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## r15.2.3 Changelog

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| r15.2.3 Release - 55819 |  
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Released February 21st, 2019

[http://cfpkg.disguise.one/pkg/installers/d3/gold\\_release15/55819/d3-full-r15.2.3-55819\\_x64.exe](http://cfpkg.disguise.one/pkg/installers/d3/gold_release15/55819/d3-full-r15.2.3-55819_x64.exe)

### Fixes

#### **gx1**

Improved reliability of gx 1 genlock

#### **Notch**

Fixed an issue that may cause notch layer textures to flicker

#### **VFC**

Improved reliability of HDMI VFC card enumeration

## Current known issues

### 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*