

## r30.4 Changelog

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| r30.4 Release - 209578 |  
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Release day: February 26th 2025

### Improvements

- **DSOF-13670 & DSOF-29213** - Changing any Indirection will now wait to swap content for a few frames to allow for that content to be loaded. This means you should never see a flash to black when swapping a live indirection. We have also removed the **Indirection delay (frames)** field from indirection controllers as the correct delay is now computed automatically.
- **DSOF-23779** - The implementation of CEF and Chromium used in disguise are now more modern. We now support CEF 132.3.2+g4997b2f and chromium 132.0.6834.161. This means you get more features, stability and performance in the following layers:
  - Web Layer
  - Text Layer
- **DSOF-26455 & DSOF-25328 & DSOF-28943 & DSOF-28387** - Content played on the timeline will now always load before the playhead jumps when jumping on the timeline. This will mean you should not see intermittent flashes to black or performance spikes when jumping on the timeline via the mouse, LTC or other transport control mechanism.

Because Designer now prefetches content only when the jump command is issued, we have also significantly reduced the overhead of playing the normal timeline as Designer will no longer decode video frames from other parts of the track unnecessarily. This means that you should see performance improvements when entering new sections, jumping to new tracks or playing simple sections that lie just ahead of busy sections.

- **DSOF-28949 & DSOF-28523 & DSOF-28524** - Video playback at speeds other than 1 or for videos with a higher content FPS than the timeline, now only decode the frames necessary for playback, improving performance in these states.
- **DSOF-28515** - The debug section for the prefetcher under ALT + D is now easier to read.
- **DSOF-29056** - The Find Usages button for media now displays the track, beat AND the Cue that the content is sequenced at if a cue exists.
- **DSOF-29429** - You can now define a set of environment variables to launch an RS asset under by placing a file named: `assetname_variables.env` next to the RS asset in the RenderStream Projects folder.
- **DSOF-28865** - FFmpeg has now been updated to 7.1 from 5.0.1. FFmpeg is used for:
  - Rendering Feed Movies

- Rendering Stage Movies
- Rendering Animation Movies
- Uploading to Previs These workflows will now be a bit faster and more stable.
- **DSOF-29085** - Mesh Mapping now has a new field called **Render resolution scale** which allows you to render the content at a higher or lower resolution than the mapping is resolution is warped to.
- **DSOF-29123** - The **Find/Replace Usages** button has moved to be above the “Hierarchy” tab for mappings.
- **DSOF-29085** - Mesh Mapping now has a new field called **Render resolution scale** which allows you to render the content at a higher or lower resolution than the mapping is resolution is warped to.

## Fixes

- **DSOF-29071** - Receiving tracking data over an extended period of time (5+ days) will no longer result in glitchy or jumpy tracking.
- **DSOF-29303** - 3rd party tools can now correctly pick up the DNS-SD record published by d3service.