r15.2.2 Changelog

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|   r15.2.2 Release - 55428   |
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Released February 7th, 2019
http://cfpkg.disguise.one/pkg/installers/d3/gold_release15/55428/d3-full-r15.2.2-55428_x64.exe

Major fixes

d3service

Intermittent failure to start on nvidia based machines (2x2, solo, gx 1 & gx 2)

Video Capture

Inability to use more than one back buffer on AMD based machines means frame latency mode cannot be edited

Video Capture/Logging

A received capture source, unused in an active mapping, will incorrectly report every frame to be marked as 'dropped' in the console when toggling the capture preview on and off

Current known issues

gx 1 genlock

It may take several attempts to successfully achieve genlock on gx 1 (note: gx 1 only, *not* gx 2)

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
- 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