

## r15.1.4 Changelog

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| r15.1.4 Release - 53415 |  
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Released October 4th, 2018

[http://cfpkg.d3technologies.com/pkg/installers/d3/gold\\_release15/53415/d3-full-r15.1.4-53415\\_x64.exe](http://cfpkg.d3technologies.com/pkg/installers/d3/gold_release15/53415/d3-full-r15.1.4-53415_x64.exe)

### Major fixes

#### Audio

Reduce the prevalence of audio clicking during playback (see also, Known Issues section below)

Distortion produced when Quantising a track

#### Content Management

Performance hit during content ingestion

### Other fixes

#### Content Mapping

Multiple projection objects inadvertently created, unnecessarily draining processor time

#### GUI

When trying to delete a resource in use by a layer, only the track, not the layer, is listed in the in use notification

#### Notch

Enabling the disableLiveNotchLoading option switch stops Notch from rendering

#### OptiCal Camera

Blob detection settings are reset when duplicating an OmniCal plan

#### Project upgrade

Ensure proper checks carried out for projectors when upgrading projects



disguise Technologies  
127-129 Great Suffolk Street  
London, SE1 1PP, UK  
[info@disguise.one](mailto:info@disguise.one)  
[www.disguise.one](http://www.disguise.one)  
+44 020 7234 9840

### **Projector Studies**

Projectors with Identify test pattern renders label with incorrect scale and position

### **Stage**

Potential for an access violation on startup to cause the Stage to be marked as bad, preventing saving of stage-related changes

### **Timeline**

Jumping sections from "Locked" mode to "Normal" mode can result in playback being skipped

### **Transport Controls**

External transports cues while chasing timecode may cause a jump in playback on Slaves or Understudies

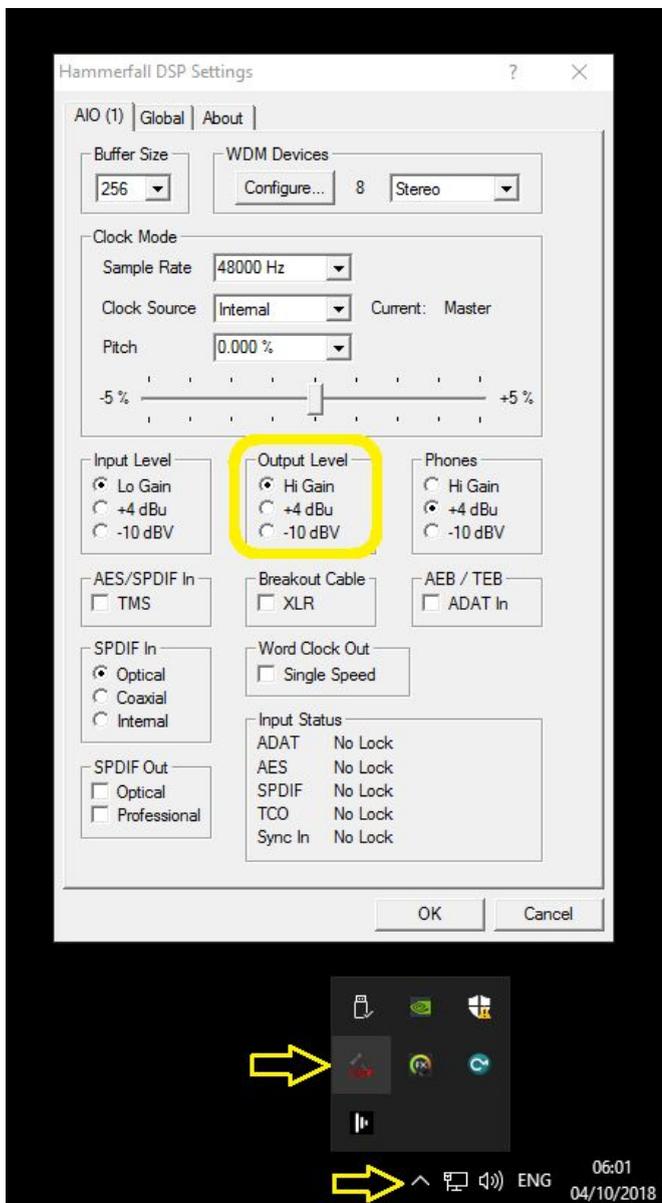
## Current known issues

### General known issues for r15.1

#### Audio

We have reports of users experiencing audio clicking or popping. Release 15.1.4 has some fixes to address this and reduce the chances of this occurring. However, we recognise that this has not been completely cleared up. Audio clicking may still be prevalent on higher frequency sounds. If you experience this try the following workarounds:

- Reduce the volume of the audio. We are noticing that our interaction with drivers adds volume which can result in clicking
- Use WASAPI instead of ASIO. The prevalence of clicking is more pronounced on ASIO
- Edit the Hammerfall settings to reduce the Output Level (see screengrab below)



### **Audio clicking during high performance**

Additionally, under heavy load, if a project starts to drop frames this may have a knock-on effect on the audio, especially if embedded into a video file

### **LUT**

[High-resolution LUT files] All sample LUT files included in r15.1 have a grid point count of 32. Although the layer supports higher numbers of grid points, this comes with the consequence of taking longer to load on project start (but will not delay the project itself). It is recommended not to exceed 64 grid points

### **OmniCal**

Doing a rig check from simulated plan to actual cameras for the first time can result in the physical cameras being not found. Workaround: run the rig check with simulated cameras

### **Legacy 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

*Please contact support@disguise.one for feedback and issues*