

r27.1.2 Changelog

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| r27.1.2 Release - 180269 |
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Release day February 21st 2024

Improvements

- DSOF-23937 IPVFC: Device names in NMOS are more descriptive

When using the IP-VFC in ST 2110 mode, we have changed the NMOS device label so that it clearly states the slot that it is occupying on the Disguise media server, for example 'Slot 1'. In previous releases, the NMOS device label of each IP-VFC would be 'Disguise Port 0'.

We have also changed the NMOS node label to be the user-defined name, which is often changed from the Windows name to match the role in which it occupies within the d3net session i.e. Actor01.

Fixes

- DSOF-25640 - Fixed an issue that occurred when as an Editor, you were not prompted to join a session when opening project file
- DSOF-26138 - Fixed an issue where asset sync in RenderStream did not sync deleted files
- DSOF-26350 - Fixed console spam caused by setting a placeholder clip on a video in
- DSOF-26391 - Fixed an issue where LayerStack was not being applied to video input