r17.2 Changelog

```
+----------------------------------+
|   r17.2 Release - 66731      |
+----------------------------------+
```

Release day - 29th April 2020

New Features

- DSOF-13300 - New Feature: disguise software can now run in "Application mode" which allows it to run with minimise & maximise available specifically for use with Designer
- DSOF-13431 - New Feature: Objects in the stage now have a 'layer' parameter to control where they render
- DSOF-8613 - New Feature: VIVE Tracker support implemented
- DSOF-8602 - New Feature: Spherical Camera implemented

Improvements

- DSOF-13383 - Improvement: Allow fading 'video input' when no video input is selected.
- DSOF-13203 - Improvement: RrGgBbWw pixel type support for DmxScreen
- DSOF-6325 - Improvement: MIDI note event transport now has access to Play and Play & Loop section modes
- DSOF-6165 - Improvement: global brightness is now greyed out when multi-transport is in use
- DSOF-5715 - Improvement: the filelist.txt now includes empty directories

Bugs

- DSOF-13504 - Fixed an issue where Notch layers could not be arrowed into other layers
- DSOF-13493 - Fixed incorrect highlighting of fields when incrementing value fields
- DSOF-13422 - Fixed an issue where a projection surface could be incorrectly removed from the stage when changing type
- DSOF-13406 - Fixed an issue where the wrong Y offset could produced by changing the roll angle
- DSOF-13551 - Fixed an issue where an error was produced when using a FaceTime HD camera as a video input
- DSOF-13509 - Fixed an issue where video could not be captured using an AJA Kona 5 device
- DSOF-13502 - Fixed an issue where the test pattern layer incorrectly used the Over blendmode
- DSOF-13452 - Fixed an issue where arrowing between a position x to another field would input the wrong expression

- DSOF-13450 - Fixed an issue where the test pattern layer would not render correctly when the visualiser was zoomed out
- DSOF-13434 - Fixed an issue where Radar, Bugs and Tennis layers failed to render a preview thumbnail
- DSOF-13359 - Fixed an issue where a capture could be aborted in simulation mode
- DSOF-13320 - Fixed an issue where certain DPI settings caused horizontal scroll bars to appear on layer editors
- DSOF-13314 - Fixed an issue where the ColourShift properties of Video layers did not respect the defined user display settings
- DSOF-13293 - Fixed an issue that caused Telnet devices configured to Connect at Every Send would stop doing so if the connection message was modified
- DSOF-13285 - Fixed an issue where AR was sometimes not rendered on a virtual head or GUI overlay
- DSOF-13269 - Fixed an issue that caused an error when an undo action was attempted for a deleted group
- DSOF-13260 - Fixed an issue that caused an expression field to disappear from the GUI when undo action was attempted
- DSOF-13233 - Fixed an issue where the TestPattern layer brightness did not work
- DSOF-13232 - Fixed an issue that caused the multi edit parameter list selection not to scroll
- DSOF-13173 - Fixed an issue where an error was incorrectly thrown when merging a section on the track
- DSOF-13079 - Fixed an issue where splitting a layer within a group would cause the grouped layers to be re-ordered
- DSOF-12581 - Fixed an issue where deleting a patched layer would cause an error
- DSOF-11275 - Fixed an issue where the video input format was no longer selectable
- DSOF-10366 - Fixed an issue where d3 would not resize correctly if the resolution of the GUI head was changed in the feed
- DSOF-13317 - Fixed an issue where "create axis" in the screen position receiver would contain invalid information with OSC drivers
- DSOF-13456 - Fixed an issue where splash screens could exceed the size of the GUI
- DSOF-13162 - Fixed an issue where VirtualLineup and TestPattern layers incorrectly used camelCase
- DSOF-13156 - Fixed an issue where a sockpuppeted video layer would lose audio after changing play modes
- DSOF-13148 - Fixed an issue where the OmniCal calibration UI would not show the correct colour after a successful calibration
- DSOF-12968 - Fixed an issue that caused education licenses to not work
- DSOF-12967 - Fixed an issue where incorrect rounding of values was performed in the video clip object settings
- DSOF-12616 - Fixed an issue where an error was thrown when there was a section beyond the end of the track after resizing the track
- DSOF-12273 - Fixed an issue where the SockPuppet bank editor would no show Audio files that were auto-populated until a restart was performed
- DSOF-7448 - Fixed an issue where an error was thrown when using the local webcam as a video input

- DSOF-12919 - Fixed an issue where manipulators could sometimes create a memory leak on shutdown
- DSOF-12890 - Fixed an issue that prevented properties being deleted from the DMX personality table
- DSOF-12889 - Fixed an issue that sometimes caused jerking when closing keyframe editors in certain layers
- DSOF-12831 - Fixed an issue that caused the Cue List to not update when a track was changed via multi-transport
- DSOF-12331 - Fixed an issue where the VideoClip tooltips were not consistent
- DSOF-10565 - Fixed an issue where the GUI was rendered in place of a missing diffuse map

Please contact support@disguise.one for feedback and issues