

## r18.0.2 Changelog

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| r18.0.2 Release - 78115 |  
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Release day - 28th April 2021

### Bug

- DSOF-16946 - Unreal will no longer crash when no default map is set.
- DSOF-16891 - Aspect ratio in openCV for camera calibration is now used correctly instead of inferred from other data.
- DSOF-16881 - Properties of an audio clip are now viewable without a gui error.
- DSOF-16858 - Renderstream playback will no longer stall intermittently on non-controller machines in some cases.
- DSOF-16845 - Performance will no longer degrade when viewing the workload instance tooltip
- DSOF-16817 - Dmx Lights will now output correctly even when not starting at universe 1 or the dmx device does not cover universe 1
- DSOF-16717 - Alpha and additive blend modes will now blend alpha correctly in the compositor stack and precomps.
- DSOF-16797 - Alt + E to stop fast colour cal no longer causes d3 to hang indefinitely
- DSOF-16786 - RGB EXRs are no longer clamped between 0 and 1
- DSOF-16755 - FBX animation movie is no longer exported with incorrect FPS in file
- DSOF-16753 - Dmx lights are now correctly disabled by the proxy system when not outputting from local machine
- DSOF-16750 - Spatial calibration "Matrix" mode no longer gives broken results in some cases
- DSOF-16388 - Spatial calibration no longer looks bad with two observations
- DSOF-16178 - Asset discovery no longer detects unreal executable binaries as separate assets
- DSOF-16024 - Unreal camera actor is now accessible in blueprints normally while doing renderstream.