

disguise Technologies 127-129 Great Suffolk Street London, SE1 1PP, UK info@disguise.one www.disguise.one +44 020 7234 9840

r15.0.2 Changelog



Released July 3rd, 2018

Download link:

http://cfpkq.d3technologies.com/pkg/installers/d3/qold_release15/51398/d3-full-r15.0.2-51398_x64.exe

Fixes

Project launch

Incorrect querying of DirectX results in failure to launch designer software on some Windows 7 machines

Content Management

- More rigid importation mechanism, can mean failure to ingest media correctly

Visualiser

- Illuminance values are too low

[Automation / Encoders] Default d3 automation axis reference is missing

[Content Management] Content with proxies used on undersized surfaces will output proxies instead of full content

[Device Control] MIDI Show Control (MSC) using a usb device not properly accepted

[Device Recording] Second takes of device recordings from the same device are unable to affect the same parameters of the first, overwritten recording

[Modules] Camera pivot & rotation in AnimateCamera not functioning

[OptiCal Camera] Viewing recalibration results incorrectly contains older calibration data

[OptiCal Camera] OmniCal Warps During Capture UI poorly aligned

[Stage] Project specific screen configuration showing as 'Inactive' until navigation commenced

Current known issues



disguise Technologies 127-129 Great Suffolk Street London, SE1 1PP, UK info@disguise.one www.disguise.one +44 020 7234 9840

VR

- VR entails on additional render overhead
- This may result in a poor performance

Upgrading 32-bit to 64-bit Sockpuppet shows

- There may be issues upgrading Sockpuppet projects from 32-bit to 64-bit in 14.4.x builds. If your project falls into this category, please contact support@disguise.one who can arrange a project upgrade for you

Permissions error after installing

- On a small number of machines, a python-based permissions error will prevent software from starting.
- This issue can be solved by restarting Windows

Potential UI performance regression with long and busy timelines

- With either long or busy timelines containing e.g. a plethora of notes/cues, the UI may suffer a degradation in performance
- Minimising the timeline negates this

Slideshows transition time

- The transition time between slides in slideshows is currently broken
- The fix for this makes fundamental changes to timeline operations, so will take a while to work its way into future releases

Detailed changelog

A more comprehensive and detailed changelog will be issued for r15 in the coming days

Please contact support@disguise.one for feedback and issues