped drives to be used for log copy feature.
- Maya template: Show frame completion within multi-frame slices.
- Mapped drive support for LightWave jobs.
- LightWave template: Show frame completion within multi-frame slices.
- LightWave template: Enable "Use All Available Cores" checkbox by default.
- Modo template: Show frame completion within multi-frame slices.
- Update Version Check now prompts user to install patched SquidNet versions.
- Fullscreen option now available for UI themes.
- Added admin account column that SquidNet runs under in network view.
- Added pool, state, o/s type and node-type filter to network view.
- 3DSMAX template:
 - Custom image resolution.
 - Local Project copy rendering. Automatically copies project folder to render drive for faster render times.
 - Added additional image format parameters (BMP, JPEG, EXR, etc...)
 - Return specific error for 3DSMAX errors.

Bug fixes:

- Fixed bug that prevented image display to function on client workstations.
- Fixed bug that prevented video playback to function on client workstations.
- Fixed bug that prevented Master node from sending jobs to nodes that had idle cores. Only occurred if a single client node was configured to "never" process jobs.
- Fixed correct display of current client mode in Client configuration dialog.
- Fixed intermittent issue that caused job slices with fast processing (less than 2 secs) to stall in queue.
- Fixed small memory leak in Linux server when launching local jobs.
- Fixed bug that showed jobs "stuck" in network even though queue was actually empty.
- Fixed syntax error in Blender3D script that caused Blender jobs to fail.
- Fixed path translation issue in Blender 3D plugin script when output folder path had multiple sub-directories.
- Fixed return status response when executing jobs DOS within batch files.
- Fixed bug in CMS mode that prevented user from sending message to job owner.

- Fixed intermittent dialog-transparency issue.
- Fixed update issue the prevented job to start if dependent jobs were removed from queue.
- Fixed issues with image display not being properly updated when running job is updated.
- Fixed bug that prevented all logs from being copied when saving log files.
- Fixed display issue with "select All" option in Tile Rendering Setup window.
- Fixed bug with template list not updating properly when project was changed.
- Node configuration dialog:
 - a. Notify user is node is offline. Used to "hang" while detecting if node was available.
 - b. Control positioning when dialog was resized.
- Fixed character display issues with directory picker dialog.
- Fixed display issue with transparent background in job submission form.
- 3DSMAX template: Added workaround option to automatically set "-workPath" command line option..

2.65 Release (Date: November 24, 2010)

Comments:

- None

New Features:

- Automatic **H.264 Video creation** from rendered frames.
- New **FFMPEG template** that converts rendered image sequences to H.264-quality video files.
- **SMS Text Messaging**. Get text messages on your cell with status updates of your renders.
- **SSL/TLS** security support for email and SMS messaging.
- New user interface themes (Symbian, Zolder and MacOS).
- Added ability to "hold" (disable) and "release" (enable) slices from render queue.

New Enhancements:

- Updated Pool Manager. Multi-select options for pools and nodes.
- Added tooltips to job submission form.
- Added description field to job request form and project view.
- Added "Waiting" state for dependency jobs.
- Added selectable columns option to project view.
- Added Visual C++ 2008 SP1 Redistributable Package to installer.
- Maya template: Added EXR to image format dropdown list.
- 3DSMAX template: Added output folder, image prefix, image format and resolution fields.
- Inc/Exc node selection only includes nodes from current pool list.
- Prompt user if spaces appear in template paths.
- Added start and end frame field to project view.
- Prevent jobs from being submitted if there are no available nodes to process them,
- Disable updates on log views until initial buffer is completely uploaded. Prevents log view flicker when first opened.
- If using SquidNet account, automatically update email/SMS fields using user's settings.
- Display message if profile already exists when moved or copied to new project folder.
- Don't create memory timestamps when work queue is empty.

Bug fixes:

- Fixed intermittent bug with UI opening WOL window when attempting to open transfer queue window.
- Improperly freed resources when APPLY button was selected in job submission form.
- Fixed zooming issues in image preview view.
- Fixed Squidnet diagnostic template. (Failed on nodes that had different installation paths)

2.64 Release (Date: October 31, 2010)

Comments:

- With the new network installer, the previous dialog-based installer will be deprecated in a future SquidNet release. In order for new installer to function properly, UAC must be disabled in Vista and Win7 hosts.

New Features:

- New theme-based interface. Select between different interface themes.

- Remote Transfer Queue: Automatically copy rendered images to remote systems via SSH/SCP/SFTP/FTP and NETCOPY (network copy).
- "Serial Copy" feature that copies completed frames to output directory serially. Helps with performance issues on large render farms when doing parallel rendering. Current support for Maya only.
- New template: Support for SiTex Graphics AIR.
- New simplified network installer. Just select "Upgrade" on selected nodes in network view, pick installer package and let SquidNet do the rest !!
- Added SquidNet access rights to Guest and User (non-admin) accounts.
- Job Event Monitor: New view that shows real-time events (queued, processing, timed-out, cancelled, etc...) for local jobs.

New Enhancements:

- Simplified image display feature. Just enter frame numbers to display.
- Save all configuration settings to "Configuration Path" location in preferences dialog.
- Added "Last Slice Time" field to job queue view.
- Double-clicking on image preview window opens up standalone window.
- Added "UpTime" field to network view.
- Set company and file information in file properties information ("Details") tab.
- Job Submission: Renamed "Match Processing Threads" to "Use All Available Cores"
- Job Submission: Cleaned up form. Removed obsolete fields.
- On initial deluxe installation, open and arrange default windows horizontally.
- Installer:
 - In version updates, override install path with existing installation path.
 - Set access permissions for Guest and User accounts.

Bug fixes:

- Fixed intermittent UI crash when opening image viewer.
- Fixed UI crash when selecting blender scene files in batch mode.
- Fixed UI crash when using localized (non-ascii) characters.

2.63 Release (Date: September 2, 2010)

Comments:

- None.

New Features:

- None.

New Enhancements:

- Added option to download new SquidNet version directly from user interface.
- Image size support when using Blender on Linux systems.
- Added brand image to SquidNet uninstaller.
- Network Installer: Check if remote registry service is running before starting installation.
- Installer:
 - Verify installation account has administrative privileges.
 - Set current password in password field

Bug fixes:

- Fixed user interface crash issue with opening purchasing agent. (Ooopss!!)
- Remove temporary Blender python files on job completion.
- On Linux nodes, make sure that primary node address is not local address (127.0.0.1)

2.62 Release (Date: August 27, 2010)

Comments:

- **IMPORTANT:** If upgrading from a previous release, you'll need to uninstall any versions before using the new installer. Make sure to remove the old "**SquidNet-NDP**" directory by doing the following:
 - Uninstall existing SquidNet software.
 - When installer completes, reboot your computer.
 - Upon restart, ensure that "...\SquidNetSoftware\Squidnet-NDP" folder has been removed. If not, remove manually.
 - Install latest version of SquidNet using new installer.

- Starting with this release, SquidNet's license model has been changed to a CPU core-based model. Networks must now set up a SquidNet License Server. Upon startup, you must specify one SquidNet node as your license server. Changes include:
 - New License Server drop list in Preferences dialog.
 - Existing TIPNODE licenses will equate to 4 cores so existing customers aren't affected.
 - Licenses are now based on CPU cores.
 - New view that displays statistics on all currently allocated core licenses.
- If upgrading from version 2.60 or earlier, when doing a network installation, you'll need to add your node names manually using the "Add Host" button. This is due to the new master/slave feature where all nodes are either a peer, client, slave or master. Sorry for the inconvenience.

New Features:

- **Balanced Queuing:** Balance CPU usage times across all jobs within the same priority level. Ensures that all job slices from jobs of the same priority use equal amounts of CPU time.
- **New Add-on:** Luxology Modo slave manager. Manage Modo slave machines remotely. Features:
 - Start/Stop Modo slave machines.
 - Monitor view (shows slave name, state, CPU usage and memory usage).
 - Persistent state across node restarts.

New Enhancements:

- **Improved** WINDOWS installation wizard.
- Modo Template: Added application select dialog to Modo template field.
- Maya Template: Added Vector rendering support.
- Added feature to allow templates to accept "0" as a valid start frame.
- Enhanced directory selection dialog.
- "Remember" last template selection in project views.
- Added version to UI title bar.
- Added WINDOWS-7 32/64 Bit O/S type in node view.
- Simplified job submission form:
 - Enlarged Submit and Apply buttons.
 - Removed super-job feature. (Priority-0 jobs act the same)
 - Removed priority boost feature.
- RealFlow-Mesher Template:
 - Renamed to "RealFlow Mesh".
 - Always use all available cores to create meshes.
- New RealFlow Simulation template.
 - Set to always use a single job slice to process simulations.
 - If a specific memory limit is reached, automatically restart RealFlow simulation job from last frame processed. Drastically increases simulation times.

Bug fixes:

- Fixed bug in WINDOWS 7 that was cause UI hangs on initial installation.
- Fixed issue with disappearing title in "License In Use" window.
- Fixed bug in GUI that could cause intermittent crash when exiting Tile Render Editor.
- Master/Slave: Don't send jobs to inactive (locked) or dormant nodes.
- Fixed bug that was causing the SquidNet-Deluxe service from killing Modo UI when was opened on desktop. Problem did not appear with SquidNet-Pro installations.
- Fixed bug that was leaving open network connection when closing license registration window.
- Removed nag popup messages from expired evaluation licenses.

2.61 Release (Date: February 28, 2010)

Comments:

- None.

New Features:

- **(BETA release)** New **client-server** model. Setup you renderfarm as a peer-to-peer (default) or client(s)-master-slave(s) network configuration. Features include:
 - New Node Configuration dialog.
 - For backward compatibility, the default configuration is still peer-to-peer so existing system configurations aren't affected.
 - Setup nodes as clients, slaves or as a controller (master).
 - Multi-subnet support (on master node only).
 - Clients can be configured to never process job slices, process when not logged in or process at a low priority.
 - Remote management of /etc/host files on WINDOWS and LINUX systems.
 - Reduced network traffic overhead.

- New preferences dialog:
 - Set configuration settings path.
 - Set external image viewer.
- New Luxology Modo template.
- New Nuke template.

New Enhancements:

- Region Rendering:
 - Support for frame stitching on LINUX nodes.
 - Fixed minor tile overlap issue in tile viewer.
- Automatic detection of mapped drives in job templates.
- Added connection status indicator to bottom of SMC UI.
- Linux daemon:
 - Added exit handler procedure.
 - Added remote shutdown, reboot and standby features.
 - Better detection of single or multiple logged on users.
 - Setup daemon to ignore all signals except SIGINT and SIGKILL.
- Removed core-over-commit feature. (no longer necessary because of smarter core detection algorithm)
- Set SquidNet Linux daemon to run at higher process priority.
- Email Notifications
 - Fixed jobslice/frame count values in email notification form.
 - Fixed fame alignment issue with tile rendering notifications.
 - Removed ASCII translation chars at bottom of HTML page.
- User Accounts: Added pool restriction option.
- Path Check: Added ability to do folder and translation path searches.
- Set default memory requirements to zero in job submission form.
- Added ability to shutdown specific tipnode pool when job completes processing. Added "SquidNet – Shutdown Pool" to job completion dropdown list.
- For Deluxe version, create default project with SquidNet verification template.
- Added "Just sent event message" option to conditional/action dropdown list.

Bug fixes:

- Fixed possible cause of SquidNet service crash if processing application unexpectedly aborts execution.
- Fixed bug that was causing excessive "insufficient memory" events. (Problem caused by WINDOWS TCPIP max connection limits).
- Fixed installation errors script for OpenSUSE Linux distributions.
- Fixed region rendering path-translation bug when images were stitched together on Linux target.
- Fixed bug that caused job slices to show up as "interrupted" in jobslice view.
- Fixed bug that prevented job memory requirements from being updated when job was updated in queue.
- Fixed bug that prevented more than one job slice to be submitted to any node if another node did not have enough memory to process any slices.
- Fixed small memory leak in UI view object.

2.60 Release (Date: February 2, 2010)

Comments:

- None.

New Features:

- Single installer for all Linux x86 distributions.
- Conditional aborting and requeuing (with optional time delay) of jobs if specific strings are found in application log files.

New Enhancements:

- Improved detection of Hyperthreading support for any processor type on any WINDOWS platforms.
- Added "Open output folder" menu item to job queue and job slice view menus.
- Batch mode: Read frame settings from Maya ASCII file.
- Improved SquidNet service start times.
- Notification events if job slices are auto-requeued if available memory falls below a preset level. Added "Notification if queued" checkbox to job submission form.
- Region Rendering:
 - Support for Maya IFF image format.
 - Added image format selection droplist to setup dialog.
 - Fixed resource leak when updating image window while tiles were rendering.
- Maya Template:
 - Added "Read Maya ASCII File" button to template.
 - Read frame start/end/set settings from Maya ASCII file.

- Read camera names from Maya ASCII file and add to camera dropdown list.
- For Software renderer, prevent submitting jobs without specifying the number-of-processors to use. Prevents the over-committing of jobslices to a single node.
- Image/Sequence viewer:
 - Added rectangular zooming by shift-right-mouse selection.
 - While image panning, replaced arrow icon with hand icon.
 - Added aspect ratio to image details display.
 - Remember UNC settings between restarts.
 - Set "Details" checkbox as the default.
 - **Fixed** "jitter" problem when selecting/deselecting individual pixels.
 - **Fixed** Channel selection drop box not changing displayed channels.
- Superimpose text in front of graphs in system/local cpu-usage views.
- Automatically update tipnode IPV4 addresses if address changes (via DHCP or static IP change).
- SquidNet Installer: Restart service to allow system permissions to set properly.
- Optimized pool management. Real-time changing of node pool assignments while jobs are in progress.
- Display service/start progress dialog box.
- When jobs in error state are restarted, also restart job slices in "Aborted" state.
- Removed "auto-start on error" checkbox. Feature deemed unnecessary.
- Auto-detect and sync nodes that may have gone out of sync because of over saturation issues.
- Tipnode properties: Added O/S major/minor numbers and processor-count stats (total, physical, logical).

Bug fixes:

- Fixed intermittent Squid server crash when SMC Network Work Queue view was open.
- Fixed broken remote shutdown, reboot, etc... features with WINXP nodes.
- Fixed problem with detecting HT support on WINDOWS XP/64-bit systems.
- Fixed bug in path check dialog that caused dialog to close if return key was pressed.