

r17.6 Changelog

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| r17.6 Release - 76148 |
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Release day - 3rd March 2021

Bug

- [DSOF-13114] - Fixed an issue where Input/Output DMX Axis data were mismatching
 - [DSOF-14469] - Fixed an issue where Open layer expressions could break
 - [DSOF-15249] - Fixed an issue where assigning a TestPattern layer to a Palette would blank out Default parameters when GUI transparency is disabled
 - [DSOF-15567] - Fixed an issue in OmniCal that caused a hang when alignment point is added
 - [DSOF-15647] - Fixed an issue that prevented Snapshots from being recalled after a resource has been renamed.
 - [DSOF-15692] - Fixed an issue where gx machines would report invalid RenderStream licensing
 - [DSOF-15731] - Fixed an issue where a hang on close could occur when an NDI stream assigned to videoin and embedded NDI Notch block present
 - [DSOF-15746] - Fixed an issue where outputs were indexed incorrectly on Rackmount licenses
 - [DSOF-15761] - Fixed an issue where a notification with too many details could cause d3 to freeze
 - [DSOF-15847] - Fixed an issue where renaming a VideoIn twice cause a critical error
 - [DSOF-15848] - Fixed an issue where Notch blocks could cause a critical error if the Exposable Camera parameter is open while being played
 - [DSOF-15877] - Fixed an issue where Notch live reloading didnt work on win 8.1 machines
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- [DSOF-15902] - Fixed an issue that caused a bounds-check error when DMXScreenPositionDriver is present
 - [DSOF-15954] - Fixed an issue where d3 hangs when loading in a Notch block that contains exposed string parameters.
 - [DSOF-15960] - Fixed an issue where sending an OSC command linked to an OSC Expression causes d3 to hang
 - [DSOF-15972] - Fixed an issue when loading Notch blocks which are accessed via a windows shortcut, the block fails to load

- [DSOF-16030] - Fixed an issue where a vx2 running renderstream could not receive renderstream at the correct frame rate when running at full latency mode.
- [DSOF-16044] - Fixed an issue where selecting or creating a new layer collapses all previously opened key widgets
- [DSOF-16054] - Fixed an issue where a critical error could be thrown when creating MIDI device
- [DSOF-16111] - Fixed an issue where RenderStream: Uncompressed RGB 4:4:4 Non-alpha transport configurations could produce blank stream

Improvements

- [DSOF-15592] - Disable vsync when writing movies to allow it to run faster than monitor refresh rate.
- [DSOF-15623] - New Feature: Ability to export sequenced animation to a 3d animation file
- [DSOF-15626] - New Feature: Show "Expiration" for renderstream send license in d3 manager
- [DSOF-15742] - New Feature: sockpuppet style readout on video layer and clip for current playing frame number / time in min:sec