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# r15.1.5 Changelog

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| r15.1.4 Release - 53542 | +-----+

Released October 10th, 2018 http://cfpkg.d3technologies.com/pkg/installers/d3/gold\_release15/53542/d3-full-r15.1.5-53542\_x64.exe

## Major fixes

Video capture Restarting an understudy session causes Video In to be stretched vertically and the format to be set to 'None'

## Other fixes

## GUI

Track widget resizing does not persist across a project restart

## Timeline

Arrow link retained despite removal from a duplicated group Exception when using shortcut 'G' to expand or collapse a group



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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)

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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