r17.1 Changelog

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|   r17.1 Release - 65313  |
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Release day - 26th March 2020

New Features

- DSOF-12898 - New Feature: DMX Screen type - GBR
- DSOF-12301 - New Feature: DMX Screen type - BRG
- DSOF-3599 - New Feature: Export list views to CSV files.
- DSOF-11096 - New Feature: OmniCal: Improvements to network performance in busy network environments.
- DSOF-11650 - New Feature: OmniCal: Significant performance improvements to capture & bundle adjustments on large quantities of projectors.
- DSOF-12102 - New Feature: Import projectors from CSV files
- DSOF-12702 - New Feature: TelnetMatrix devices can now have header and footer messages appended to the routing commands. This is to allow batch scripting of large quantities of matrix routes from a single device.
- DSOF-7796 - New Feature: Ability to send custom UDP/TCP strings when failover occurs.
- DSOF-13064 - New Feature: Improvements to the OmniCal Camera Stats user interface.
- DSOF-12693 - New Feature: Proof Of Play - enabled via an Advanced Project Option, this will write a text log file for every clip played.
- DSOF-12674 - New Feature: Added support for FreeD protocol and BlackTrax Helios system as camera tracking sources
- DSOF-12433 - New Feature: Machine Status is now available via Telnet Json commands using JsonMachineControl device.
- DSOF-12580 - New feature: Tracks now display timecode format in their header
- DSOF-12651 - New Feature: TelnetMatrix devices now automatically zero-pad variables when the variable is preceded with a number of 0s.
- DSOF-12747 - New Feature: d3 now prompts when your licence is nearing expiry
- DSOF-12878 - New feature: Sequenced Transitions
- DSOF-6419 - New Feature: Video Clip editor now shows the total length in H:M:S:F format as well as frames.
- DSOF-8088 - New Feature: Ability to define the OSC heartbeat rate
- DSOF-8624 - New Feature: VR now allows you to stand on venue mesh objects
- DSOF-11259 - New Feature: User selectable value ranges for brightness, volume and colour properties. These are selectable from Project Settings.
- DSOF-11979 - New Feature: DMX Universe 1 now outputs without watermark on Designer licences - to enable EVO capabilities.
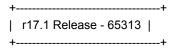- DSOF-9694 - New Feature: Props now have an option to select if they cast a shadow, and the scale factor of that shadow.

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- DSOF-12633 - New Feature: Tab/Shift+Tab now work in Object views to select objects from the keyboard.
- DSOF-12759 New Feature: Projector Masks now simulate in the stage simulator as well as affecting outputs.
- DSOF-8088 - New Feature: Ability to define the OSC heartbeat rate
- DSOF-8624 - New Feature: VR now allows you to stand on venue mesh objects
- DSOF-12052 - New Feature: Support for 48fps CEA timing modes
- DSOF-13095 - New Feature: GUI now supports ultra wide monitors.
- DSOF-10497 - New Feature: Play Status as an OSC stream.

Improvements

- DSOF-8852 - Notch: Performance improvements due to memory allocation changes.
- DSOF-12377 - Improved tools for debugging issues with display devices.
- DSOF-12432 - System Diagnostics now contain advanced windows network configuration to aid in support.
- DSOF-12517 - Manipulators now remember their status when you restart d3
- DSOF-12671 - Multi-editor now shows a splash screen when certain objects have been exported to a CSV
- DSOF-7353 - Added support for Unicode keyboard character input directly into d3.
- DSOF-9646 - Notch: Added Render Interval settings to enable Notch blocks to be run at 1/2 or 1/3 of machine frame rate.
- DSOF-9765 - Camera Wireframes can now be hidden from stage visualisers.
- DSOF-10569 - OmniCal: Performance improvement with bundle adjustments.
- DSOF-11223 - Notch: Support for Unicode characters in text parameters.
- DSOF-11225 - Notch: Exposed parameters are now refreshed when remotely live-edited in Notch Builder.
- DSOF-11651 - OmniCal: Speed improvement of capture due to white level masks being used to take projector images in parallel.
- DSOF-11702 - Alt Dragging selected ranges now allows bulk addition of objects to a list (for example, adding multiple screens to a mapping)
- DSOF-11794 - OmniCal: Added ability to resume captures after timeout errors.
- DSOF-12045 - Emulated EDIDs now use the disguise VID
- DSOF-12288 - Resolved an issue where exported layers which were locked at the time of export would be imported to the same time in the new track.
- DSOF-12592 - Improved the handling of sort ordering when opening certain array boxes
- DSOF-12941 - Added new buttons to ProjectorDevice editor
- DSOF-12942 - Improved shutter response times when using ProjectorDevice
- DSOF-12442 - List arrow sources in layer DMX Personalities
- DSOF-12928 - The firmware version field will no longer be shown for VFC cards which do not have firmware (HDMI and DP VFCs)
- DSOF-4015 - CITP: Added a "None" option when selecting a DMX Device
- DSOF-12241 - Improved the UI of the multi-edit editor

Bugs

- DSOF-10411 - Fading Down could sometimes cause warped feeds to lose their warping.

- DSOF-11622 - Improvements to 10-bit behaviour on AMD based servers.
- DSOF-12704 - When failing over from DMX trigger, the playhead of the understudy could sometimes jump backwards in time.
- DSOF-12940 - When starting up d3 with an MST monitor connected, the GUI output would move to a VFC head on AMD based systems. This has now been resolved. Note that d3 does not support MST for outputs.
- DSOF-12947 - Resolved an access violation when Notch blocks were deleted.
- DSOF-2543 - Resolved an issue with video layers not outputting the correct frame when clip and output fps were adjusted
- DSOF-10091 - Multi-editor renaming a device didn't take effect until enter was pressed, but was immediately reflected in the UI. This has now been made consistent.
- DSOF-11687 - Notch: "Error caught in block..." errors could sometimes occur when clicking on Notch blocks.
- DSOF-11737 - SockPuppet: Resolved access violation when deleting a SockPuppet patch
- DSOF-11917 - Audio: Improved accuracy of seeking in VBR audio files (MP3/MOD/S3M/XM/IT)
- DSOF-12041 - VFC: Configuring VFC cards could sometimes lead to an "Index outside bounds" error when setting Quad 4K mode.
- DSOF-12063 - DMX: When deleting DMX patches, the DMX Patch Settings window would stay open. It now closes automatically.
- DSOF-12095 - Notch: When opening a block from an editor, it would sometimes get reset.
- DSOF-12122 - SockPuppet: UI for setting bank allocations wouldn't allow for mappings to be mapped to slots.
- DSOF-12513 - Manipulators now syncronise their status between different widgets
- DSOF-12542 - Resolved an issue where locked layers would incorrectly split when timelines were split.
- DSOF-12565 - Text fields now filter disallowed characters when pasting content from 3rd party applications.
- DSOF-12586 - Multi-editor: fixed an issue where copied rows were not saved properly
- DSOF-12588 - Fixed an issue where toggling locked to master caused the 3D manipulator controls to appear on the editor
- DSOF-12622 - Fixed an issue where Notch layers did not upgrade properly from specific projects
- DSOF-12650 - Added support for coupled capture inputs 2x as well as 4x on gx 2c.
- DSOF-12661 - Fixed an issue where control devices which had been removed from the device manager could still send commands
- DSOF-12665 - Fixed an issue that presented grey artifacts around pixel & population masks that had Alpha
- DSOF-12666 - Resolved an issue with DSE and soft shadows which didn't blend correctly.
- DSOF-12673 - Multi-editor sometimes does not export if the file extension gets deleted
- DSOF-12696 - Fixed an issue that caused the GUI to be rendered in place of a missing diffuse map
- DSOF-12738 - Fixed an issue where understudy failover commands could be sent before matrix routing commands were sent, resulting in mis-timed failovers.
- DSOF-12810 - Fixed a rare issue that caused an error when using the F1 help widget
- DSOF-12812 - Fixed an issue that caused an error when copying multiple keyframes into multiple keyframe editors

- DSOF-12822 - Resolved an issue where masking objects on projectors disabled DSE on blends between active regions
- DSOF-12844 - Resolved an issue with repatching Notch layers which would result in them losing all their properties.
- DSOF-12847 - Agile Camera device now has Invert Pan and Invert Tilt functionality
- DSOF-12872 - Resolved an issue where certain Windows permissions could cause d3.exe to fail to launch.
- DSOF-12882 - Fixed an issue that caused a hang when moving a large amount of layers
- DSOF-12888 - Resolved an issue where DSE caused there to be an outline around mask objects.
- DSOF-12911 - Fixed an issue that caused field duplication when importing projectors
- DSOF-12948 - Fixed an issue where an error was thrown if a notch layer was deleted before the playhead
- DSOF-12959 - Fixed an issue where some DPI settings could cause errors on startup
- DSOF-12972 - Fixed an issue where loading a Notch block without a notch license would cause a layer to become corrupt
- DSOF-13097 - Fixed an issue that altered the default mouse wheel steps for editing keyframable parameters
- DSOF-7048 - Fixed an issue that caused exposed parameters to re-appear after an undo action
- DSOF-8094 - Resolved an issue where SockPuppet Video layers with Speed toggled off would not play video.
- DSOF-10442 - Screenshots on a Solo now correctly screenshot the GUI head.
- DSOF-10508 - Typing in the search bar in CueSetList no longer resizes the Notes column.
- DSOF-11242 - Fixed an issue where excessive copying and pasting a notch block could sometimes cause a crash
- DSOF-11695 - Resolved an issue where it was possible to Bake/Clear fields on a locked layer.
- DSOF-12103 - Half Speed Low Latency mode now has improved latency behaviour.
- DSOF-12243 - Disabling and re-enabling manipulators would always reset the mode to Transform, now they will remember their mode.
- DSOF-12264 - Resolved an issue where deleting an EventTransportDMX patch from the DMX Patch window would have no effect.
- DSOF-12431 - Fixed text overlapping issue in the ProxyMaker
- DSOF-12583 - Multi-editor: rows outside of the scroll view were incorrectly ignored for actions
- DSOF-12584 - Multi-editor: fixed an issue where pasted values could show disallowed characters
- DSOF-12619 - Improvements to the Auto Z clipping algorithm
- DSOF-12631 - Right clicking on Blend modes no longer shows an expression field, since expressions can't be applied to Blend modes.
- DSOF-12743 - Resolved an issue with EventTransportDMX where Brightness would be set if any DMX on the same universe was received.
- DSOF-12818 - Improved support for Swedish keyboard character usage
- DSOF-12843 - Resolved a bug related to the UV maps of alembic files as projection surfaces.
- DSOF-12935 - Fixed an issue that sometimes occurs when deleting a group of layers

- DSOF-12937 - Improved tooltips to reflect new 10-bit based values
- DSOF-12976 - Fixed an issue where the multi-edit dialogue would not open for feed rectangles
- DSOF-12977 - Fixed an issue where changing device manager could sometimes create a stall
- DSOF-13052 - Fixed an issue that sometimes hung the main thread when moving a camera in the stage
- DSOF-12610 - Added support for longer projector names in Identify test pattern mode.
- DSOF-12742 - Failover Test field in EventTransportDMX does not pulse blue when the value changes
- DSOF-12758 - Trial no longer shows 'VR Navigator' menu, since VR is not supported in Trial.
- DSOF-12839 - Fixed an issue in the video layer that sometimes occurs when baking keyframes
- DSOF-12880 - Fixed an issue in the UI rendering of projector mask preview
- DSOF-12919 - Resolved some memory leaks related to manipulators.
- DSOF-12921 - Fixed an issue where the quantiser volume was not shown as a slider
- DSOF-10871 - Fixed an error when attempting to use a notch layer with no name
- DSOF-11246 - OmniCal: Mesh deform improvements on points seen by two cameras.
- DSOF-11638 - 8 bit display modes were sometimes displayed in the VFC configuration properties despite the output being connected to a 10-bit monitor
- DSOF-12370 - Quantiser metronome now supports 0-1 values rather than 0-255
- DSOF-12701 - Fixed an issue where notes could sometimes span two lines

Please contact support@disguise.one for feedback and issues