

## r30.1 Changelog

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| r30.1 Release - 203052 |  
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Release day: November 27th 2024

## New Features

- **DSOF-28258** - Designer now supports full SDI HDR video capture and output via the Quad 3G VFC.
- **DSOF-21271** - Quad 3G VFC Cards now support Rec.2020.
- **DSOF-28179** - Quad 3G VFC Cards now support super black/white luma with HDR transfer characteristics (HLG and PQ).
- **DSOF-28397** - Designer will not allow the user to select HLG or PQ when outputting with Rec.709 or Rec.601.

Dynamic range describes the ratio between the brightest and darkest parts of an image. High Dynamic Range (HDR) is a technology that represents an increased dynamic range in an image to provide a greater level of contrast, brightness and colour.

Both Hybrid Log-Gamma (HLG) and Perceptual Quantiser (PQ) transfer functions for HDR video are supported for SDI HDR capture.

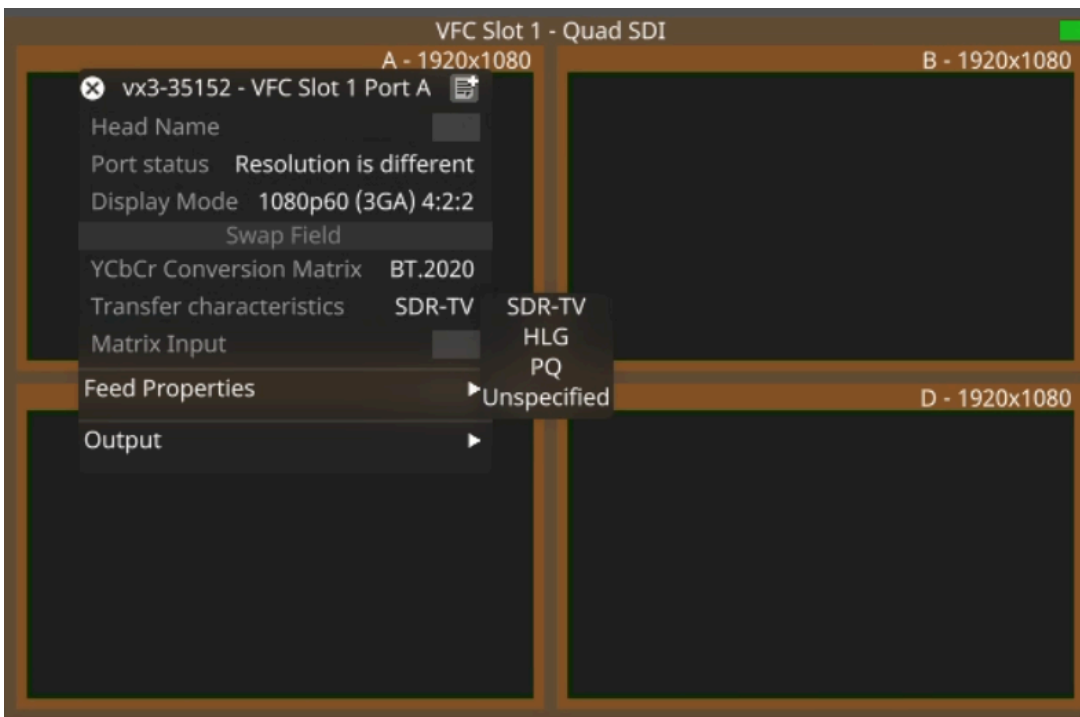
We now support HDR video capture on all Disguise media servers with SDI capture cards. For the signal to be captured properly as HDR it must be:

- In the REC.2020 (also known as BT.2020) colour space.
- Set to 10-bit.

In the Video Input Patch Editor, the Input Transform needs to be changed to HLG - Rec.2020 or PQ - Rec.2020. The format field will then show the colorimetry and transfer characteristics as seen in the screenshot below:



We also support SDI HDR video output using the Quad 3G VFC card. In the Feed View we have added the option to change the YCbCr Conversion Matrix to Rec.2020 (BT.2020). The Transfer Characteristics setting will then need to be changed to either HLG or PQ depending on the transfer function being used.



## Improvements

- **DSOF-27428** - You can now link tracking axes to skeletal joints of skinned meshes more easily.
- **DSOF-27536** - A range of fields that were previously not settable via an expression are now settable. Specifically Skeleton joint rotations. These values can also now be arrowed in to parameter collections to correctly capture their value.
- **DSOF-28500** - Designer will now more gracefully handle high-GPU-memory scenarios to avoid dropping frames.
- **DSOF-28537** - The spec of the .2p5d file format has an added a new optional field mean\_depth which can be used to define the depth of the planes. You can find more information about this under our developer documentation here [\[https://developer.disguise.one/formats/2p5d/\]](https://developer.disguise.one/formats/2p5d/).
- **DSOF-28554** - Removing missing media from Designer via the resource management API is now much faster.
- **DSOF-27396** - Designer will now notify you if it detects that NDI Tools 5 has been installed, as this software has been tied to multiple BSOD events on D3 servers. Our recommendation is not to use NDI Tools 5 at this time.
  - Please see [TA-54](#) for more information.

## Fixes

- **DSOF-13435** - The Multi-mapping feature in d3labs will now render multiple parallel maps correctly.
- **DSOF-28015** - The MR set Output Resolution field is now nested under the Settings separator in the UI. Right where it belongs.
- **DSOF-28531** - Loading .avdn codec encoded files will no longer incorrectly report the file as a supported format and fail to play it. Designer will now give a useful error message explaining

that the format is not supported.

- **DSOF-28561** - Changes made to objects via the Mixed Reality

[\[https://developer.disguise.one/api/session/mixedreality/\]](https://developer.disguise.one/api/session/mixedreality/) and QuickCal

[\[https://developer.disguise.one/api/session/quickcal/\]](https://developer.disguise.one/api/session/quickcal/) APIs are now distributed to Actors and Editors correctly.