

r15.2 Changelog

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| r15.2 Release - 55058 |
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Released January 16th, 2019

http://cfpkg.disguise.one/pkg/installers/d3/gold_release15/55058/d3-full-r15.2-55058_x64.exe

Major fixes

Audio

Complete replacement of the audio codebase utilising, fmod, a professional, external library. Incorporating this has fixed a number of audio related issues - see Audio section below for further details

Genlock

Make genlock on the gx 1 more robust

OmniCal

OmniCal iOS app may run out of memory and crash if buffering many images

Video Capture

Slight code refactor to improve SDI capture latency

Video Output

Applying feed settings may result in a failure to regain fullscreen resulting in potential frame loss and tearing

New features

Device Control

Implement device for switching Riedel MediorNet via Ember+

Agile Camera support

Feed Outputs

New Content mode option for outputting alpha & inverse alpha from a feed output

Notch

Ability to arrow into individual Notch parameters

VFC

Allow multiple VFC cards to be updated in parallel

vx 4

Support for new vx 4 hardware

Improvements

Audio

Complete replacement of the audio codebase utilising, fmod, a professional, external library. This is simultaneously a fix for previous audio issues and an improvement over the existing audio offering

d3manager

Date modified column added to d3manager project listing

OmniCal

Smoother mesh deform results

Mesh Deform supports multiple UVs per vertex

Allow re-calibration of captured OmniCal results to aid troubleshooting

Better layout of Capture Setup and Quick Align widgets

Sockpuppet

Ability to reset all bank assignments

Video Capture

Video input patch UI redesign

Other fixes

[Content Mapping] Parallel mapping editor does not contain hierarchy, so cannot be unparented

[d3manager] d3manager shares d3 projects folders incorrectly in Windows

[d3service] Better handling of Windows user accounts containing non-ASCII characters

[Diagnostics] Recorded profiler .stacks are not included in diagnostics

- [Feed Outputs] Solo feed scenes are incompatible with other machine types so will not work during failover
- [Feed Outputs] Disabling of OmniCal deform stack does not get applied on any other machines in a session
- [Feed Outputs] Inconsistent behaviour when creating softedge masks if an output rectangle has been flipped
- [GUI] CaptureSetup UI for OmniCal renders camera grid too large resulting in options getting drawn off screen
- [GUI] Setting projectors to Identify mode can cause rendering issues in Feed Scene Editor
- [GUI] MultiTransport mini timeline bar incorrectly extends past the widget if there are section breaks outside the current track length
- [GUI] Renaming a duplicated layer in a group, fails to update the new layer name on the timeline
- [GUI] Negative coordinates into Multiview sample sub-regions are accepted and saved
- [GUI] Duplicating a logicalvideoin while the video input patch editor is open unnecessarily creates an additional logicalvideoin editor
- [GUI] Multiple, redundant patch editors can be opened, occupying CPU time
- [Layers] Unpredictable screen movement with screens between 2 keyframes
- [Layers] WebCommandKeyboard in the Web Layer is missing "Space"
- [Layers] ScreenPositionConfigs export fails if the previously exported table has been removed
- [Layers] ScreenPositionModule config with newly added keyframe exports as an empty config file
- [Layers] Layer group does not resize after extracting an individual layer from within the group
- [Layers] Tooltips absent from Export/Import section of the ScreenPosition layer
- [Logging] Console file gets spammed unnecessarily when Alt+Tabbing in and out of d3
- [Movie Writer] Provide a more informative message if MovieWriter for feeds fails in the absence of a feed rectangle
- [OmniCal Camera] Loading OmniCal capture data may result in a notification about inconsistent camera names
- [OmniCal Camera] CaptureSetup does not open if cameras are missing
- [OmniCal Camera] CaptureSetup Blob overlay in OmniCal is not cleared when starting new Blob capture
- [OmniCal Camera] OmniCal virtual camera goes blank following timeout following setting machine as Master
- [OmniCal Camera] OmniCal mesh deform does not handle multiple UVs per vertex
- [OmniCal Camera] Include OmniCal camera and projector calibration failures in calibration results summary
- [OmniCal Camera] Warps are disabled during OmniCal alignment ignoring the useWarps setting
- [OmniCal Camera] Multiple instances of blobs, cameras and plans can cause excessive project load times
- [OmniCal Camera] Failure to disable warps during OmniCal CaptureSetup can lead to inconsistent blob detection results
- [OmniCal Camera] Empty error notification when OmniCal CaptureSetup fails to open due to missing cameras
- [OmniCal Camera] OmniCal report gets lost after closing window
- [OmniCal Camera] Notification after changing focal length of OmniCal camera
- [OmniCal Camera] Notification when OmniCal plans are sent to the bin
- [OmniCal Camera] New OmniCal CameraPlan gets created with an incorrect default MV camera focal length
- [OmniCal Camera] Editor fails to close after OmniCal AlignmentPoint gets deleted
- [OmniCal Camera] QuickAlign editor does not get closed when OmniCal AlignmentPoint editor is closed
- [OmniCal Camera] Disabling OmniCal bundle adjustment incorrectly sets projector calibration errors -1
- [OmniCal Camera] Error loading camera OmniCal blob statistics when creating a plan from a folder

- [OmniCal Camera] CaptureSetup magnified view in OmniCal does not show camera button with name meaning it is unclear what camera is in view
- [OmniCal Camera] Camera plan name isn't set when loading from OmniCal capture data
- [OmniCal Camera] Remove the greengrocer's apostrophe from OmniCal info dialog
- [OmniCal Camera] Employ consistent widget titles for OmniCal, CaptureSetup vs View Capture
- [OSC] Unnecessary console notifications when OSC transport Feedback mode is set to Send Changes Only
- [Projector Studies] Test patterns that identify projectors render out the labels in an incorrect scale and position
- [Quantiser] If playing with the quantiser open, the console gets unnecessarily spammed
- [Quantiser] Project freezes after changing the track BPM to a non-standard number
- [Startup] Improve license reporting in the absence of key files
- [Timeline] Jumping a video layer across a section break from "Locked" mode to "Normal" mode skips playback
- [Timeline] Unable to move a duplicated layer from within a group
- [Timeline] Modify the wording for a scheduled event 'On start' becomes 'On startup' with tooltip to explain
- [VFC] VFC updates to one card can cause read errors on any other cards present
- [VFC] VFC firmware updater should redetect VFCs if d3service is not running
- [VFC] Incorrect naming information provided to nvidia control panel for displays
- [Video Capture] Unable to fully populate a capture group if videoin is already populated with a single capture source
- [Video Output] Notification re. dedicated GUI head! whenever a new project starts on a plus-range machine
- [Visualiser] Labels are visible even when screen is inactive and should be hidden

Other Improvements

- [d3manager] Provide notification and tip if the common folder is absent at project launch
- [d3manager] Ensure d3manager focus remains on original instance if a second instance is launched
- [Device Control] Inform user of keyframed commands that are not associated with the currently selected camera device
- [DMX / Artnet] DMX Indirection controller
- [DMX / Artnet] On-Off toggle for 'Always Show Channel' in DMX screens
- [Feed Outputs] Ability to apply LUTs in LED screen outputs
- [GUI] Video input patch UI redesign
- [GUI] Include a link to Windows 7 Platform Update when startup detects that it is required
- [GUI] OmniCal buttons that open new menu or window indicate this with an ellipsis
- [GUI] Show each layer type when right-clicking its title bar
- [GUI] Gradient layer palette picker can now alternate between first and second colours by right-clicking
- [GUI] Textual correction. The plural of Screenpositionaxes is not Screenpositionaxes
- [GUI] Textual correction. Plural of DMX light is not DMX lightses
- [Installer] Update the installer framework to allow for broader unicode awareness
- [Keyframe Editor] Keyframe highlighter to clarify what is being editing in the keywidget
- [Layers] Screen based LUT, applied through mappings

- [Notch] Ensure only active Notch properties get parsed to aid Notch performance improvements
- [Notch] Ensure that only the active Notch fields get updated when a Notch layer changes to help performance improvements
- [Notch] Ensure that the Notch effect layer property is at the start of a DMX personality
- [Notch] Improve usability of "null" like objects in the visualiser
- [OptiCal Camera] Allow re-calibration of captured OmniCal results to aid troubleshooting
- [OptiCal Camera] Ensure OmniCal pointcloud and camera data are cleared ahead of new capture to avoid data pollution
- [OptiCal Camera] Provide a more helpful error message in the edge case of visualising non-existing OmniCal plan
- [OptiCal Camera] Refine network change detection for OmniCal iOS app
- [OptiCal Camera] Make the OmniCal CaptureSetup options widget scrollable
- [OptiCal Camera] Aid usability by adding 'None' to Omnical capture plan list
- [Package] Prevent project corruption by inadvertently loading into an earlier version of d3
- [Transport Controls] Do not allow null tracks on transport managers
- [VFC] Refinements to the VFC firmware updater
- [Video Capture] Remove the videoin_1 placeholder as part of the revised capture UI
- [Web layer] Incorporate newer Chromium Embedded Framework to address memory leaks in older versions

Audio specific fixes and improvements

- [Audio] Selecting a track in the Bank editor from a DMX source causes an access violation
- [Audio] Changing the output while d3 is playing back causes an access violation
- [Audio] Stage movie audio output is only captured if the layer is in Locked mode
- [Audio] Embedded audio playback begins with loud pop
- [Audio] Video with embedded audio only outputs analogue through Asio
- [Audio] Universal crossfade employed within the same file in Pause at end point mode results in a fade to silence
- [Audio] Audio layer in locked mode will restart the current track whenever the playhead jumps
- [Audio] Changes to Dmx footprint for the audio layer makes project compatibility difficult
- [Audio] Audio layer transition from one audio clip to another does not start the second clip from the beginning
- [Audio] Audio 'pops' when playing past the end of an audio file
- [Audio] Hanging at the end of a section during an audio track will cause the track to skip on section jump
- [Audio] Transition time will not be respected if a new audio file is placed exactly on the section break
- [Audio] Audio that pauses at end point will repeat while playing at end of section
- [Audio] Asio output map settings do not persist when restarting a project
- [Audio] Significant clicking when file sample rate and output sample rate in embedded audio do not match (WASAPI)
- [Audio] Audio output clicking under heavy system load
- [Audio] Stage video containing embedded audio contains audible hitches
- [Audio] Audio layer patched via sockpuppet will restart its sound when the play mode of the timeline is modified

[Audio] Scrubbing backwards through an audio layer after an audio track has finished playing produces an error

[Audio] Universal Crossfade over audio within the same file causes audio to be 3x louder for the duration of fade

[Audio] Quitting a project following audio notifications takes considerably longer

[Audio] Audio layer gets out of sync on failover

[Audio] Error preventing ASIO output when switching from WASAPI audio device

[Audio] Fading from Video with embedded audio to Video or still Image without audio will result on a hard cut on the audio track

[Audio] Video with embedded audio with keyframed speed stops after hitting 0 speed

[Timeline] Stage movies do not render audio layers

[Audio] Transitioning from a video or a still to None results in a snap transition

[Audio] .aif files not correctly handled

[Audio] Audio playback in a transition will not stop playing when the timeline is paused

[Audio] Attempting to mute and un-mute an audio layer while it is playing keeps the audio on mute

[Audio] Audio transitions occur when manually jumping along the track

[Audio] Small click noise when the play mode (Locked mode only) is changed while the timeline is playing

[Audio] Potential crash following introduction of an unstable USB audio interface

[Audio] Audio output device GUI can become displaced

[Audio] Make audio output object sample rate read-only since this now defers to the audio hardware

Current known issues

Latency output mode changes have no effect

Any machines using AMD FirePro GPUs (4x4, vx 4) will be unable to triple buffer their outputs due to an issue in the current AMD drivers. This has the effect of making the outputs behave as if they are in Low Latency mode. A workaround is in preparation and is scheduled for inclusion in the next release.

d3manager update notification

In previous installs, users would get a notification when a new version becomes available. This will no longer work for releases prior to r15 since we no longer own the d3technologies domain. Moreover, until the next maintenance release 15.2.1, this will also be absent for r15 users

Legacy known issues from r15.1 and earlier

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

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



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- 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