r15.1.7 Changelog

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|   r15.1.7 Release - 54147  |
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Released November 12th, 2018
http://cfpkg.d3technologies.com/pkg/installers/d3/gold_release15/54147/d3-full-r15.1.7-54147_x64.exe

Fixes

Device Control

Telnet messages can be dropped during graceful disconnections

Feed Outputs

Repeated application of feed settings may cause gx hardware to fail interlaced sync

Improvements

VFC

Refine VFC-HDMI reset behaviour

Video Outputs

New UI element in feed view and individual VFC card properties to provide a method for re-syncing interlaced fields of single or multiple machines

**vx4 support**

Enable support for future release of vx4

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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)
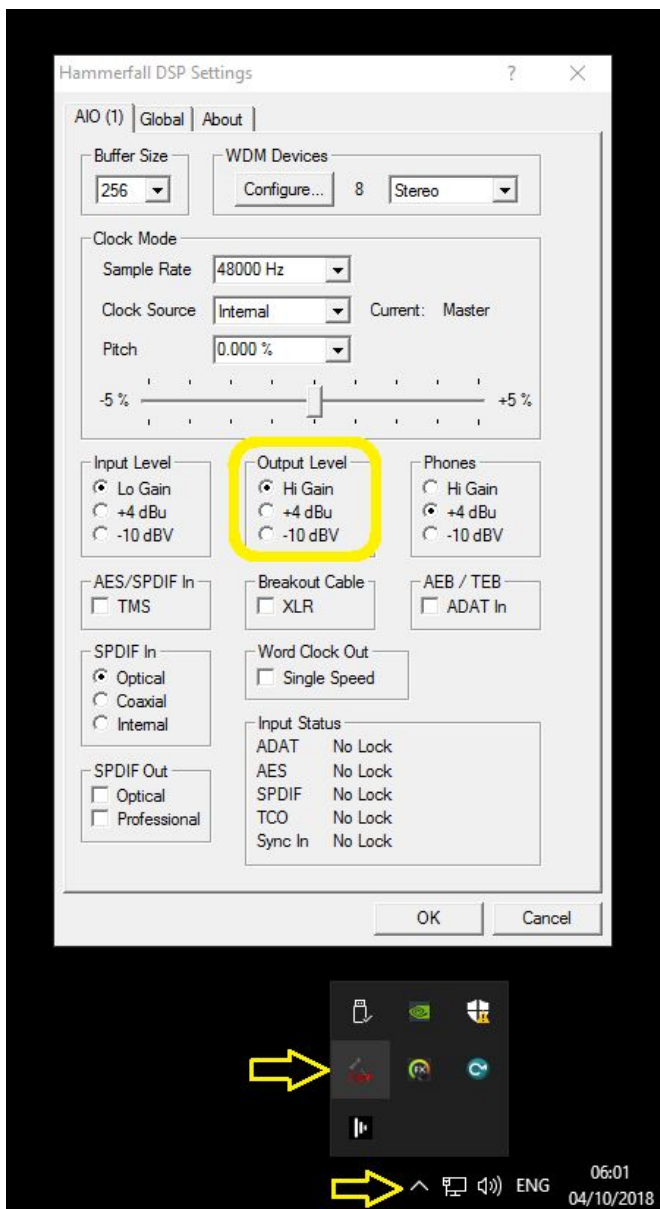
Audio clicking during high performance

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

Downgrade your 15.1.x project to 15.0.7

If you have already sequenced your project in 15.1.x and want to downgrade the project to an earlier release prior to the audio issues, there is a special version of 15.0.7 to accommodate this. Notes:

- Only downgrades *from* releases r15.1.0-r15.1.9 *to* r15.0.7
- Audio mappings will need to be repatched
- Upgrade back to r15.1 should be possible, but *not* to another r15.0 release

Version 15.0.7 can be downloaded from here

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