



Mari Developer Notes

DEVELOPER NOTES FOR MARI 1.2v1

Here are the changes relevant to developers.

1.2v1

Version

1.2v1

Release Date

24 January 2011

System Requirements

Recommended System Requirements

- Quad-core processor
- Windows 7 64-bit, or a Linux 64-bit operating system (Fedora 12 or Red Hat Enterprise Linux 5.4)
- 250GB disk space available for caching and temporary files (or a minimum of 50GB if you're working on a small project)
- At least 4GB RAM
- Display with 1680 x 1050 pixel resolution
- An NVIDIA graphics card with at least 1GB of RAM and OpenGL 3.0 support (see Recommended Graphics Cards below).

Recommended Graphics Cards

- NVIDIA GeForce GTX 480
- NVIDIA Quadro FX 3800
- NVIDIA Quadro FX 3800M
- NVIDIA Quadro FX 4800
- NVIDIA Quadro FX 5800
- NVIDIA Quadro (Fermi Series) 600
- NVIDIA Quadro (Fermi Series) 5000
- NVIDIA Quadro (Fermi Series) 6000

Please download and install the latest graphics driver for your card from the NVIDIA website.

Bug Fixes

- BUG ID 12492 - The **Channels > Import** dialog box did not retain it's size.
- BUG ID 12818 - Added functionality to open project archives via the command line.
- BUG ID 13064 - The **Render Scene** option has been removed from **Display Properties**. This feature is always on.
- BUG ID 13456 - The **Select** button in **Projectors > Load Projectors > Select Entity** has been changed to **Import**.
- BUG ID 14128 - FBX Import: Cameras from Nuke imported the wrong field of vision (fov) into Mari.
- BUG ID 15150 - `Channel.setCurrent()` and `Channel.isCurrent()` did not work.
- BUG ID 15663 - Added `GeoEntity` version path retrieval.
- BUG ID 15665 - Added `GeoEntity.setName()`.
- BUG ID 15707 - Empty metadata strings were not saved with the project.
- BUG ID 15710 - Added "mari --help".
- BUG ID 15712 - Removing a user attribute via the UI did not work.
- BUG ID 15882 - Could not change the texture parameter on a shader.
- BUG ID 15906 - The **Select Items** tool did not work as expected once a filter was applied to the current channel.
- BUG ID 15919 - Occasionally froze when clicking on the API docs link.
- BUG ID 15924 - Mari sometimes crashed when importing images.
- BUG ID 15926 - `Image.copyFrom()` did not check for matching image parameters.
- BUG ID 15929 - Deleting a project twice at the same time should not have been possible.
- BUG ID 16013 - Texture importing for multiple objects failed (`$ENTITY` was not substituted).
- BUG ID 16142 - Creating a project while another was open caused problems.
- BUG ID 16146 - Python syntax errors occurred when entered commands ended with a comment.
- BUG ID 16162 - **Tools > Export Channels** and **Tools > Export Shelf** are Python examples and have been moved to **Python > Examples**.

Python API Changes

- Added `GeoPatch.isSelected()` and `GeoPatch.setSelected()`.
- Added `GeoEntity.isSelected()`, `GeoEntity.setSelected()`, and `GeoEntity.setName()`.

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- Added `VectorN.length()` and `.size()` (which do the same thing).
 - Added `mari.shelves.list()`.
 - Added `Shelf.setName()`.
 - Added `Projector.projectFromFile()` and `.unprojectToFile()`.
 - Added explicit "variant" type name to documentation.
 - Added `Project.isModified()` (same as `.isDirty()`).
 - Added `GeoEntity.shader()`.
 - Added `mari.app.log()` function.
 - Added **Python > Show Console** to help users quickly launch the Python console.
 - Added an intro page to the documentation.
 - Applied a new style sheet to the documentation.
 - Changed `ProjectInfo.open()` to match return type and exceptions with `mari.projects.open()`.
 - Changed `mari.projects.extract()` to return a `ProjectInfo` object identifying the newly extracted project.
 - Fixed `GeoPatch.visibilityChanged()` signal.
 - Fixed documentation for `VectorN` constructor.
 - Removed **Reload Scripts** from the **Python** menu.
 - This function should not be considered a first port of call for development, as Python does not guarantee that reloading modules will perform as expected - it has even been removed from Python 3.x. More information on the potential problems with the `Python reload()` function can be found here:
<http://docs.python.org/release/2.6.5/library/functions.html#reload>
The function is still available as `mari.utils.reloadAll()`, and can be returned to the menu by calling:
`mari.utils.misc._registerReloadScriptActions()`
 - Removed `Channel.setCurrent()` and `Channel.isCurrent()`.
 - Removed unnecessary return types from the following functions and added exceptions where needed:
 - `Metadata.setMetadata()`, `.removeMetadata()`.
 - `PaintBuffer.setDepth()`.
 - `Shader.setParameter()` and `.bake()`.
 - Renamed `Camera.animated()` to `.isAnimated()`.
 - Renamed `ProjectInfo.openedIndex()` to `.recentIndex()`.
 - Renamed `ResourceInfo.showUrl()` to `.showURL()`, and `.showPdf()` to `.showPDF()`.

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- Renamed parameterless overload of `ProjectManager.create()` to `.showCreateDialog()`.
 - Renamed enums in `PaintBuffer` for consistency with `Channel`.
 - Renamed `MriScriptAction.getScript()` to `.script()`, and `.getShortcut()` to `.shortcut()`.
 - Replaced the Python readme with the new Software API document.
 - Tidied examples module structure.