r15.2.1 Changelog

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|   r15.2.1 Release - 55126   |
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Released January 25th, 2019
http://cfpkg.disguise.one/pkg/installers/d3/gold_release15/55216/d3-full-r15.2.1-55216_x64.exe

Major fixes

Audio

5.1 and 7.1 audio output not processed correctly

d3Manager

d3manager polls d3technologies.com for software version updates which fails as we no longer own this domain (though as this fix is implemented in 15.2.1, it will only apply to updates *after* that)

Installer

Installation fails on systems that do not have the Visual C++ 2010 runtime installed

OmniCal

A large number of projectors (50+) may cause out of memory errors and fail OmniCal Bundle adjustment

Improvements

OmniCal

Add 'Select All' and 'Select None' options to Capture Setup UI for active projectors

Add camera name to OminCal log messages to aid debugging

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Other fixes

[Audio] Project specific access violation reporting 'Error at updateAudio'

[Content Mapping] Rotating feed rectangle when adjusting the warp in a feed mapping causes multiple points to be selected

[Feed Visualiser] Changing mode from 1080p to 1080i on an SDI VFC card does not cause feed borders to change colour

[Live Update] Web layer JavaScript commands are not live updating on a Slave machine

[OmniCal] Alignment of capture setup UI can get out of kilter for active projectors

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

- 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