r17.4 Changelog

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|   r17.4 Release - 71881      |
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Release day - 30th September 2020

New Features

[DSOF-556] - New feature: User-defined default values for OSC/DMX expression

[DSOF-825] - New feature: Individual screens and projectors can now have their output frozen (hold)

[DSOF-1488] - New feature: Multi-channel audio from video files

[DSOF-4880] - New feature: "OR" can now be used in expressions

[DSOF-6386] - New feature: Widgets are now stickied on a per machine basis

[DSOF-10825] - New feature: Tracking - Motive / NatNet support

[DSOF-12485] - New feature: Project Snapshots

[DSOF-13250] - New feature: Support for expressions for string type fields

[DSOF-13298] - New feature: Camera front plate now shown in VR

[DSOF-14077] - New feature: d3manager can now remote edit Advanced machine settings

[DSOF-14104] - New feature: d3manager can now remote quit/restart/shutdown of machines

[DSOF-14127] - New feature: Expressions now support 24bit DMX

[DSOF-14151] - New feature: DmxScreen now supports a true 16-bit RrGgBb fixture type

[DSOF-14226] - New feature: Import a fixture group via .xml file

[DSOF-14694] - New feature: Fade in/out time for media indirections now supported

[DSOF-14146] - New feature: Widgets can now be moved by dragging & middle mouse button

Improvements

[DSOF-4886] - Tracking: Merge BlackTrax workflow into ScreenPositionReceiver

[DSOF-4723] - Confirmation overlay for explicit save (alt-w)

[DSOF-4838] - DMX driver now supports CMY mode

[DSOF-7694] - Ability to set sACN priority

[DSOF-9190] - Ability to render Lux without Footprints

[DSOF-9966] - Add 16bit DMX color option to DmxLights

[DSOF-10428] - RBG DMX Screen & Lights

[DSOF-10473] - OmniCal: Indicate projector colour alongside name in Capture Setup UI

[DSOF-11092] - OmniCal: Make camera focal length setting an option list rather than a numeric field

[DSOF-11519] - Colour Profiles and LUTs are now available on Projectors

[DSOF-11689] - DMX control layer now supports 16 bit values

[DSOF-12341] - Bank Editor: When selecting a mapping bank from DMX Sockpuppet it is possible to put in a bank number into the MA that doesn't exist in d3, and still be able to select slots within Bank 0.

[DSOF-12416] - Added vx 1 and vx 2 hardware support

[DSOF-12952] - More information added to the d3net tab in manager

[DSOF-13808] - sACN rev 2016 Universe Synchronisation implementation

[DSOF-14033] - Notch: add support for exposeable arrays

[DSOF-14066] - Improved VR tracking

[DSOF-14087] - Add support for XYZ colour space

[DSOF-14147] - Prevent editors from minimizing until the mouse cursor leaves the widgets bounds

[DSOF-14178] - Include UV from 'd3 Meshes' (Rectangle/Curve etc etc) when exporting Stage as FBX

[DSOF-14203] - Sockpuppet: auto populate error message to include bank&slot for easy navigation

[DSOF-14210] - "About d3Manager" now shows server Serial Number.

[DSOF-14681] - Add option to allow the user to choose TTL for multicast sACN packets

[DSOF-14698] - $ syntax removed from OSC indirection controllers.

Bugs

[DSOF-1144] - Fixed an issue where a specific obj locks the software using DmxScreens

[DSOF-3104] - Fixed an issue where OSC expressions didn't support '-' in the name

[DSOF-3105] - Fixed an issue that made OSC expressions case sensitive

[DSOF-4730] - Fixed an issue where a patched Notch layer did not refresh fields until made active (non-zero brightness)

[DSOF-4930] - Fixed an issue where HAP formatted stage and feed renders cannot be opened in non-d3 applications

[DSOF-5156] - Fixed an issue where DMX Recorders table would always truncate IP address

[DSOF-6389] - Fixed an issue where DmxLight fixture driver info is only created when a DMXstring is created

[DSOF-10256] - Fixed an issue where stage movies produced distorted audio if rendered at FPSs that are not 30

[DSOF-10596] - Fixed an issue where sometimes it was not possible to start Actors after missing project notification

[DSOF-10808] - Fixed an issue where that caused d3 to display an incorrect value when OSC Integer Argument value is below 0

[DSOF-11589] - Fixed an issue where user height value would give incorrect position for VR

[DSOF-11623] - Fixed an issue where the wrong refresh rate showed in head feed settings.

[DSOF-11682] - Fixed an issue where the input field for exporting stage or feed movie does not display correct track name

[DSOF-11918] - Fixed an issue where having the playhead at beginning of new section shows last frame of previous section for imported layers in 29.97/59.94

[DSOF-12339] - Fixed an issue where the layer editor preview disappears when the mapping is set to none, and does not reappear when a mapping is reassigned until the layer editor has been closed and re-opened.

[DSOF-12604] - Fixed an issue where a fatal error could occur on startup on systems with bluefish capture cards and 1080p 48FPS SDI input

[DSOF-12685] - Fixed an issue with DMX Lights: when using fixture driver type 'fixture driver', doesn't initially output DMX unless create a second fixture to apply it to.

[DSOF-12806] - Fixed an issue where VR home position would cause controller navigation to teleport in the wrong direction

[DSOF-12974] - Fixed an issue where Adding Devices to Device Manager with Undo could cause a fatal error

[DSOF-13786] - Fixed an issue where Designer did not use primary head for GUI when using rackmount GPU

[DSOF-13809] - Fixed an issue that made it very hard to click on the visualiser camera button in certain situations

[DSOF-13892] - Fixed an issue where embedded audio volume would instantaneously jump while crossfading if volume at a value <1.0

[DSOF-14010] - Fixed an issue where a hang could occur on startup when upgrading from r17.1 to r17.4

[DSOF-14037] - Fixed an issue where transition time stops working in Slideshows when you click scrub in and out of the layer.

[DSOF-14057] - Fixed an issue which created a fatal error if you attempted unlock then refresh a slideshow.

[DSOF-14058] - Fixed an issue where the gamma curve for Rec.709 wasn't sRGB

[DSOF-14062] - Fixed an issue where edits in the DMX personality window does not get saved if directly exported to XML

[DSOF-14080] - Fixed an issue where undoing a keyframe placement on Keywidget, removes latest but also creates another

[DSOF-14090] - Fixed an issue where editors open expanded and then shrink to minimum required size

[DSOF-14112] - Fixed an issue where the software sometimes couldnt start with multiple monitors connected

[DSOF-14134] - Fixed an issue where having non image file extension in a .seq folder makes image sequence unusable inside the software

[DSOF-14177] - Fixed an issue where Unpack .d3 file 'unpack file failed' when there was a notch block in the track

[DSOF-14181] - Fixed an issue where exporting the stage throws an error

[DSOF-14182] - Fixed an issue where system diagnostics could sometimes hang on creation

[DSOF-14185] - Fixed an issue where Non-GUI monitors were not available in feed view

[DSOF-14191] - Fixed an issue where bake field option closes already opened keyframe editor, makes baking opened field counter-intuitive

[DSOF-14197] - Fixed an issue where Actor status widget doesn't appear when assigning machine as Director

[DSOF-14217] - Fixed an issue where GenericLampDriver output mode did nothing

[DSOF-14218] - Fixed an issue where removing a camera that is used in a notch layer spatial map causes errors only after restart

[DSOF-14228] - Fixed an issue where an error was thrown when launching d3 and opening Indirection Controllers list with empty ListIndirectionController

[DSOF-14241] - Fixed an issue where duplicating the mapping when a Child of Projector incorrectly links mapping and displays PerpectiveProjectionObject rather than the Mapping name

[DSOF-14251] - Fixed an issue where keyboard shortcuts don't work unless mouse has been used at least once

[DSOF-14270] - Fixed an issue where MultiEdit column resizing did not work

[DSOF-14279] - Fixed an issue where patching a grouped layer with multi-edit keyframes open causes an error

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[DSOF-14291] - Fixed an issue where the cursor behaved incorrectly when attempting to add preset to projectorpreset of Projector Control layer

[DSOF-14300] - Fixed an issue where that caused a thumbnail resolution error when adding a camera to Capture Plan

[DSOF-14308] - Fixed an issue where the Indirections API - DxTexture resource lookup returns no resources

[DSOF-14309] - Fixed an issue where the InDirections API should be able to set ManulaIndirection to None

[DSOF-14310] - Fixed an issue where attempting to expand any parameter in multi layer editor causes an error

[DSOF-14311] - Fixed an issue where keywidgets remain open when switching to a new editor, even if field in new editor is hidden

[DSOF-14312] - Fixed an issue where an error was thrown when deleting multiple layers

[DSOF-14352] - Fixed an issue where an error was thrown when undoing patch assignment with MultiLayerEditor open

[DSOF-14353] - Fixed an issue where a mobile editor's sticky state will revert if not auto-saved

[DSOF-14363] - Fixed an issue which caused constant widget resizing when moving intensity keyframes in multilayer editor

[DSOF-14371] - Fixed an issue where a brightness of 0 when the playhead reaches a section break causes brightness to be expressed as 2.86084

[DSOF-14404] - Fixed an issue where an error was thrown when setting OptiCalCamera Lens to 'None'

[DSOF-14405] - Fixed an issue where an error was thrown when attempting to Calibrate Capture Plan

[DSOF-14414] - Fixed an issue where keywidgets could remain open when a field is hidden

[DSOF-14450] - Fixed an issue where the software could not be opened on AMD machines when accessed via Windows Remote Desktop

[DSOF-14464] - Fixed an issue where the Web Layer did not not play video that is designed to autoplay upon landing on that web page

[DSOF-14468] - Fixed an issue where Colourshift on a remote asset did not work

[DSOF-14470] - Fixed an issue where Incorrect expressions could be generated from alt-drag when using the Web layer

[DSOF-14471] - Fixed an issue where Precomps would not prefetch

[DSOF-14474] - Fixed an issue where 16-bit amber/white compensation is incorrect on DmxLights & screens

[DSOF-14475] - Fixed an issue where content in the layer preview is incorrectly converted from XYZ colour space while Colour Management is set to Gamma Space

[DSOF-14496] - Fixed an issue where OscIndirectionController won't find camera if only the camera path is specified

[DSOF-14516] - Fixed an issue where frames are occasionally duplicated and dropped on some types of video input

[DSOF-14545] - Fixed an issue which could cause a crash when using certain Notch blocks

[DSOF-14564] - Fixed an issue where procedurally generated meshes did not have thumbnails

[DSOF-14584] - Fixed an issue where renamed devices do not release recorders

[DSOF-14708] - Fixed an issue that caused NDI streams which are not live to take up too many resources

[DSOF-14729] - Fixed an issue where About manager did not respect its contents size

[DSOF-14742] - Fixed an issue where the Actor was unable to start due to audio error on start

[DSOF-14860] - Fixed an issue where Notch parameters with "/" in the key/id, could not be used

[DSOF-14864] - Fixed an issue where an error could cause a long shutdown of the software

Please contact support@disguise.one for feedback and issues