

## R19.0 Changelog

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| r19.0 Release - 80689 |  
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Release day - 4th August

## New Features

- DSOF-15137 New Feature: RenderStream - Send textures to remote engines
- DSOF-14924 New Feature: RenderStream Compressed now uses H265 based transport
- DSOF-15161 New Feature: RenderStream Text parameters now supported
- DSOF-15156 New Feature: RenderStream 3D Object Transform parameters now supported
- DSOF-15204 New Feature: rx Understudy Capability for Unreal

## Improvements

- DSOF-17638 OmniCal: don't use stacked projectors point clouds for mesh deform
- DSOF-17542 OmniCal should use Loopback adapter as default
- DSOF-17432 Use LZMA compression for diagnostic archives for better compression
- DSOF-17431 Increase number of crash dumps stored
- DSOF-17426 Add debug option to enable smooth video input to video layers, like XR camera video input.
- DSOF-17390 Default/Multichannel mapping option should be auto expanded when creating a new RS layer
- DSOF-17365 Optimize opening of object view
- DSOF-17338 Add slice index to Renderstream failover event in UE
- DSOF-17307 Remember size of pinned camera editor
- DSOF-17232 Report status of image parameter streams
- DSOF-17198 RenderStream: Unity now provides unique names for exposed parameters

- DSOF-17156 Hold last frame of old stream until understudy takes over
- DSOF-17155 Prioritise project sync based on machine's network receive speed
- DSOF-17134 Add System Time to TimecodeReadoutModule, (renamed to ReadoutModule)
- DSOF-16975 Change the default 'insert time' to timeline to 15 or 30s
- DSOF-16969 Coordinate system check button in spatial calibration debugging
- DSOF-16965 Consolidate colour cal software paths into one
- DSOF-16785 Unity: disable cameras that have been cloned
- DSOF-16783 NotchHost: set loading state on workload when loading block
- DSOF-16133 Add support for alpha to RS compressed transport streams.
- DSOF-16122 Add Bandwidth indications to RenderStream module
- DSOF-16108 Unity: implement ability to group exposed parameters through the GUI
- DSOF-15983 Add ability to change composite order of RenderStream channels
- DSOF-15943 Work out how to manage which machines in a d3 session output which d3 renderstream outputs (load balancing & failover)
- DSOF-15660 Image Parameters for Notch
- DSOF-15309 Offer an option to phase startup of actors on d3net
- DSOF-15167 Backplate render layer objects must be able to be placed in the composite stack
- DSOF-8983 Ability to export/import section breaks using cue table
- DSOF-17599 OmniCal: remove redundant outlier filtering in projector bundle adjustment
- DSOF-17510 OmniCal: optimise Mesh deform performance
- DSOF-16979 OmniCal: improve camera graph construction
- DSOF-16892 Convert ProjectFileView into a Domain

## Version Updates & Compatibility Changes

- DSOF-17107 Update to NCAM SDK 2.6.31
- DSOF-17620 4x2pro no longer supported in r19.0

- DSOF-17480 4x4pro no longer supported in r19.0
- DSOF-17645 2x2plus no longer supported in r19.0

## Bug Fixes

- DSOF-17762 Omnical: Bundle Adjust could cause unexpected errors
- DSOF-17712 RenderStream: localhost no longer supported as a preferred transport network
- DSOF-17710 RenderStream: receive health is wrong for multiple workloads on the same render nodes
- DSOF-17703 Project corruption on Actor machines, causing CTD on startup
- DSOF-17701 RenderStream: render node crashes when quickly changing image parameter keyframes
- DSOF-17700 NotchHost: status is Ready while loading block
- DSOF-17696 RenderStream: splits are not pixel-perfect
- DSOF-17670 RenderStream: rounding errors cause sliced render nodes to crash/break
- DSOF-17623 OmniCal: don't allow pinning of Plan widget
- DSOF-17581 OmniCal: exception when setting point cloud visualization to LineUp mode
- DSOF-17573 OmniCal: plans are reloaded if OmniCal window is closed and re-opened
- DSOF-17563 RenderStream: fix multicast address allocation for image parameters
- DSOF-17562 RenderStream: per-machine multicast pools
- DSOF-17551 ColumnListView doesn't shrink to contents
- DSOF-17541 Playback stutters when chasing LTC timecode
- DSOF-17530 OmniCal: disable "Select All / None" buttons in View Capture, when not supported
- DSOF-17519 OmniCal: mesh deform gets into infinite loop when points land on triangle edge
- DSOF-17517 OmniCal: modifying capture properties of main Active Projector does not update Stacked Projector/s
- DSOF-17493 OmniCal: pointcloud not visible after calibrating a new plan
- DSOF-17492 OmniCal: minor bugs in delayed loading of plans
- DSOF-17491 Access violation at renderOutput when LED screens are in the Stage

- DSOF-17488 Exception on project close while Compressed Renderstream is running.
- DSOF-17483 Having an active (unmuted) & not launched renderstream layer causes low performance
- DSOF-17479 Renderstream displays old frames when re-launching workload
- DSOF-17478 RenderStream: string index out of range error when starting new workload with Show Log open
- DSOF-17477 When right click in parallel mapping, director would show preview of stream even though director has exclude mapping set to receive no stream
- DSOF-17476 GPU Time in MachineMonitor is always 0
- DSOF-17466 RenderStream: Only errors are logged in Unity and NotchHost
- DSOF-17463 Error when setting the RenderStream projects folder on installation
- DSOF-17460 Unity: HDRP executables do not receive remote textures
- DSOF-17456 Stream widget should open with preview expanded and scaled correctly
- DSOF-17453 Unity: RenderStream Uncompressed Unity HDRP built asset fails to send stream
- DSOF-17448 OmniCal: delayed loading of plans can lead to issues if Plan is used before data is loaded
- DSOF-17412 dynamic blend with projectors not rendered by actor does not always work
- DSOF-17386 Population masks used by mask objects ignore alpha
- DSOF-17359 Wobbling camera image for still virtual XR setup
- DSOF-17352 Unity: 'Transform' and 'Main texture' fields written to JSON regardless of exposed value
- DSOF-17351 Renderstream streams picking every available rx
- DSOF-17345 Repeated feedrect errors spamming console when using OmniCal
- DSOF-17335 RenderStream: If a stream crashes, sometimes 'stop' is greyed out in the workload widget, but 'stop' works from the network widget
- DSOF-17290 OmniCal: cameras not rendered on stage when restarting d3 with Calibration widget pinned (leads to errors)
- DSOF-17279 When using default assigner as the assigner of other channels, the instance is partially shared

- DSOF-17269 Unity: HDRP built Assets failing to send streams
- DSOF-17261 Genlock: standardise the names of "Apply Genlock" tabs
- DSOF-17247 Dynamic blend zones gamma incorrect when in ACES colour space
- DSOF-17244 ACES cause performance drop on vx4
- DSOF-17238 OmniCal: View Capture shows incorrect images and blob detection results
- DSOF-17236 d3 hangs when ingesting video sequence content
- DSOF-17217 machine specific: deleting old rslogs console folder during startup causes crash
- DSOF-17184 Backplate/Frontplate space layer objects don't account for virtual camera moves
- DSOF-17160 Shutter delay in ProjectorDevice is not persisted
- DSOF-17147 Frame skipped when Mode keyframe changed Locked to Normal
- DSOF-17142 Workload status is 'Error' when failed over but covered by an Understudy
- DSOF-17141 Can't click 'stop' on workload when one instance is not running
- DSOF-17140 Network widget doesn't refresh when machines failed
- DSOF-17098 3D perspective map overscan stretches Renderstream content
- DSOF-17096 Typo in "duplicate hostname" log notification
- DSOF-17024 OmniCal: don't spawn multiple threads for loading pointcloud data on startup
- DSOF-16928 RenderStream Active Latency causes bad camera switch when not set to to a multiple of the sessions' frame time (1/framerate)
- DSOF-16924 Importing projectors CSV gives wrong position and rotation values to the imported projectors
- DSOF-16833 MR set opens with blank spacewidget at normal size
- DSOF-16828 AssetLauncher: Unreal does not enumerate Windows-specific installations in registry
- DSOF-16723 Remote install to multiple machines sometimes fail to re-install after un-install at the remote machine
- DSOF-16345 .json is not always updated when changes are made, compiled and saved in UE
- DSOF-16016 AssetLauncher: ensure firewall doesn't block third party engines
- DSOF-15540 Stacking warp size column isn't visible by default in projector list editor
- DSOF-14865 Actors/Understudies running a d3 project will cause Directors to never start d3

due to waiting for project sync behavior

- DSOF-13796 Delete keyframes before/after only works after drawing a selection area on a keywidget
- DSOF-9617 Having a trailing space in the name of a Capture Plan causes notifications and failure to capture
- DSOF-9113 OmniCal: Tries to load zip files as if they were Plan directories