

## r27.6.1 Changelog

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| r27.6.1 Release - 187488 |  
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Release day May 22nd 2024

## Improvements

- DSOF-26801 Promote propSelectionPriority == 10 as default behaviour

Selection of objects in the Designer visualiser is prioritised based on the type of object. For example, if a camera is behind a projector, the camera will be selected even if the projector is visually in front. In previous releases, the Prop object had the lowest selection priority of all object types. This could be changed with the option switch propSelectionPriority. In this release, the default selection priority of Props has been changed so it is the same priority as a projector, puck, skeleton and 2.5D asset. It is still possible to use the option switch to change this, whereby setting propSelectionPriority to 0 is the lowest priority and 25 is the highest priority.

- DSOF-27059 Add async error notification to Matrox API

Async notifications from Matrox are now logged to the console which helps debug any problems with the Matrox card or driver.

## Fixes

- DSOF-26510 - Fixed an issue where it was not possible to duplicate a 2.5D asset
- DSOF-26878 - Fixed an issue where the MessageBox popped up under Designer, causing the system to appear as though it were hanging
- DSOF-26993 - Change of "RenderStream Projects Folder" registry key caused the RenderStream workload to use an incorrect nDisplay file
- DSOF-27088 - Fixed an issue where the Video Asset Editor went out of alignment when version strings were different lengths