

# What's new

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# Virtual Vertex

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Virtual Vertex

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**Code credits:**

Muster uses a subset of the OpenSSL security library.

Licensing and code available from <http://www.openssl.org>

Muster uses the sqlite inprocess database.

Licensing and code available from <http://www.sqlite.org>

## What's new in Muster 6.0.5

- Fixed a bug in the wakeup on lan feature than may send multiple wakeup signals to the same host
- Fixed a bug that may crash the Console if you select a job that belongs to a template you do not own
- Fixed a potential lock condition in the Dispatcher
- Fixed a bug in the pool rename feature. Now the pool is no longer lost
- Is now possible to right-click on a log and have its details
- Is now possible to export the logs list
- Unix maximum command line length has been increased from 512 bytes to 8K
- Changed the way logon test is performed under Windows 7

## What's new in Muster 6.0.4

- Fixed a bug where a rotated log was reported with the full path in the logs inspection window
- Fixed a bug in the chunks view that prevented the chunks from being sorted by the render times
- Fixed a bug in the Mysql driver that prevented the correct execution of queries containing a “;” inside a textual field
- Fixed a bug that caused the duplication of logs entries in the logs files (Unix only)
- Fixed a bug that caused disappearing workspaces after consecutive executions of the Console
- Fixed a bug that caused a wrong value of the expected frames flag when sending jobs through Mrtool
- Fixed a display bug present when activating the “folders progress” feature using nested folders
- The cpu and ram usages are now broadcasted along with the hosts presence each 5 seconds. Console intercepts the messages and updates the usages according giving an almost real time feedback of the load
- A feature to copy an existing user has been included
- Job names are now parsed using a sanity check that complains on the following forbidden characters: `/?\*`
- Is now possible to store configuration presets on a platform basis
- Is now possible to select a job contained in the exclusions list
- Is now possible to change a template and define a string counterpart for an exit code value for a better error feedback
- Is now possible to spawn multiple instances of Console by adding the “-allowmultipleinstances” flag to the Console command line
- Is now possible to automate the Console connection using the following flags : -connect , -server IPADDRESS, -port PORT,-filter NETFILTER, -user USERNAME, -pass PASSWORD
- The CTRL+F shortcut now creates a folder instead of opening the frame check that's recallable trough the CTRL+A shortcut

- There's a new Move job feature in the jobs popup menu that let you move one or multiple jobs on the same level to a target folder avoiding drag & drop through the view
- You can specify an override for the templates local cache folder using the “-templatesdir” flag (Console and Mrtool) . This let you spawn and connect to multiple Dispatcher installation without overriding the cached templates on each connection
- A new feature that automatically deletes orphaned instances has been included. The removal of the orphaned instances happens as soon as a valid instance belonging to the same host connects to the Dispatcher
- Is now possible to resize the labels and the fields of the submission view by using the upper header
- Massive operations on chunks have been optimized heavily. In example, requeing 300 chunks no longer attempts to terminate the running clients 300 times and no longer produces 300 logs entries

## What's new in Muster 6.0.3

- Fixed a bug in the Maya-mr template that made linux clients unusable
- We changed the way network is handled inside the Dispatcher. Now the server uses native calls for POSIX and Windows
- Network drives mappings for Windows have been revamped. Is now possible to configure exactly when they are mounted and dismounted to have direct control of licensing capabilities
- A bug with the Renderclient time rules has been fixed. Now the feature works again
- A bug that may crash the Dispatcher during a reconnection of a client already available has been fixed
- When editing and submitting jobs, the expected frames path is now reset as intended by design
- Is now possible to have a folder progress value calculated by averaging the values of the childs
- There's now an option to tell the Renderclient to detect the entire process tree and apply kill and priority actions on the entire tree instead of the main process only
- Templates are now cached and stored in a temporary user folder. This avoids unnecessary permissions to be assigned to regular users
- A bug on the Mac platform reporting an invalid RAM usage on systems with more than 4GB of RAM has been fixed
- Mails sent by the Dispatcher now support templates that can be modified through the Dispatcher preferences

## What's new in Muster 6.0.2

- Fixed a bug that prevents the correct storage of pools settings
- Fixed a bug on the linux installer that prevents the correct configuration of logs paths

## What's new in Muster 6.0.1

- The search box now provides real time filtering, configurable from the Console preferences, and a button to clear the current search string
- Is now possible to override a node priority on an instance basis
- Database and response times optimized
- Clear All events and “Delete” key enabled on the notifiator
- Introduced the “archive” status for a job. Dispatcher is able to automatically flag jobs as archived following configurable rules
- Logs management revamped. Logs are now stored in a common “log” folder and either the Dispatcher and the Client are able to automatically clear the logs depending on configurable rules. Activity and Actions logs (Dispatcher and clients) can also be streamed to the Console like it was also possible for the chunks logs
- Instances flagged to be paused are now correctly reported as Paused in the Console and in the web server
- Enabled experimental chunk progress for certain engine (Maya)
- Enabled experimental automatic frame prefix detection from logs (Maya)
- Fixed the Maya templates to support Maya 2010 on the Mac OS X and its MAYA\_LOCATION mandatory environmental variable
- Services Control now opens the logs from the correct path
- Fixed some issues with the Linux installation scripts
- Changed the user detection logic on the Windows platform. The old logic was not working under certain domains configurations
- Fixed a display error on the relative frames in the Chunk Views
- Fixed a bug in the manual frame check that made it unstable with certain checking settings
- Fixed some date displays errors in the jobs queue view of the Console
- Implemented pins on the views that prevents view movement between splitters
- Implemented an hide button for the filters bars. Hiding the filters bars let you resize the adjacent views

- It's now possible to sort the chunks view
- A pool filter has been included in the jobs queue view
- Fixed a bug where it was not possible to store the persistence of the pool filters settings across workspaces

## What's new in Muster 6

Muster 6 is Virtual Vertex's evolution to render farm management software.

The present document explains new features and improvement since version 5.X. We strongly suggest users of previous versions of Muster to carefully read the following list to learn basic differences and changes in the workflow/interface.

- Real cross platform: Muster 6 comes written in native code for Windows, Mac OS X and Linux. Unlike previous versions, the graphical interface of Muster (now called Console) is available for every platform
- The management console has been merged into the explorer in a totally new component called "Console". This will be your main Muster tool. It allows queue management as well as Dispatcher and nodes management in an integrated environment
- Muster now supports custom workspaces that allows the user to create custom recallable filterable views with great flexibility
- The hosts list now shows even disconnected clients that are stored persistently in the Dispatcher clients list
- Time tables and logon/logoff availability no longer disconnect the clients but put it in a special "unavailable" status. This allows special functions like wakeups.
- Muster now supports automatically or on-demand shutdown and wakeup through Magic Packet technology. This gives administrators the capability to configure Muster to shutdown the farm when unused and automatically wakeup it when required
- Substitutions paths have gone into a complete review and they are now able to act as user side and client side substitution paths for selective path translation
- The Windows platform has a screensaver wrapper that let you start/stop the Muster client when the screen saver starts
- Muster now supports pre/post job/chunks actions that let you spawn custom executable before each packet and/or job
- The statistics and history system has gone into a complete review. The history is now manageable through the Console interface. Administrators are able to make backups and recall deleted history archives

- The notifiicator is available for Windows , Mac OS X and Linux and supports a lot of new notification messages (like informative ones) as well as a reviewed interface
- Users permissions have been redesigned for fine tuning of each user capabilities

Considering the amount of changes, it's strongly suggested to read the user manual to learn and understand the new workflows that Muster 6 introduces.

Support is available at [vsupport@vvertex.com](mailto:vsupport@vvertex.com)