r15.1 Changelog

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|   r15.1 Release - 52483   |
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Released August 29th, 2018

New features

LUT Layer

This new effect layer supports the use of 3D LUT files in .cube format. Uses arrows like other effect layers such as Blur or ChannelRouter. A small collection of sample LUT files is included with every blank project

Filmic grain Layer

A new generative layer that produces animated, film grain style noise

Colour Adjust Layer

A new effect layer which can control white balance and tint either through presets or discrete amounts. Also contains brightness, contrast, and saturation controls

New Notch effects

Bundled with designer software is a revised set of Notch effects including particles, blobs, various text effects and more

N.B. this replaces the previous Notch block bundled with designer software. This older block can still be used and is available for download from our resources centre

Notch Camera Parameters & exposable nulls

These new features enhance the integration of Notch content to pass disguise cameras and other objects into the Notch scene. See our download centre for a demo project

N.B. this is only available using Notch 0.9.21 onwards

Resizable Widgets

A selection of widgets are now resizable to allow for better management of the workspace. The affected widgets are Tracks, Patch Assignments, Bank Editor, Cue Set List and Dmx Device Monitor. Move the cursor to the edges of the widget, see the cursor type change to allow for customisation of the size

Text rendering in Web Layer

Text Input is now supported through the Web Layer. A sample HTML file in the project folder\objects\Web folder can be customized or used as an example to render text into projects

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Visca camera

Addition of Visca Camera as a driver to the devices list

Improvements

OmniCal Simulation Camera

- Omnical virtual cameras have adopted the workflow of standard stage cameras. This allows for the lining up a virtual camera using the mini viewport. Additional settings such as exposure and distortion have been also been added
- Usage of user-assigned camera names is more consistent throughout the UI
- Added a mesh deform view that previews the results of a mesh deformation

Audio code refactoring

- Support for WASAPI and ASIO audio devices has been added
- Support for multi channel audio devices has been added - e.g. ADAT in 8 channel mode
- Support for audio files with more than two tracks has been added
- Audio code has been refactored to be more performant
- N.B. there are no channel & track remapping capabilities for multi-channel audio files

Server OLED

- Utilise server OLED space to convey VFC information or d3 service error states

Major fixes

Timecode

- [Layers] Refine playmode handling while chasing timecode

OmniCal

- Intermittent freeze when using OmniCal

- Multiple rig checking may invalidate previous alignment

VFC

- Ensure SDI VFC cards do not fail to switch outputs to fullscreen mode when applying feed settings

Other fixes

[Audio] Mono audio embedded into a video file plays back garbled

[Automation / Encoders] An axis name containing a space incorrectly creates two separate axes

[Automation / Encoders] BlackTrax Reference Points may become invisible when navigating between RigidBody menus

[Camera] The Camera horizontal field of view is incorrectly using a simple aspect ratio scaling

[Camera] Changing the resolution of a camera stretches the widget beyond screen bounds

[Camera] LED screens get brighter and glow as the camera moves further away when it should be the opposite

[Content Management] Projects with image sequences in their media directory do not successfully start if upgraded from 14.4.x

[Content Management] Restarting d3 whilst copying media spams the console and gives a notification

[Content Mapping] New projection mode settings in spherical mapping to allow for content to be flipped in the X axis

[Content Mapping] Radial mapping preview is not rendered if the mapping editor is open

[d3manager] d3manager does not handle project names ending with #

[d3manager] Any text after a dot in a project folder name gets ignored

[d3manager] Ensure d3manager link to the user guide points to the correct link

[d3service] Random characters appearing on disguise server OLEDs

[DMX / Artnet] DMX footprint information missing from personality exported from disguise

[Feed Visualiser] Notification when adding a feed rectangle associated with a projector on a virtual output

[GUI] Project specific Python error when Editor joins a session

[GUI] Remove OmniCalCameraPlan as an option when creating a stage camera

[GUI] Locking to Master means the Track selection widget gets closed despite being stickied

[GUI] Timeline notes disappear from view after deletion of the last Tc note

[Installer] An installer run from the backup installer folder incorrectly tries to copy over itself

[Installer] Ensure the installer recognises the solo hardware

[Keyframe editor] Restore CTRL + - keyboard shortcut to slip keyframe in numerical keyframe editor

[Layers] Refine playmode handling while chasing timecode

[OmniCal] Re-entering OmniCal rig check without Executing Plan invalidates Lux's projector content

[OmniCal] Intermittent freeze when using OmniCal

[OmniCal] An OmniCal camera can be added multiple times

[OmniCal] Multiple rig checking may invalidate previous alignment

[OmniCal] Simulated rig check enabled may cause OmniCal virtual cam comms to be recreated continuously

[OmniCal] Potential hang when exiting d3 while blob detection is running in Capture Setup

[OmniCal] Prevent the OmniCal iPod app from spamming its own log when disconnected from WiFi

[OmniCal] Do not close OmniCal camera discovery if any OmniCal windows are open

[OmniCal] Individual OmniCal projector UI can have white levels that overflow and causes confusion

[OmniCal] Right-clicking on a CameraObject on the stage should give the option to create a virtual camera from a calibrated camera position

[Projector Calibration] Bounds check error when removing all entries from a projector's include or exclude list

[Projector Calibration] Unnecessary requirement to undo twice in order to remove Include/exclude and other projectors' lists

[Projector Studies] HPDF error encountered when exporting projector studies with special characters

[Stage] Ensure Visualiser Camera get updated when parameters change

[Timeline] Selecting a section of track and choosing to Save as Track breaks any arrows in the newly created track

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[Transport Controls] Potential for access violations on startup if the current transport manager isn't in the active multi transport manager

[VFC] Ensure SDI VFC cards do not fail to switch outputs to fullscreen mode when applying feed settings

[Video Capture] Duplicating a video input through the video input patch does not create a corresponding videoin clip

[Video Capture] Renamed Video in shortcut keys cause an access violation when triggered

[VR] Address field of view for VR scenes

[VR] The 'light' options are not greyed out in the schematic render mode in VR

Other improvements

[Audio] Code refactor to improve MovieWriter audio

[Automation / Encoders] Allow projector reference points on props, not just screens

[Blank Project] Include sample LUT files to project folder\objects\LutFile

[Camera] Ensure lens properties k1, k2, paWidth, centerShift, and aspectRatio affect the camera's output

[Camera] Ability to use a user-created camera in the same way as the visualiser camera (fullscreen, mouse navigation)

[Camera] Ability to warp feedmaps

[d3manager] Clarify available project setting options when right-clicking project folder and project in d3manager

[d3manager] Inclusion of message notifying requirement to manually sync project options if required

[d3manager] Ensure d3manager link to the user guide points to the correct site

[d3service] Utilise server OLED space to convey VFC information or d3 service error states

[Device Recording] Wider capture and logging of MIDI errors

[Diagnostics] Include crash dump data in Project diagnostics

[DMX / Artnet] Add white and amber compensation adjustment to DmxScreen output

[DMX / Artnet] Provide to access to sACN data stream in DMX Recorder's widget

[GUI] Refine the terminology for importing and exporting layers and groups of layers

[GUI] Option to clear all expressions from a single layer

[Layers] Addition of 'Current track' as option for Trackjump layer to jump to

[Layers] New 'Bake' feature to allow for differing options to export or duplicate expression values of a Layer

[Notch] Ability to read dynamic values returned by Notch

[OmniCal] More prominent notification if iPods are disallowed due to licensing

[OmniCal] Better Virtual Camera & Camera Plan interface for OmniCal by using the same navigation interface as the regular stage cameras

[OmniCal] Create a mesh deform view by displaying where vertices are going to deform to in the point cloud

[OmniCal] Alignment UI whitelevel should output from all projectors but allow selection of individuals without muting them

[Projector Calibration] Include r15 user guide PDF and calibration guide to iOS OmniCal app

[Projector Calibration] Remove the raster boundaries during QuickCal, allowing calibration outside

[Startup] Use a cleaner white-on-black disguise logo in the bottom-right corner on project launch

[Timeline] Only scroll the layers not the bars or notes in the Track widget

[VFC] Inclusion of 48hz output refresh rate from SDI VFC cards

[Visualiser] Simulate LED viewing angle falloff by making it appear dimmer as the angle between the normal and view direction increases

Current known issues

General known issues for r15.1

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