r15.3.2 Changelog

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|   r15.3.2 Release - 57746   |
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Released Wednesday 1st May, 2019
http://cfpkg.disguise.one/pkg/installers/d3/gold_release15/57746/d3-full-r15.3.2-57746_x64.exe

Fixes

Audio

Stall when a video layer is first used

Embedded audio in a video will stop playing due to a stall or heavy load and not recover until stopped

Embedded audio in a video will go out of sync due to a stall or heavy load and not recover until stopped

Performance

Stutter on first use of video module with large content

Video Output

Potential for d3service to crash in edge cases where genlock state cannot be accurately read

Current known issues

Audio

- Large audio files may cause the audio layer to stutter as it processes the files. Workarounds:
    - use video files with embedded audio
    - employ smaller, compressed audio files types such as MP3
    - or try staggering multiple audio files on the timeline to save overdue demand by multiple files
- Potential Audio crackles with multiple, multichannel files
- Embedded audio in video goes out of sync when video is played in ping-pong mode
- Playing to Loop section in Locked mode when section has been resized ignores the section break

These four have potential fixes identified, but need to go through the process of code review and verification

- Audio layer may go out of sync from the playhead over a long period of time
    - note: this has been observed only intermittently and is of the order of 15 frames over a 12 hour period
- Audio does not start again when encountering a new keyframe of the same audio track
    - when the same audio track is sequenced multiple times in the audio layer, it does not start again on the new keyframe as the video layer does

These two are still under investigation

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