r15.1.6 Changelog

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|   r15.1.6 Release - 53931  |
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Released October 30th, 2018
http://cfpkg.d3technologies.com/pkg/installers/d3/gold_release15/53931/d3-full-r15.1.6-53931_x64.exe

Major fixes

Content Management

Failure to actually remove missing media when selecting this option from remove missing media folder

Expressions

Making an expression to a device using speed causes frameblending to stop working at the ends of sections

OmniCal

Renaming an OmniCal camera causes it to go missing after a restart

Other fixes

Diagnostics

Unable to create a project diagnostic while OmniCal CaptureSetup is open

GUI

GUI elements will be intermittently un-rendered due to continuous mesh thumbnail generation

Live Update

Failure to sync a project if there is a mismatch between machine name and host name

OmniCal

Renaming an OmniCal camera causes it to go missing after a restart

Incorrect focal length saved in OmniCal captures

Array index error' when clicking camera images in OmniCal RigCheck

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Improvements

Installer

Refine the text presented to users to clarify when an incompatible CPU is used

OmniCal

Clarify the text about 'clear stage' before an OmniCal capture

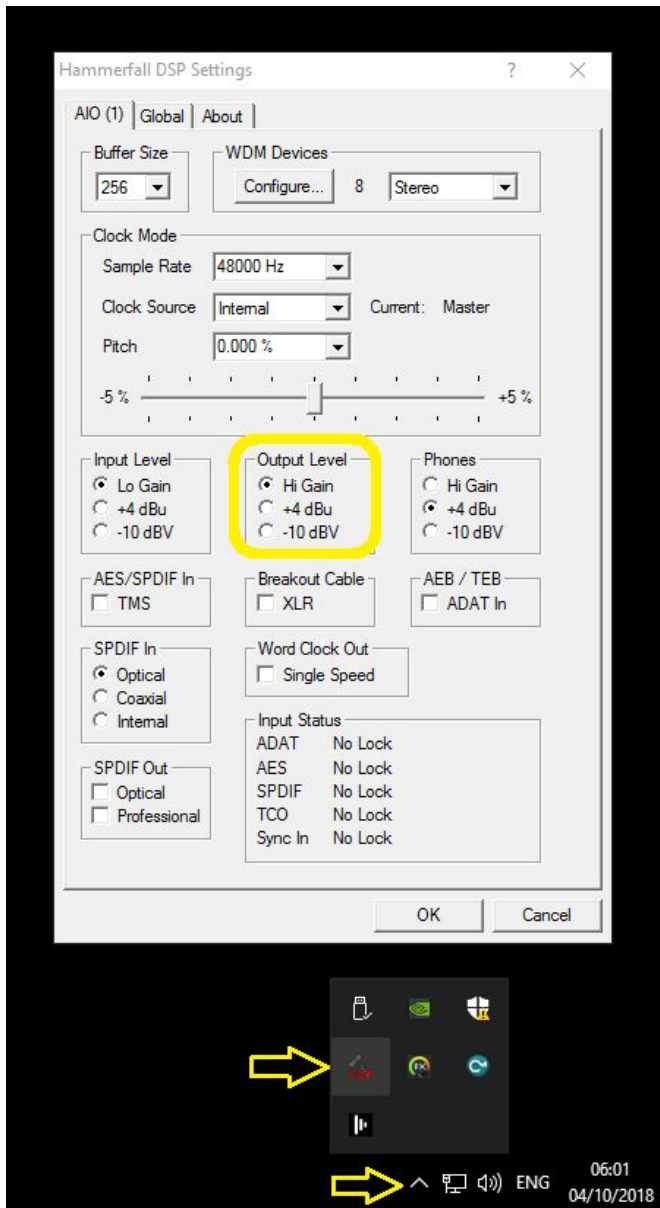Option to remove an individual camera from a camera plan rather than remake the whole plan

Current known issues

General known issues for r15.1

Audio

We have reports of users experiencing audio clicking or popping. Release 15.1.4 has some fixes to address this and reduce the chances of this occurring. However, we recognise that this has not been completely cleared up. Audio clicking may still be prevalent on higher frequency sounds. If you experience this try the following workarounds:

- Reduce the volume of the audio. We are noticing that our interaction with drivers adds volume which can result in clicking
- Use WASAPI instead of ASIO. The prevalence of clicking is more pronounced on ASIO
- Edit the Hammerfall settings to reduce the Output Level (see screengrab below)

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Audio clicking during high performance

Additionally, under heavy load, if a project starts to drop frames this may have a knock-on effect on the audio, especially if embedded into a video file

LUT

[High-resolution LUT files] All sample LUT files included in r15.1 have a grid point count of 32. Although the layer supports higher numbers of grid points, this comes with the consequence of taking longer to load on project start (but will not delay the project itself). It is recommended not to exceed 64 grid points

OmniCal

Doing a rig check from simulated plan to actual cameras for the first time can result in the physical cameras being not found. Workaround: run the rig check with simulated cameras

Legacy known issues

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

Please contact support@disguise.one for feedback and issues