

r15.3 Changelog

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| r15.3 Release - 56947 |
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Released Wednesday 27th March, 2019

http://cfpkg.disguise.one/pkg/installers/d3/gold_release15/56947/d3-full-r15.3-56947_x64.exe

New features

vx 4 front panel OLED

The vx 4 has a refined front panel OLED, capable of conveying more system information to the user. The first phase of this includes the server's name, serial number and enumeration of the server's VFC cards

OSC Control Layer

New OscControl layer to enable the sending of custom commands to third party products via OSC

The OscControl layer allows for the definition of custom commands that can be sequenced on the timeline to perform functions at given times. The custom commands are OSC messages defined by a fixed OSC address and OSC arguments (Integer, Float, String, Blob)

Fixes

Version number

Please ignore 15.3 build 56882. This was not properly flagged for release and the outputs will flash blue as if it were a Beta release

Build 56947 is the correct 15.3 release

The person responsible for this mishap has been made to sit in a corner to reflect on his actions

Automation

High impact on FPS in the presence of multiple Automation Axes

System Shutdown

Ensure d3 terminates if the process of quitting takes too long

VFC

Further robustness handling for VFC cards should they get into error states

Improvements

Video Output

New projector option 'Face Cull Mode' to enable either front face or back face culling to prevent instances of z fighting

VR

New Option switch, disableVR, to turn off VR

Current known issues

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



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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