

r15.0.1 Changelog

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| d3 r15.0.1 Release - 51142 |
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Released June 22nd, 2018

Download link:

http://cfpkg.d3technologies.com/pkg/installers/d3/gold_release15/51142/d3-full-r15.0.1-51142_x64.exe

Improvements

Device Recording

- General UI improvements for Device Recording

Fixes

Content Mapping

- Spherical mapping applied to a surface results in a white screen

[Automation / Encoders] Restore behaviour of PSN frames sent across multiple frames

[Device Recording] Playback of a device recording moved to a new position in the timeline plays back from the beginning of the timeline and not the newer position

[Device Recording] Slight performance hit when scrubbing or playing back near the end of of a section of a Device Recording

[Device Recording] Clock inconsistency following playback of device recordings across sections

[Device Recording] Recordings not restored to recording box after moving them across boundaries and selecting them by right-clicking on the timeline

[Device Recording] Right-clicking a device recording does not also select it

[Device Recording] Ensure only active recorders are displayed and updated

[Device Recording] Undoing device recording moves will cause the device recordings group UI to span the entire timeline

[Feed Visualiser] Changing Split Mode from Quad to Mirror gives a notification

[Networking] Changing surface type on a removed resource in a Network session gives a notification

[OmniCal Camera] Excessive console information from OmniCal cameras

[OmniCal Camera] Missing triangles after mesh deforming certain meshes in OmniCal

[OmniCal Camera] Clicking Setup capture may result in an Access Violation

[Projector Calibration] Reference point placement not always correct if the cursor is slightly off the mesh being calibrated to

[Projector Calibration] Manage Reference points at surface extremes in particular models not handled well

[Projector Studies] Projector studies don't print lens (throw ratio) on individual projector pages

[Projector Studies] Typo in projector studies, 'Lens Shift Horizontal'

[Projector Studies] Projector studies do not fill the whole table page before flowing onto a second page

Current known issues

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

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

Detailed changelog

A more comprehensive and detailed changelog will be issued for r15 in the coming days

Please contact support@disguise.one for feedback and issues