SMEDGE

What's New in Smedge

Smedge 2020

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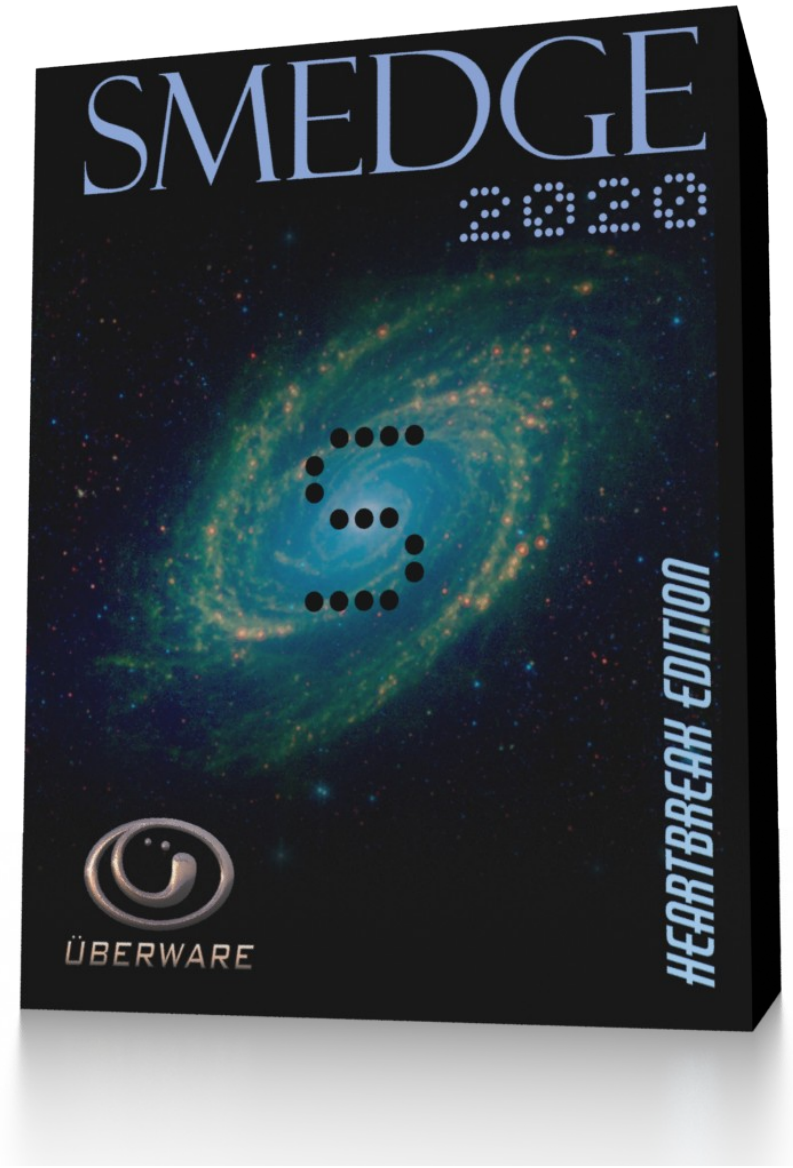
Introduction



Welcome to Smedge 2020!

The latest version of Smedge provides a whole new level of performance and reliability, and gives you more control over your rendering workflow than ever before. Production tested on networks over 1,500 nodes, scaling is no problem.

We recommend that you back up any old data before upgrading. While the data can be upgraded automatically, if you ever want to go back to the old version of Smedge, the upgraded data will not be successfully read by the old versions.

As always, if you have any questions about new features or our future development plans, we encourage you to contact us.

Thanks, and see you in Smedge!

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Dynamic Products

Smedge now allows you to add, change, and remove products dynamically while the system is online. This incredible power gives you the ability to easily customize products, add support for multiple versions of a renderer to be supported at the same time, add your own custom fields to Job data, and remove products you don't need system-wide.

Support for Mistika Ultimate and Boutique

Mistika support has expanded to include the full product line with a new default product that can control Mistika Ultimate and Mistika Boutique. Note that these products are basically versions of the same engine, so they share a single Product configuration by default, which is different from the Mistika VR product we had supported before. Of course, these products can now be dynamically configured like all others, so you can customize it to your needs.

Modo products support custom render commands

Modo based products now allow you to customize the commands that are sent to configure and start the rendering. This allows support of rendering plugins, like V-Ray, that require a slightly different set of commands to initiate the render than the default Modo renderer. To access the settings, use the new RenderCommands parameter, which is available as a Job Advanaced parameter or an Engine option for Modo based products. If you leave this blank, it will use the default Modo rendering commands. If you set the Job parameter, that will override the Engine option. You can configure the default for a custom Modo based product using the Configure Product dialog.

V-Ray for Modo Product

By default, Smedge includes a new product to support the V-Ray plugin renderer for Modo. Using V-Ray for Modo requires a different render command to initiate the rendering, which is defined in the default for this product.

Language and Customization support for finding latest executable on Windows

Windows API provides a method to find the "program files" folder, no matter where you have set it or what language your operating system is using. Smedge now makes use of this functionality as part of its automatic executable location system, without any changes required to product code or virtual module configurations. Any time it sees `C:\Program Files` as a root, it will automatically replace that string with the actual path on disk that the Windows API provides, and use that as the actual search location.

RedShift for Maya detects output image filenames

Improved the default image detection to include support for RedShift for Maya

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Performance increases throughout the system

Reduced code in many places for overall performance increases, and changed some especially heavy GUI displays that could affect the Submit Job window, the Configure Engine dialog and the Job and Engine info panels in the main window.

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Issues Resolved

Better display support of high resolution displays

Setting Max Job Failure Count to 0 could stop work from ever being distributed

If a job had an invalid packet size, it would only ever render frame 0

Virtual Module loading could ignore some parameters

String tokenization could add an extra elements resulting in incorrect behaviors

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