

# Maya TK - Update Rendersettings - Release Notes

Current version v0.0.16

## Update Notes: v0.0.17 (under development + bub-beta config):

- **Improvements** 🙌
  - Added check if the cryptomatte node was created and create it if not. (this prevents the requirement to manually replugging of the crypto AOVs)
- **Bug Fixes** 🐛
  - Fixed a bug that occurred when "use OCIO" was checked but no OCIO file was provided.

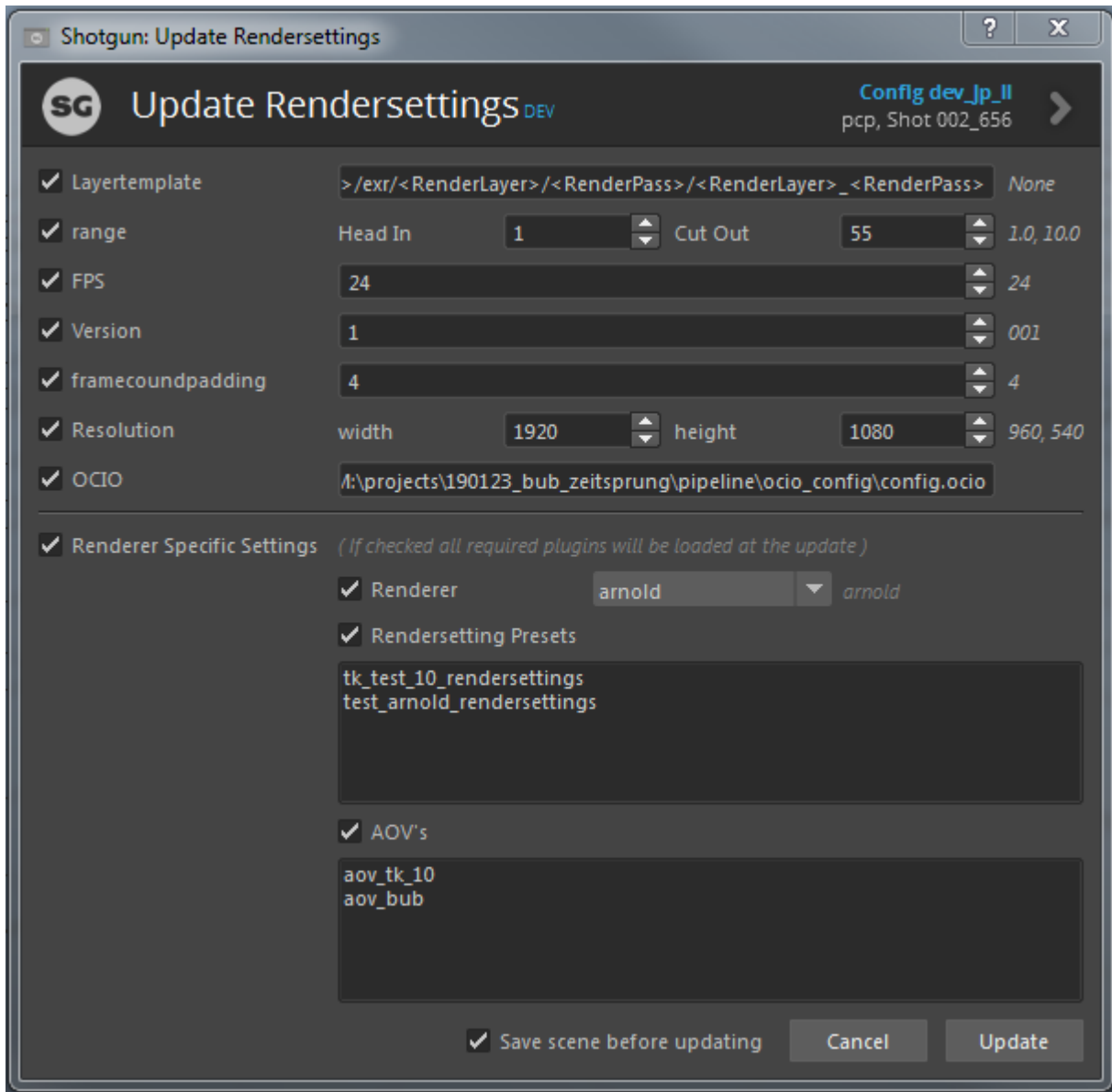
## Update Notes: v0.0.16 (released: 27.11.2019, 12:08):

- **Improvements** 🙌
  - Greatly increased the max values for the gui inputs.

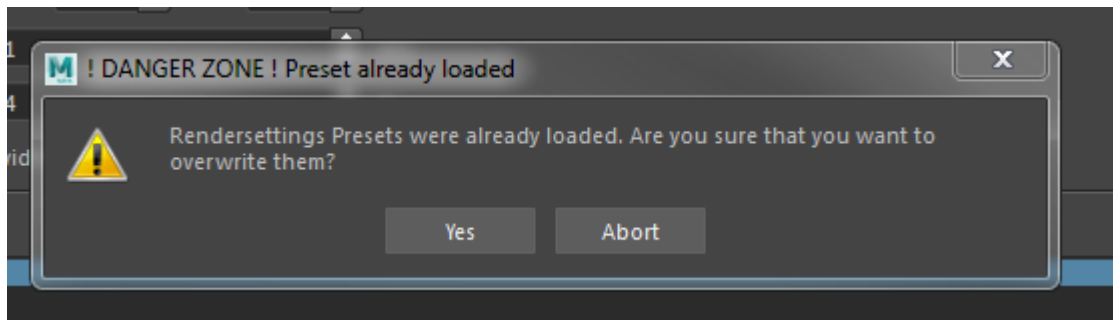
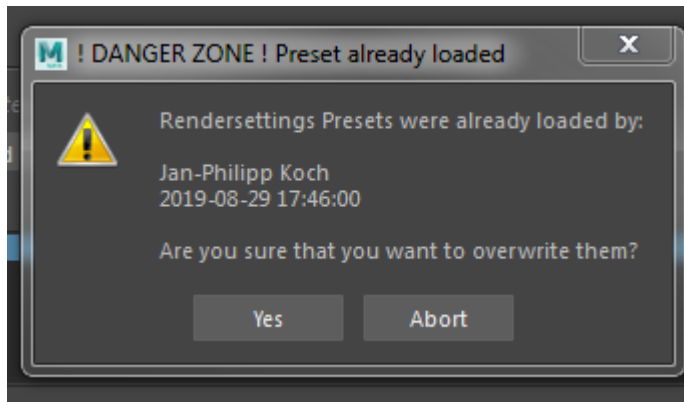
## Update Notes: v0.0.15 (released: 19.11.2019, 15:00):

- **New** ✨
  - Added Renderer Specific Settings: If set all Plugins required for the choosen Renderer will be loaded before the update.
    - Added Setting Presetloader for general Renderersettings + AOV's: You can now select Supervisor approved setting presets for general rendersettings and AOV's within the GUI.
      - Presets will be approved and managed by your Project Supervisor. These will be manged in Shotgun on [this page](#) (only for Supervisors visible)
      - Settings for your project and with the status "activ" show up on your UI. (see image below)
      - You can select one preset or right-click it for a read-only preview.
  - Added Scene Variable: Save if the rendersetting presets were already updated by someone.
    - False: Informs the user that he should select a preset before updating the settings.
    - True: Inform the user that someone updated the setting already and ask him if he wants to overwrite it.
  - Colormanagement:
    - Added OCIO: If checked the OCIO will be loaded from the filesystem, enabled and the preview will be set to 'default (Shot look) (sRGB)'
    - Output Transform Playblast: default (Shot look) (sRGB)
  - Added FPS.
  - Added Save Scene before updating checkbox.

- Improvements 🙌
- Bug Fixes 🐛
  - Fix Playbackrange: Playbackrange does not get updated anymore if the "range" checkbox is disabled.



```
{
  "arnold": {
    "defaultNodes": {
      "defaultRenderGlobals.animation": true,
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      "defaultRenderGlobals.blur2DMemoryCap": 200.0,
      "defaultRenderGlobals.blurLength": 1.0,
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      "defaultRenderGlobals.bottomRegion": 0,
      "defaultRenderGlobals.bufferName": "<RenderPassType>:<RenderPass>.<Camera>",
      "defaultRenderGlobals.byFrameStep": 1.0,
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      "defaultRenderGlobals.compositeThreshold": 0.0,
      "defaultRenderGlobals.createIprFile": false,
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      "defaultRenderGlobals.defaultTraversalSet": "null",
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      "defaultRenderGlobals.iprRenderShading": true,
      "defaultRenderGlobals.iprRenderShadowMaps": true,
      "defaultRenderGlobals.iprRenderShadowPass": false
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  }
}
```



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Revision #30

Created 1 year ago by [Jan-Philipp Koch](#)

Updated 10 months ago by [Jan-Philipp Koch](#)