

## r27.4 Changelog

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| r27.4 Release - 185066 |  
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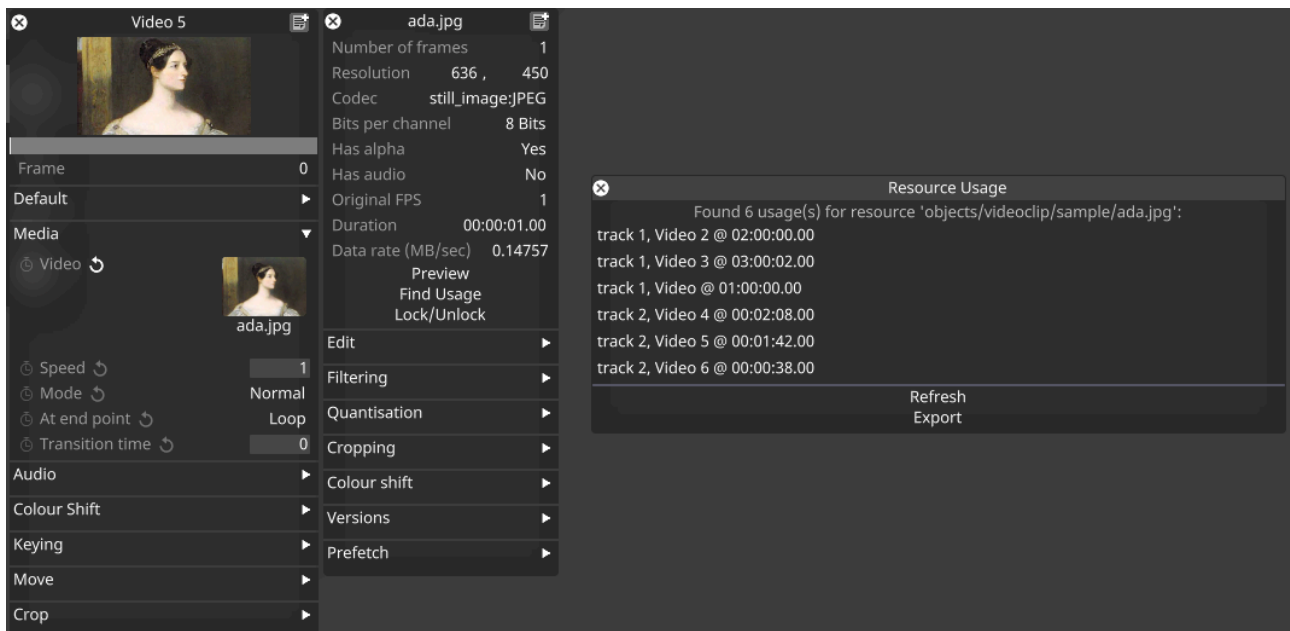
Release day April 17th 2024

## Improvements

- DSOF-17967 Make "Find Usage" more useful (jump to usage etc)

We have improved the Find Usage functionality in the VideoClip, DfxFile, and AudioTrack layer editors.

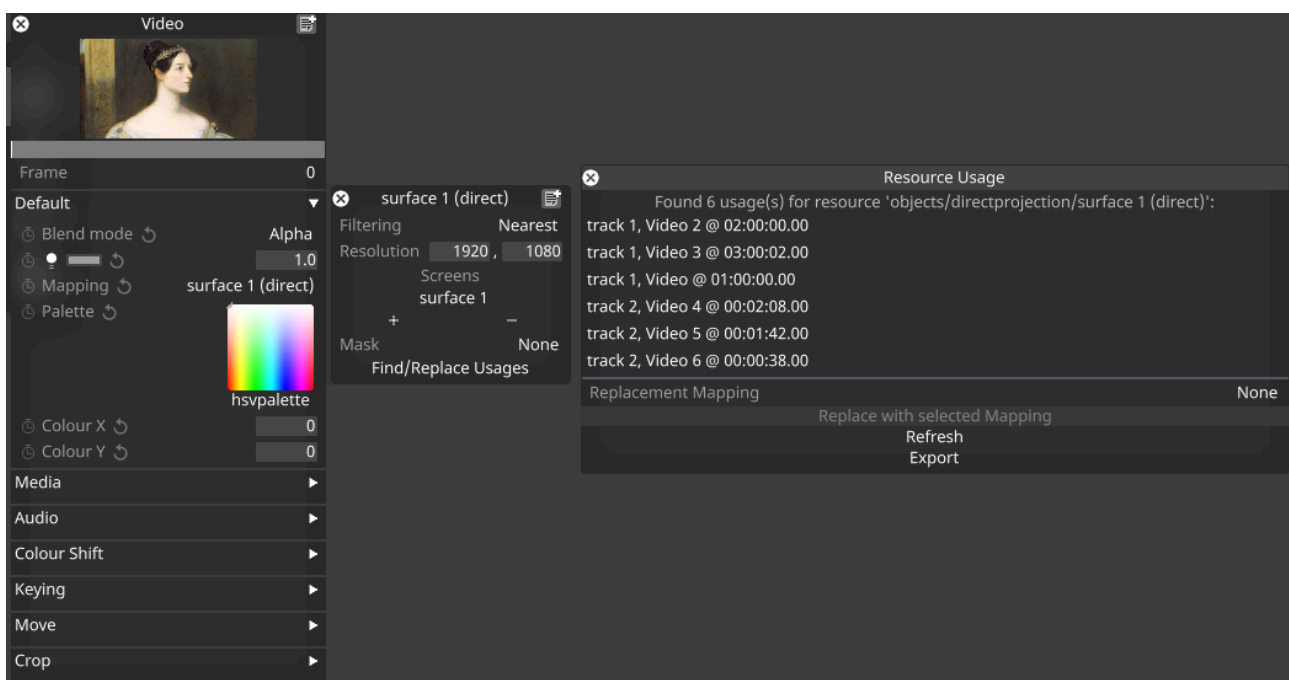
This can be found by right clicking on the respective pieces of media and left-clicking on the 'Find Usage' button in the layer editor for VideoClip, DfxFile and AutoTrack. This will open a window with all occurrences of the current piece of media across all tracks and layers. An example can be found here:



Each entry will contain the Track, Layer and usage location, shown as the timecode time from the timeline. A left-click on the entry will jump the playhead to the start of the layer that uses that piece of media.

All Find Usage information can now be exported as a .TXT file.

The same functionality has been added to the 'Find/Replace Usages' button in the Mapping editor, which was introduced in r27.1 for sequenced mappings only, only in this case the window shown will display all occurrences of the mapping. In the menu, to the side of 'Replacement Mapping', if a user clicks on 'None' then a different mapping can be selected. Click 'Replace with selected Mapping' to assign the new mapping as seen here:



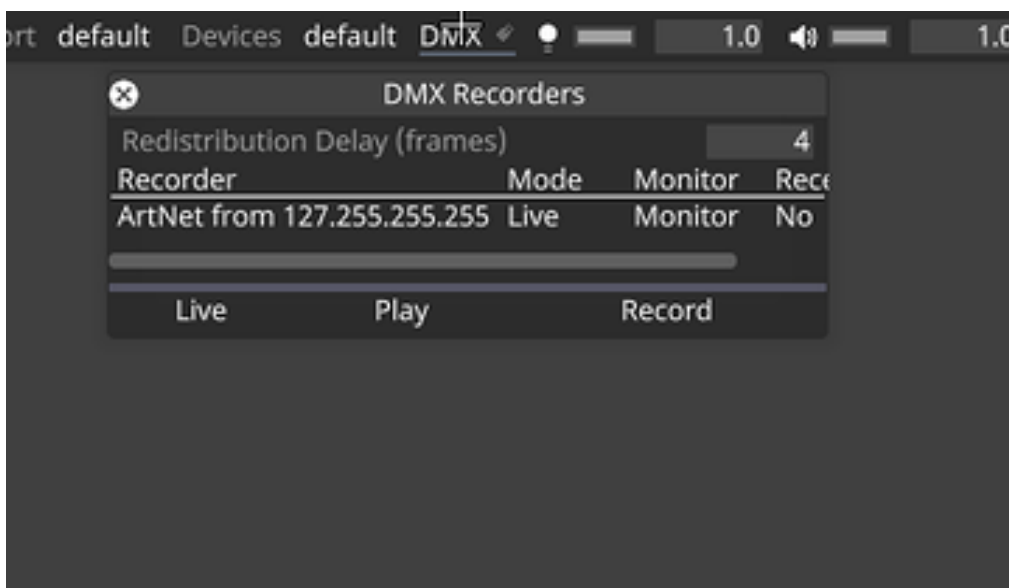
- DSOF-22572 Redistribute DMX and OSC data to allow for synchronisation

In previous releases, both DMX and OSC packets were received independently and actioned by each Disguise media server running in the session. We have changed this behaviour so that both DMX and OSC packets are now received by the director machine running in the session and distributed to the actors. This means that all DMX and OSC packets are executed at the same timestamp.

This improvement allows for the DMX and OSC protocols to be used in situations which require operations to happen in synchronisation, such as triggering DMX or OSC changes on a screen split across multiple actors for example.

If Disguise is receiving DMX or OSC packets, we can right click DMX or OSC on the state tab at the top

of the Designer GUI to open the 'DMX Recorders' or 'OSC Recorders' editor menu. This includes a 'Redistribution Delay' field where we can customise the frame delay to enable the redistribution of the DMX or OSC packets to take place. A higher frame delay will compensate for a high-latency network as it allows more time for the DMX or OSC packets to get from the director machine to the actor machines.



## Fixes

- DSOF-15782 Sockpuppet - Fixed an issue where sACN Sockpuppet playback could be out of sync
- DSOF-23659 - Fixed an issue where the tracking axis filtered value of zoom and focus failed send to system
- DSOF-24426 - Fixed an indefinite hang on mapping a bluefish input to video input
- DSOF-26481 - Fixed an issue where OSC expressions did not re-evaluate after a project restart
- DSOF-26520 - Fixed an issue where LocaleMetaData was missing from diagnostics, meaning events logs were not completely readable
- DSOF-26773 - Fixed a DMX/OSC-related error when right-click on the Devices



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- DSOF-26775 - Fixed an issue where "redistributionDelay" field under the Devices was written in an incorrect style
- DSOF-26819 - RMAXd3: logging now handles 3 error codes