

r17.3 Changelog

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| r17.3 Release - 69078 |
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Release day - 30th June 2020

New Features

- DSOF-13619 - New Feature: Designer now allows physical video inputs to be assigned to all 4 slots
- DSOF-13615 - New Feature: Indirections
- DSOF-3817 - New Feature: Layer Multi Edit
- DSOF-13895 - New Feature: The user can now specify a lower frame rate fraction for the GUI
- DSOF-13201 - New Feature: Solver smoothing factor setting in the rigid body editor
- DSOF-12486 - New Feature: Users can now assign key framable objects to hotkeys to allow for faster keyframing
- DSOF-11777 - New Feature: Banks are now available for OSC Sockpuppet
- DSOF-3393 - New Feature: Reference point list
- DSOF-13058 - New Feature: Stage export now supports additional formats

Improvements

- DSOF-10416 - Improvement: networked machines now have new role names - Director & Actor
- DSOF-13975 - Improvement: Track crossfade setting now allows for expanded Universal Crossfade functionality
- DSOF-13217 - Improvement: Feed maps can now be imported & exported via the table functionality
- DSOF-12874 - Improvement: Operations on multiple feed rectangles now have more discoverable UI
- DSOF-11970 - Improvement: NDI SDK updated to version 4.5
- DSOF-11111 - Improvement: Exposure & gain controls now available in the OmniCal camera check UI
- DSOF-11091 - Improvement: Camera exposure can now be adjusted in the setup capture UI
- DSOF-14004 - Improvement: The Notch layer now defaults to pre-multiplied alpha blend mode
- DSOF-13999 - Improvement: Notch logging is now enabled by default

- DSOF-13982 - Improvement: useRequiredVFCResolution setting is now visible in the Advanced Project Settings
- DSOF-13831 - Improvement: The filmic grain layer can now act as an effect layer
- DSOF-13830 - Improvement: The colour adjust layer can now act as an effect layer
- DSOF-13721 - Improvement: When starting a network session, the project file is loaded and all machines started before loading a notch block
- DSOF-12489 - Improvement: Universal crossfade now has a loop mode
- DSOF-11898 - Improvement: Alt drag can now be used in the feed mapping editor
- DSOF-11285 - Improvement: A template project can now be set in Manager
- DSOF-7473 - Improvement: Clicking a tag now jumps you to the frame where the tag is located
- DSOF-7340 - Improvement: Clicking a note now jumps you to the frame where the note is located
- DSOF-6914 - Improvement: The gradient texture tool now has a dither parameter to help reduce banding
- DSOF-13847 - Improvement: The GUI now uses a faster method to blur, giving a minor performance increase
- DSOF-13468 - Improvement: Notch layers now have access to the "pause" playmode

Bugs

- DSOF-13990 - Fixed an issue where sometimes objects could not be removed from the trash
- DSOF-13787 - Fixed an issue that occasionally caused media ingestion errors on project launch
- DSOF-13976 - Fixed an issue where PSN data could sometimes cause a critical error
- DSOF-13960 - Fixed an issue where sometimes parameter metadata could not be accessed by the user
- DSOF-13873 - Fixed an issue that caused arrows not to work for compositing certain layers
- DSOF-12957 - Fixed an issue where setting the TimecodeReadout size to a high value could cause a crash
- DSOF-12698 - Fixed an issue that sometimes caused issues when moving a project between gx2 and gx2c
- DSOF-14005 - Fixed an issue that sometimes caused a hang while receiving automation data
- DSOF-13989 - Fixed an issue where Notch blocks were sometimes marked as missing after a live reload
- DSOF-13891 - Fixed an issue that caused a "bad files" error when emptying the trash
- DSOF-13996 - Fixed an issue where nCam field of view was incorrect in some circumstances
- DSOF-13945 - Fixed an issue where stage export as FBX would export in the wrong scale
- DSOF-13912 - Fixed an issue where stage export as FBX would invert screen meshes
- DSOF-13888 - Fixed an issue where the stYpe axis ordering was incorrect in the driver

- DSOF-13821 - Fixed an issue where playback would stutter on a gx2c when using keyframed Notch text
- DSOF-13725 - Fixed an issue that caused the minimise track arrow to become missing
- DSOF-13697 - Fixed an issue that caused a critical rendering error when DMXLights were in the stage
- DSOF-13685 - Fixed an issue where network adapters that contain "MGMT" did not appear in the list in Manager
- DSOF-13603 - Fixed an issue where sometimes project diagnostics could not be made in certain builds of r17.2
- DSOF-13593 - Fixed an issue where the test pattern layer did not render correctly when zoomed out
- DSOF-13592 - Fixed an issue that caused an error when attempting to copy a key widget with no keyframes
- DSOF-13541 - Fixed an issue when opening a key widget with an object view the cursor is immediately captured by the search field of that view
- DSOF-13509 - Fixed an issue with live video capture via an AJA Kona 5
- DSOF-13414 - Fixed an issue when overwriting existing camera study PDF files could sometimes cause a hang
- DSOF-13272 - Fixed an issue that caused Advanced Project Settings to not wrap in the menu
- DSOF-13262 - Fixed an issue where removing a time period from the start of the track could cause an error when performing certain functions
- DSOF-13202 - Fixed an issue that sometimes allowed layers to be edited even while locked
- DSOF-13173 - Fixed an issue that caused an error when merging sections on the timeline
- DSOF-13106 - Fixed an issue that sometimes caused point clouds not to display when using OmniCal
- DSOF-12769 - Fixed an issue where lens distortion information for Mo-Sys is was incorrectly applied
- DSOF-12603 - Fixed an issue where auto z clipping values could be lost when a restart occurs
- DSOF-13923 - Fixed an issue where the virtual reality editor could sometimes throw errors
- DSOF-13885 - Fixed an issue where front plate could sometimes not be shown in the camera preview
- DSOF-13880 - Fixed an issue where the layer editor did not always remember its last known position
- DSOF-13878 - Fixed an issue in the transport control layer when using a DPI level of 100
- DSOF-13871 - Fixed an issue that caused issues stickying items after using sticky with the DMX device list
- DSOF-13865 - Fixed an issue that caused feed rectangles to render incorrectly after being flipped
- DSOF-13827 - Fixed an issue that caused lookat distance to no longer move the projector
- DSOF-13810 - Fixed an issue that caused the wrong expression to be created when linked two parameters together in an open layer
- DSOF-13770 - Fixed an issue where the fade layer didn't always render to all displays
- DSOF-13742 - Fixed an issue that sometimes caused the GUI to be updated on actors even when disabled

- DSOF-13714 - Fixed an issue that sometimes caused a crash when exporting the stage as FBX
- DSOF-13602 - Fixed an issue that meant there was no way to hide VR headsets or controllers
- DSOF-13254 - Fixed an issue with the DMX sockpuppet video trigger layer that sometimes caused a warning error
- DSOF-12973 - Fixed an issue where users were not warned when displays are running at different actual resolutions
- DSOF-9631 - Fixed an issue that caused a rendering error when the visualiser camera was set to 1280x720
- DSOF-8837 - Fixed an issue where users were not notified that comments or revision are to be changed after every export of a projector study
- DSOF-8450 - Fixed an issue where Ctrl + z deleted a tag/note after moving using alt+drag instead of reverting back to previous position on timeline
- DSOF-7580 - Fixed an issue where splitting a feed rectangle after rotating cause distortion
- DSOF-7449 - Fixed an issue that allowed any type of characters to be used in the Insert Time field
- DSOF-6412 - Fixed an issue where inverting Soft Edge Texture points produces white where black should be
- DSOF-13995 - Fixed an issue that presented an error when exporting screen frame while the screen is inactive
- DSOF-13401 - Fixed an issue where an error could be thrown when a Notch block had exposable arrays
- DSOF-13814 - Fixed an issue where 3D manipulators could not be enabled without a restart
- DSOF-13590 - Fixed an issue that cause a UI error when undoing the creation of a feed rectangle
- DSOF-13286 - Fixed an issue where sometimes the ball would go through the bat when using the Tennis layer
- DSOF-13255 - Fixed an issue where Transport selection was red when default is selected in the TransportControl layer
- DSOF-12337 - Fixed an issue with the camera visualiser view scale
- DSOF-9049 - Fixed an issue where the feed map editor could sometimes go blank after an und action
- DSOF-8299 - Fixed an issue where a file list was left at the project root after creating a diagnostic
- DSOF-11910 - Fixed an issue where audio was disabled in the Tennis layer
- DSOF-11909 - Fixed an issue where bat speed variable was broken in the Tennis layer