r26.0 Changelog

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|   r26.0 Release - 168310   |
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Release day - September 13th

Improvements

- DSOF-16666 Simple FBX mesh support

The FBX file format can now be successfully imported into Designer as a single mesh. These can be used in the schematic, lux and heatmap renderers. Any FBX mesh will be imported with global positions, and non-triangulated meshes are triangulated on import. FBX files imported with up to 3x UV maps are supported.

It is important to note the following mitigations with this feature:

- Object hierarchies found within the FBX file in Designer are currently not supported
- FBX files imported with up to 3x UV maps are supported. Designer uses the first UV map only and there is currently no way to switch between each UV map

FBX file format support can be used with the option switch enabled. To access, right click on a project folder in d3manager, select 'Advanced project settings' and then select 'enableFbxMeshImport'. Please contact product-team@disguise.one for feedback on this feature.

- DSOF-22271 TransportJumpCommand locations should use time adjusted by timecode tag when using timecode location

When making a TransportJumpCommand in the TransportControl module, the location value has the option of being set with 'CUE <cue>' or timecode.

In previous releases, when there are timecome tags on the track that a user wants to specify a location on, the timecode displayed in the GUI is based on the timecode tags, but the location that the TransportJumpCommand uses does not take the timecode tags into account.

In r26, the location for TransportJumpCommand now uses the time adjusted by timecode tags when using the timecode location.

- DSOF-23321 Show RenderStream proxy stream status in the GUI

We have added RenderStream proxy information in the RenderStream Editor widget.

- DSOF-23699 Make list/grid view selection for media/texture browsers persistent

In previous releases, the behaviour of the media and texture browser in Designer was not persistent when a user would switch between grid view and list view. In r26 we have made the selection of grid or list view in the media/texture browser to remain persistent across all machines running in a session.

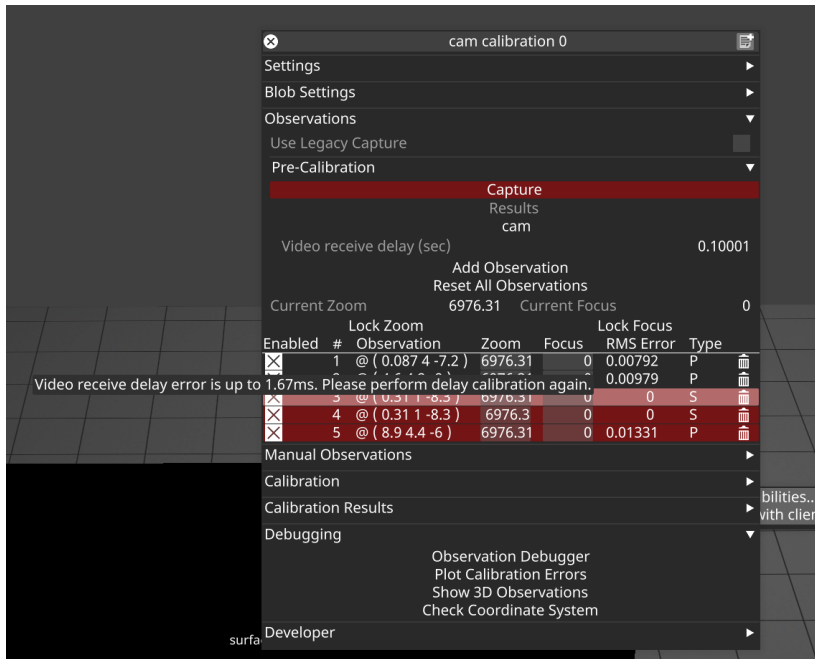- DSOF-23810 Add FBX ASCII format for Shot Recorder export

Users can now export data from the Shot Recorder to the FBX ASCII format.

- DSOF-24041 XR: improve usability of Tracker Delay UI

We have made a number of changes to the Tracker Delay UI. These include changing the overlay colour from magenta to red to signify when no tracking data was captured, or the delay is set to too low or too high. We have also introduced help text in a number of areas of the UI to provide instruction on the Tracker Delay process.
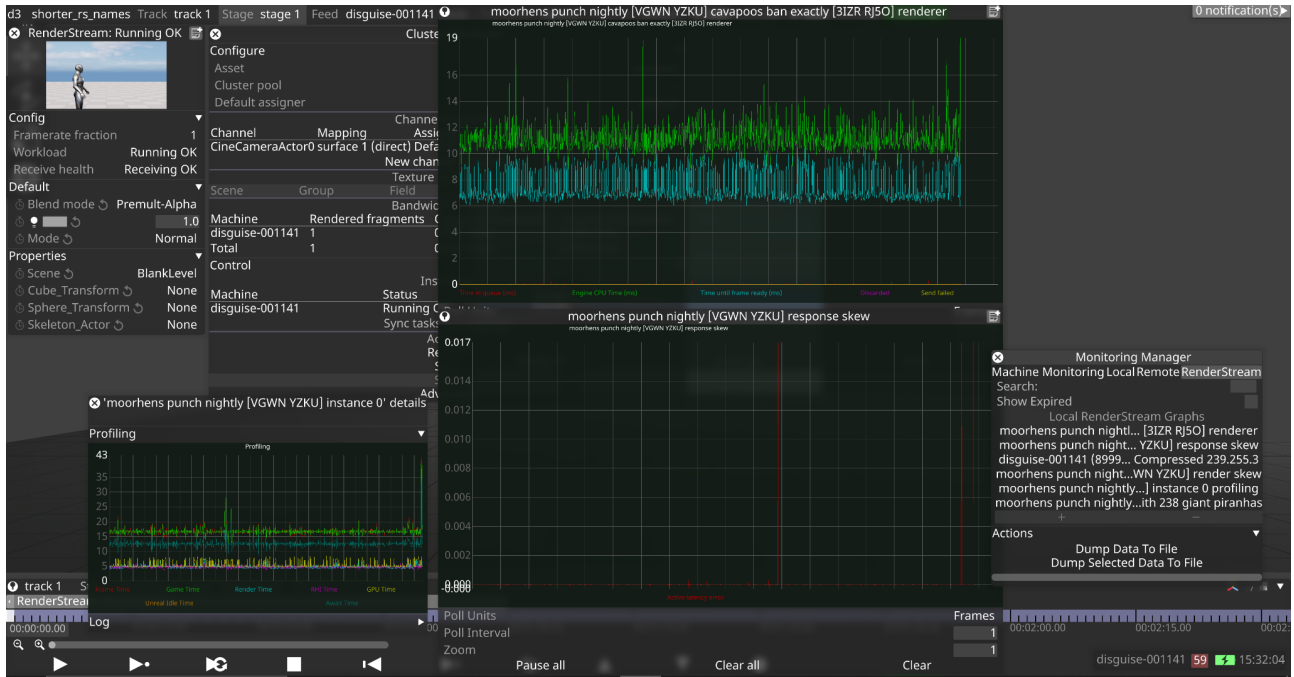
- DSOF-24066 Alert the user when video lookup times becomes unstable or if errors are high

We have added a visible notification within the UI to notify users that the video receive delay is set incorrectly during the spatial calibration process when working with MR Sets. The calibration will be highlighted in red, and hovering over the row with a mouse will explain that there is a video receive delay error and to perform the delay calibration again.

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- DSOF-24089 DSV capture: minor performance optimisations

- DSOF-24090 DSV capture: add dropped frames detection

- DSOF-24099 Shorten RenderStream workload/stream friendly names for the UI

In previous releases, RenderStream workloads and streams were identified within the UI through a 64 bit unique ID to enable users to reference each stream. In r26 we have shortened the RenderStream workload names to make it more straightforward for a user to reference each RenderStream workload.

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- DSOF-24153 Expressions: if expressions are broken, the layer they are used in should change colour as well as the parameter

In previous releases, if an incorrect Expression had been written then this would be flagged to the user by turning the parameter orange in colour.

In r26 we have included the layer that is using the Expression to also change to red in colour so that the user is notified that the Expression is incorrect. If the layer is in a group, then the group will turn red when the layer it contains turns red.

We have also included an error message on the layer via a tooltip. If a user corrects the Expression then the layer will return to its default colour.

- DSOF-24160 Better texture buffer management for LogicalVideoInDevice
- DSOF-24166 Make list editors stickyable

In r26 we have enabled users to pin ListEditors to the Designer UI by clicking the pin in the top left hand side of each ListEditor as seen in the image below.
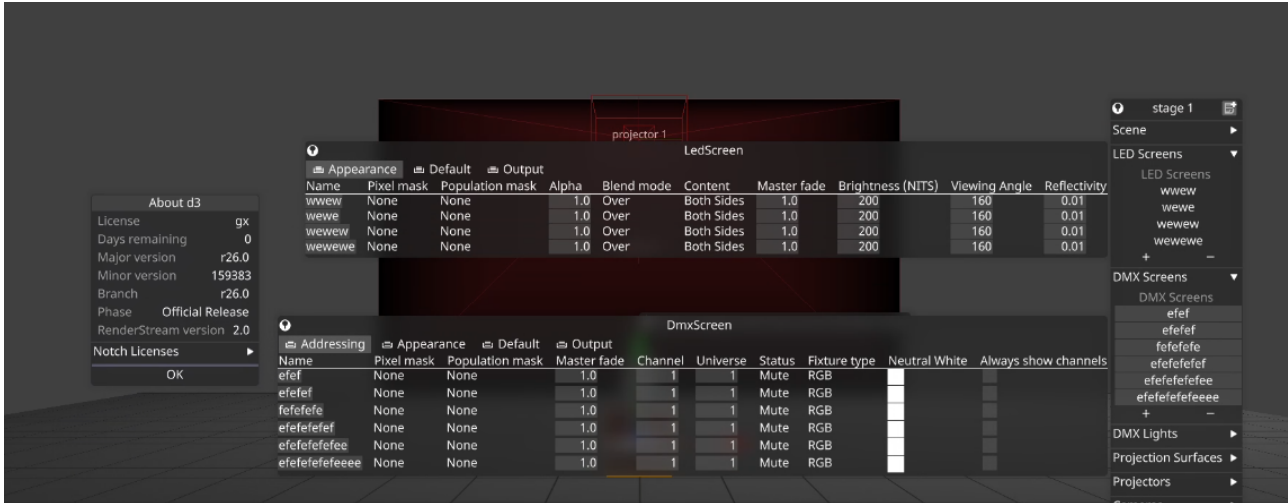
- DSOF-24271 Change default location for d3 Projects to D:Drive after reimaging a disguise media server

In r26 we have changed the default location for d3 Projects to be in the D:Drive after reimaging a disguise media server. In previous releases, a user would be pointed towards the Documents folder whereas all Designer projects should be located in the D:Drive.

- DSOF-24375 Include display master brightness in the feed UI

We have included the master brightness of LED screens and projectors within the feed UI. This can be seen as a percentage underneath the name of each screen, as shown in the screenshot below.
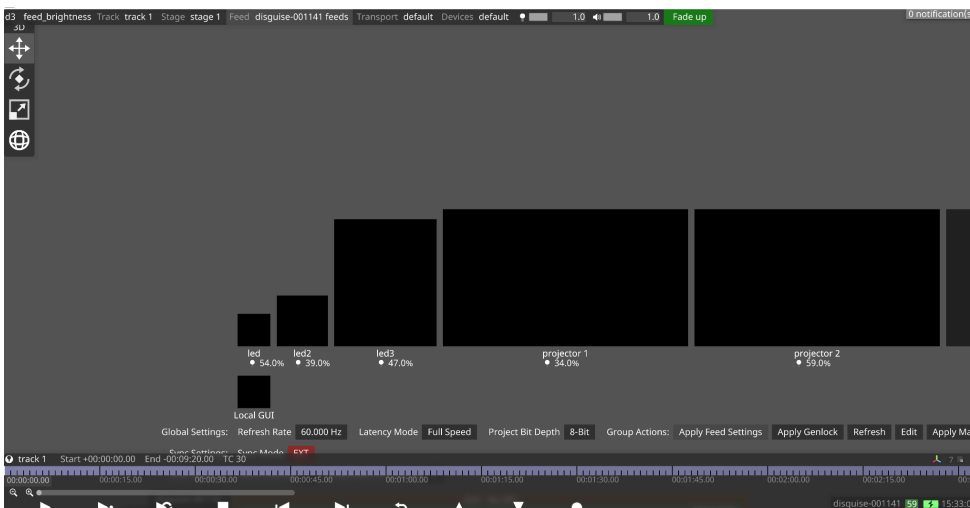
Fixes

- DSOF-11028 - Fixed an issue where an embedded audio in a video layer would drift out of sync from the playhead either over time or due to frame drops

- DSOF-17926 - Fixed an issue where setting a value with '=' in an expression locked the value to the conditional value

- DSOF-21117 - EventTransportMidiNote Personality Train is no longer offset in GUI

- DSOF-21827 - MultiTransport Manager: Fixed an issue where Editors would respond to timecode cues when the Director's transport had been disengaged

- DSOF-22783 - Clarified active latency mismatch error

- DSOF-22876 - RenderStream: Fixed a stall / crash to desktop when modifying ClusterAssigner options while sending remote texture

- DSOF-22900 - Fixed an issue where pre-capture in spatial calibration did not work when multiple cameras are using same video input

- DSOF-23276 - It is no longer possible to rename a group to an empty name, which then prevented opening group options widget

- DSOF-23281 - Fixed an Access Violation in the input manager when using keyframe editor with multi-layer selection

- DSOF-23315 - API: Fixed /sequencing/changeindirections only matching classes not subclasses

- DSOF-23367 - Fixed the keywidget timeline repositioning to the timeline playhead rather than the time indicator when moving between control parameters, thus losing view of keyframes being edited

- DSOF-23645 - Fixed an issue where Actors and Understudies were not showing frame rate at Startup until open the session widget

- DSOF-23661 - Fixed an issue where the missing media window could go off screen

- DSOF-23710 - Fixed an issue where FBX data from disguise shot recorder doesn't import correctly in 3rd party software (UE, Maya)

- DSOF-23749 - Fixed being unable to filter by resolution in list editor

- DSOF-23841- Monitoring manager improvements

- DSOF-23848 - OmniCal: Fixed an issue where NUL was logged instead of integer value 0 for "projectorSimulationOptions"

- DSOF-23898 - Fixed an issue where user made video-in resource used in layers would generate content table fails

- DSOF-23934 - Fixed an issue where d3 switching between full screen and windowed would sometimes caused a crash to desktop

- DSOF-23955 - Inconsistent version tags no longer cause a crash to desktop

- DSOF-24036 - Fixed DSE not work with Face Culling

- DSOF-24088 - DSV capture: Fixed capture failure leading to shortening of capture buffer

- DSOF-24093 -Stop on TC Lost Behaviour is now consistent between director and editor

- DSOF-24105 - Fixed an issue where timecode tags where the frame number is the same as the number of frames per second caused the playhead to show the wrong time

- DSOF-24116 - Fixed an issue where versioning down a file used in smart group versions down every file used in that smart group, regardless of version number

- DSOF-24127 - OmniCal: UI Clarified when Multi-Pose is disabled because of missing cameras

- DSOF-24133 - Fixed an Access Violation when attempting to Empty Trash for LED Screen and Projection Surface

- DSOF-24168 - Fixed an issue where users could not create string literals in expressions.

- DSOF-24176 - Fixed an issue where a project with StageAnnotationLabels of size zero can caused font rendering issues in GUI

- DSOF-24189 - Fixed an issues ehre Go To Timecode (Ctrl + /) went to timecode plus a frame when used after a timecode tag

- DSOF-24204 - Fixed video is not being in sync when an actor rejoined the session

- DSOF-24209 - Fixed frame drops when moving between multiple video clips with audio

- DSOF-24214 - Fixed remote installs of d3 stalling

- DSOF-24269 - Fixed an Access violation when trying to write more than one mpeg-4 feed movie if using an unsupported resolution

- DSOF-24278 - Fixed an Access Violation in VideoInSystem::render when GPU driver had crashed

- DSOF-24343 - Fixed an issue where sockpuppet changes were not actually being applied to an audio layer
- DSOF-24384 - Trial: Fixed an issue where a write compacted package on exit will leave project file empty
- DSOF-24385 - Fixed an issue where an unreadable shader source directory could stop shader cache creation
- DSOF-24429 - Fixed an issue where audio underran at the start of videoclip with audio
- DSOF-24439 - Fixed Text Module failing to update text on project restart
- DSOF-24445 - Groups are now red when they are created containing layers which are already red
- DSOF-24454 - Installer: Fixed d3 Installer hanging when d3 is running the background
- DSOF-24462 - Fixed an issue where every string rendered to screen was copied 1x more than required
- DSOF-24466 - Fixed RSCompressedVideoIn not calling shutdown(), bypasses videoInShutDown actions
- DSOF-24507 - Fixed an issue where ResourceTransport was blocked on Actor / Understudy machines after FeedRect edits
- DSOF-24520 - ResourceManager: search() now includes matching files on disk
- DSOF-24521 - ResourceManager: Fixed remove() calling removeResourceAction twice
- DSOF-24529 - Fixed an issue where the List View and Grid View highlight icons were reversed
- DSOF-24553 - Fixed widget suggestion text being unnecessarily copied
- DSOF-24573 - Fixed an issue where ObjectDeformationSettings::remove used single parameter erase call when used with std::remove_if
- DSOF-24588 - Fixed a virtualCam error when starting a RenderStream workload
- DSOF-24605 - Fixed an error notification "m_cameras.front() == cam" being produced during spatial calibration
- DSOF-24805 - XR: Fixed being Unable to create a Legacy Observation
- DSOF-24806 - Fixed an issue where removing feed rectangle on output threw error: 'Machine' object had no attribute 'feeds'

- DSOF-24807 - Fixed errors thrown when trying to duplicate a feed rectangle
- DSOF-24815 - RenderStream: Fixed Uncompressed workloads failing to start
- DSOF-24819 - Fixed an issue where users were unable to duplicate multiple feed rectangles in the feed view
- DSOF-24841 - Fixed remote install failing on RX
- DSOF-24847 - Improved LED Screen List Editor duplicate names handling
- DSOF-24956 - Fixed an issue where a combination of Matrox VX2 director and Deltacast VX4 or VXUnderstudy caused "Unable to create video capture stream" error notifications.
- DSOF-25099 - Fixed an issue d3preview caused an Access Violation on opening file