

Release Notes

This page contains information about the new V-Ray Swarm build versions.

Overview

The information about every new V-Ray Swarm build version is located below.

Build Version Notes

New in 1.4.8

- Automatically marks with "auto:RTX" tag nodes having at least one NVIDIA RTX card
- Fix GPU resource monitoring on Windows 7 and newer
- Fix manual upload regression on Windows 10 and newer

New in 1.4.7

- Fixed a crash with Apple M1 CPUs

New in 1.4.6

- Update some terminology in the UI

New in 1.4.5

- Rebranded icons

New in 1.4.4

- Add the utf-8-validate and bufferutil optional dependencies
- Prevent searching for the source-map-support module
- Linux installation fixes

New in 1.4.3

- Windows build installs Visual C++ Redistributable

New in 1.4.2

- Allow disabling the GPU rendering on Swarm nodes

New in 1.4.1

- Remove uploaded V-Ray versions after uninstall
- Enable manual selection of V-Ray version
- Enable custom multicast TTL configuration (in auto-discovery mode)
- Improve the configuration of environment variables

New in 1.3

- Allow the user to manually choose "master" nodes for the Swarm Cluster

- Drop the "broadcast" auto-discovery mechanism, default to multicast only
- Allow license settings changes from the installer