

r28.1 Changelog

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| r28.1 Release - 195634 |
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Release day: August 28th 2024

Improvements

- DSOF-11562 & DSOF-24738 mp4 video format files will now correctly be reported as unsupported when loaded, instead of reporting a cryptic error.
- DSOF-17285 Include link to release notes webpage in help tab in d3manager
- DSOF-24890 Performance improvement when modifying custom parameters for web layers
- DSOF-27989 Shortcuts added to move selected layers/groups where the Playhead is
 - CTRL + [Extend/Trim the start of the selected layers to the playhead position
 - CTRL +] Extend/Trim the End of the selected layers to the playhead position
 - CTRL + ALT + [Move the start of the selected layers to the playhead position while maintaining the length of the layers
 - CTRL + ALT +] Move the end of the selected layers to the playhead position while maintaining the length of the layers
- DSOF-27793 - Hierarchy->Add Child now allows you to select grandchildren objects. For example consider the following object hierarchy:

Stage → Screen 1 → Screen 2 → Screen 3

→ Screen 4

Now when selecting children for Screen 1 you can select Screen 3 and Screen 4, whereas previously you could only do so if you removed Screen 2 as the parent of screens 3 and 4.

Fixes

- DSOF-11057 - Fixed an issue where low resolution screens appeared blurry in the visualiser.
(Does not affect video output)
- DSOF-24353 & DSOF-24890 - Fixed some performance issues in the web module
- DSOF-26516 - The Format field of a video input will now always update to the correct format instantly upon assignment of a new capture source.
- DSOF-26802 - Fixed an issue where Designer would sometimes not automatically create a share for the d3 projects folder if sharing settings had been manually edited.
- DSOF-27748 & DSOF-27814 - Layer editors for groups now properly close all related keyframe widgets when closing
- DSOF-27972 - Mousing over the session icon in d3manager for a project will now correctly show the list of servers participating in that session again.
- DSOF-28043 - Notch and Renderstream Notch layers can now have their custom parameters controlled correctly by HTTPSockpuppet.
- DSOF-28045 - Renderstream layers can now have their scene field controlled correctly by HTTPSockpuppet.
- DSOF-28072 - The warning about expiring Notch licenses has been reworded to not say the word "Warning" twice. (unlike this note, ironically)
- DSOF-28081 - Designer will no longer intermittently fail to quit fully when using ProRes video content, causing remote start-up to fail.
- DSOF-28136 - The UVLookup module will no longer sometimes show artifacts where there are large discontinuities in the UV lookup texture.