# r15.2 Changelog

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|   r15.2 Release - 55058     |
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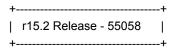
Released January 16th, 2019
http://cfpkg.disguise.one/pkg/installers/d3/gold_release15/55058/d3-full-r15.2-55058_x64.exe

## Major fixes

**Genlock**

Make genlock on the gx 1 more robust

**OmniCal**

OmniCal iOS app may run out of memory and crash if buffering many images

**Video Capture**

Slight code refactor to improve SDI capture latency

**Video Output**

Applying feed settings may result in a failure to regain fullscreen resulting in potential frame loss and tearing

## New features

**Device Control**

Implement device for switching Riedel MediorNet via Ember+

Agile Camera support

**Feed Outputs**

New Content mode option for outputting alpha & inverse alpha from a feed output

**Notch**

Ability to arrow into individual Notch parameters

**VFC**

Allow multiple VFC cards to be updated in parallel

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**vx 4**

Support for new vx 4 hardware

# Improvements

**d3manager**

Date modified column added to d3manager project listing

**OmniCal**

Smoother mesh deform results

Mesh Deform supports multiple UVs per vertex

Allow re-calibration of captured OmniCal results to aid troubleshooting

Better layout of Capture Setup and Quick Align widgets

**Sockpuppet**

Ability to reset all bank assignments

**Video Capture**

Video input patch UI redesign

# Other fixes

**d3manager**

Ensure d3manager focus remains on original instance if a second instance is launched

**Feed Outputs**

Solo feed scenes are incompatible with other machine types so will not work during failover

**GUI**

Setting projectors to Identify mode can cause rendering issues in Feed Scene Editor

**Modules**

Unpredictable screen movement with screens between 2 keyframes

**Notch**

High-property count Notch blocks performance improvements

**OmniCal**

CaptureSetup UI for OmniCal renders camera grid too large resulting in options getting drawn off screen

Loading OmniCal capture data may result in a notification about inconsistent camera names

Capture Setup does not open if cameras are missing

CaptureSetup Blob overlay in OmniCal is not cleared when starting new Blob capture

OmniCal virtual camera goes blank following timeout following setting machine as Master

OptiCal mesh deform does not handle multiple UVs per vertex

**VFC**

VFC updates to one card can cause read errors on any other cards present

**Video Output**

Notification re. dedicated GUI head! whenever a new project starts on a plus-range machine

*Note: full changelog to be made available by Friday 18th Jan*

# Current known issues

## Latency output mode changes have no effect

Any machines using AMD FirePro GPUs (4x4, vx 4) will be unable to triple buffer their outputs due to an issue in the current AMD drivers. This has the effect of making the outputs behave as if they are in Low Latency mode. A workaround is in preparation and is scheduled for inclusion in the next release.

## d3manager update notification

In previous installs, users would get a notification when a new version becomes available. This will no longer work for releases prior to r15 since we no longer own the d3technologies domain. Moreover, until the next maintenance release 15.2.1, this will also be absent for r15 users

## Legacy known issues from r15.1 and earlier

### 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

### 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

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- 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*