

SquidNet

Latest Release Notes

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. (Ooopsss!!)
- 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.