r14.5 Changelog

| r14.5 Release - 51416 |

Released July 5th, 2018
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Fixes

[Automation / Encoders] Restore behaviour of PSN frames sent across multiple frames
[Automation / Encoders] Movement threshold does not work unless prediction is on
[Automation / Encoders] Tracked points disappearing from view reappear by animating into view
[Device Control] Large amount of GVG route switching causes issues with AJA switchers
[Device Recording] Scrubbing device recording not functioning correctly
[Device Recording] Reduced performance encountered at the end of a device recording
[Infrastructure] Project specific upgrade from r11 to r14.x.x relating to disk monitor
[Projector Calibration] Reference point placement not always correct if the cursor is slightly off the mesh being calibrated to
[Projector Calibration] Manage Reference points at surface extremes in particular models not handled well
[Sockpuppet] Unexpected jumps while looping video via Sockpuppet

Current known issues

Upgrading 32-bit to 64-bit Sockpuppet shows
- There may be issues upgrading Sockpuppet projects from 32-bit to 64-bit in 14.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