

r17 Changelog

```
+-----+  
| r17 Release - 63364 |  
+-----+
```

Release day - 8th January 2020

Release notes - d3 Software - Version r17

Workflow changes

r17 includes a number of significant changes to workflows, and it is advised that you read through these release notes carefully before upgrading existing projects to ensure there is time to validate the project before roll up is completed.

10-bit textures

- HDR images (EXR) are no longer tone mapped (Adaptive logarithmic mapping (F. Drago, 2003)) to 8-bit on load
- Tone mapping must be done in the Colour Profile on the Video Clip or Display to keep same behaviour

10-bit control

- Brightness, volume and colour values have been remapped from 0 - 255 to 0.0 - 1.0
- UI will now show decimal values instead of integer values
- Expressions on these properties that don't use the "scale:." prefix may stop working (e.g. custom expression for DMX control of layer brightness)
- Open layers connected to these properties may need to be rebuilt (e.g. prop alpha)
- ScreenPositionAxes and ScreenPositionExpressions connected to these properties may need to be rebuilt (e.g. fade display alpha using automation)
- DMX personalities are 8-bit by default but some properties can be changed to 16-bit by editing the DMX personality in the Patch Assignments
- OSC sockpuppet will no longer accept values in the old 8-bit ranges for these properties

DMX personalities

- Now versioned by d3 version (r17.0) instead of internal version (e.g. v10)
- Prefixed by disguise instead of d3
- Various flaws and duplicated fields cleaned up

New Features

- [DSOF-7051] - Precomp workflow
- [DSOF-9061] - Support for Newtek NDI protocol as video input source
- [DSOF-10942] - 10-bit texture support
- [DSOF-11162] - 10-bit improvements to data handling
- [DSOF-6192] - 3D Manipulators for stage objects
- [DSOF-7803] - SockPuppet: 'layer source' for effect modules which receive arrow sources
- [DSOF-8752] - 3D Masking and feathering
- [DSOF-10482] - Export current frame of live video input
- [DSOF-10706] - Ability to internally lock all output heads
- [DSOF-10823] - Booleans options appear as tick boxes in the UI
- [DSOF-11103] - Version Number is now displayed when keyframing in Video Layer
- [DSOF-11131] - Add projector visibility property to the Projector List
- [DSOF-11153] - 10-bit stage/feed movies
- [DSOF-11761] - Add support for animated Alembic files
- [DSOF-11930] - List view for media assets
- [DSOF-11134] - DMXMachineControl device
- [DSOF-11140] - MDC layer
- [DSOF-11141] - OSCMachineControl device
- [DSOF-11142] - OSCTester
- [DSOF-11143] - Tennis layer
- [DSOF-11144] - PureLinkMatrix layer
- [DSOF-11146] - TransportControl layer
- [DSOF-11147] - VideoTrigger layer

Improvements

- [DSOF-1866] - Added ability to Lock layers
- [DSOF-3533] - SockPuppet personality versions now follow d3 software version numbers
- [DSOF-6411] - Added ability to export internal textures.
- [DSOF-7873] - Added 'mouseOrbitInvertY' option switch for inverting Y mouse movement when orbiting.
- [DSOF-10341] - Move Advanced Machine Settings to Settings menu
- [DSOF-10867] - Added 'disableUITransparency' option switch to disable blurred background of widgets for performance improvement
- [DSOF-10919] - 10-bit camera export
- [DSOF-10968] - Improved performance when adjusting mappings by caching compiled shaders
- [DSOF-11014] - Improved feedback when resources are unable to be deleted from trash

- [DSOF-11104] - Improved feedback when there is an invalid format for a DMXTableScreen Table
- [DSOF-11105] - Notification added when a Table resizes to 0kb
- [DSOF-11129] - Added ability to select a source texture on effect-style layers (previously arrows were assumed)
- [DSOF-11182] - Added an alert about potentially breaking changes when rolling up from older versions
- [DSOF-11186] - Add the ability for integer fields to be draggable sliders in the UI
- [DSOF-11191] - GUI: Added [Inactive] to previews in layer editor when a layer is not active
- [DSOF-11438] - Added VFC firmware version in the UI
- [DSOF-11447] - d3machine_test should print 'usage' text when running with unknown command
- [DSOF-11633] - Query min and max warp grid size from projectors
- [DSOF-11646] - Added OSC play mode strings as the Output Messages
- [DSOF-11678] - OmniCal: AlignmentPoints now have default labels
- [DSOF-11736] - Import Projector: Support new MappingMatter CSV headers
- [DSOF-11776] - VideoClips can now be edited in a list view
- [DSOF-11837] - Increased the default HSV palette image size to 1024x1024
- [DSOF-11924] - OmniCalprojector list is now vertical and scrollable
- [DSOF-12026] - Reduced VRAM usage of blurred widgets
- [DSOF-12027] - Reduced VRAM usage of thumbnails/previews
- [DSOF-12034] - Videos in the missing box are now selectable in other boxes.
- [DSOF-12035] - Resources now have automatically-defined boxes for different resource types.
- [DSOF-12036] - Performance improvements with high quantities of projectors/cameras in stage
- [DSOF-12219] - SockPuppet control for Notch texture inputs
- [DSOF-12358] - Improved Notch module control from DMX SockPuppet
- [DSOF-12571] - Retire Lena
- [DSOF-12585] - Disable NDI in Notch blocks, since NDI is now supported natively in d3

Bugs

- [DSOF-591] - Arrows overlapped making it unclear where the origin is
- [DSOF-9871] - Track Jump module set to Stop mode could cause unpredictable behaviour
- [DSOF-9999] - Setting timecode readout size to greater than 200 caused an error
- [DSOF-10065] - Interlaced sync would fail because frame errors were detected
- [DSOF-10089] - List Editor sometimes displayed the wrong title in the header
- [DSOF-10108] - Interlaced sync would fail on slave machines when d3service failed to enter fullscreen mode
- [DSOF-10180] - Pasting modules near the end of the track caused the module to past the end of the track
- [DSOF-10227] - Audio modules could lose sync if playback commenced (or resumed) partway through an audio track
- [DSOF-10323] - Video in 5 to 16 would get lost forever after sending them to the trash until project restart
- [DSOF-10329] - DMX Output/Input monitor displayed a "collapsible" icon for no reason

- [DSOF-10406] - Applying feed settings to another machine remotely via the feed view caused the local machine to briefly lose fullscreen
- [DSOF-10450] - Output set as timing server with timing source set to internal had a grey genlock indicator in feed view on AMD systems
- [DSOF-10486] - 'Input Size' renders only one pixel of textures:
- [DSOF-10499] - Large audio files could cause the audio layer to hang
- [DSOF-10500] - Various audio Layers playing back at the same time will go out of sync
- [DSOF-10501] - FPS dropped when using DMX screen with 10 bit enabled on Windows 10 machine
- [DSOF-10678] - 'blob_storage' folder appeared erroneously in d3 Projects folder
- [DSOF-10820] - LUT files did not reload when replaced while d3 was running
- [DSOF-10920] - Bitmap/DxTexture: all images in objects/DxTexture were 8-bit only
- [DSOF-10953] - Duplicating open layer when linked to Mesh of surface would stop rendering the keyframe timeline
- [DSOF-10981] - Audio would not start again when encountering new keyframe of the same audio track
- [DSOF-10991] - 10-bit content could cause an error while creating thumbnails
- [DSOF-11012] - Notch: Occasional 'negative time' message when playing into a layer
- [DSOF-11056] - Performance issue when using automation to move screens in feed view
- [DSOF-11074] - Audio Module in Normal mode with Paused at Endpoint after endpoint is reached would restart if playhead jumped back in the track.
- [DSOF-11154] - Undo (CTRL + Z) multiple time could result in an access violation
- [DSOF-11156] - DMX screens/lights could output invalid values
- [DSOF-11205] - OSC: fix broken subscribe usage
- [DSOF-11213] - d3 fails to load large audio file
- [DSOF-11214] - Stall when jumping out of audio layers causing them to become inactive
- [DSOF-11226] - Problems sending MIDI note of value 0
- [DSOF-11237] - Small fix for Teal coloured LEDs on DP VFC cards
- [DSOF-11255] - Quantiser: volume field is no longer a slider
- [DSOF-11258] - Missing Media list is not updated after deleting the layer which references it.
- [DSOF-11269] - CITP: Choosing PNG thumbnails created JPEG thumbnails
- [DSOF-11272] - Regression: Setting speed to 0 on video layer did not freeze live video inputs
- [DSOF-11279] - SockPuppet: type object 'SockPuppetVideoModule' had no attribute 'tint'
- [DSOF-11287] - MatrixControlModule: DMX personality improvements
- [DSOF-11289] - DmxPersonalityMap: ignoring palette/xCol/yCol does not prevent creation of tint/colour property
- [DSOF-11309] - Layer: displayed module type is the raw type, not the display type
- [DSOF-11313] - Error when scrubbing in audio layer while playing and in locked mode
- [DSOF-11314] - Sync card error status could prevent d3 from starting
- [DSOF-11319] - SockPuppet: cannot view/select personality versions of renamed modules (eg. LegacyVideo)
- [DSOF-11325] - Duplicate clips in the same video layer will not restart

- [DSOF-11361] - StatisticMetrics: inconsistencies in handling values and mask data structures
- [DSOF-11396] - Performance regression generating mipmapped masks
- [DSOF-11397] - In Normal Mode + Pause, the audio will stop playing if we click along the timeline.
- [DSOF-11405] - Hold at End of Section would stop playback of certain nodes in in SockpuppetNotchModule
- [DSOF-11415] - Performance improvement with multi-transport and large quantities of layers.
- [DSOF-11427] - Video layer and audio layer volume is not in 0 - 1 range
- [DSOF-11494] - Notch layer image source confusion after removing source arrow
- [DSOF-11495] - Notch layer image source crashed layer if using procedural textures
- [DSOF-11510] - Attempting to activate adapters will attempt to activate non-AMD adapters due to incorrect vendor ID.
- [DSOF-11553] - Remote Machine Monitoring had no colour
- [DSOF-11558] - Prefetcher report had incorrect value
- [DSOF-11561] - Audio shorter than quantised track produces errors/stops track audio playback. Brown bar and broken waveform at loop
- [DSOF-11593] - Camera fades to black when ux-fading from location with no layers
- [DSOF-11594] - Modifying the resolution of a feed head did not render the correct resolution feed movie
- [DSOF-11606] - Indirection keyframes were sometimes erased as "corrupt" on startup
- [DSOF-11607] - Texture thumbnails had regressed
- [DSOF-11608] - ModuleVersionUpgradeMap broke layers using Indirections
- [DSOF-11609] - Projector Preset editor is truncated when it contains no projectors
- [DSOF-11611] - Video layer didn't refresh after being OSC patched
- [DSOF-11614] - List editor GUI doesn't update when a parameter is moved to trash
- [DSOF-11639] - Access violations were shown when changing module from SockPuppetVideoModule to VariableVideoModule
- [DSOF-11641] - OmniCal: Mesh Deform doesn't always get sent to other machines
- [DSOF-11645] - OSC Sockpuppet is 16bit unsigned integer
- [DSOF-11652] - Frame stats incorrectly showed queued time as after the present time
- [DSOF-11661] - Highlighting multiple rows in a list editor and adjusting a value, creates offset in selected value box to others
- [DSOF-11704] - Replace clip with video in using shortcut ctrl + 1234 work only on Master
- [DSOF-11712] - Access violation when trying to change resolution of media via the video layer
- [DSOF-11714] - Projector assignment stretches UV's beyond boundaries of surface while direct-mapped
- [DSOF-11718] - Rename DMXcontrol layer to DMXLightsControl
- [DSOF-11744] - Performance drop comparing perspective mapped vs spatial mapped content
- [DSOF-11765] - Endless invalid DMXProperty type notification when attempting to repatch all patches in personality versions...
- [DSOF-11778] - Access violation when trying to undo (Ctrl+Z) a deleted layer
- [DSOF-11841] - Gradients generated by gradient module were always 8-bit

- [DSOF-11850] - Layers with arrows could occasionally flash previous content on first frame
- [DSOF-11855] - File handles can leak from a texture when an exception is thrown
- [DSOF-11861] - Using generated texture as pixel mask in 10-bit mode causes GUI to strobe
- [DSOF-11876] - OmniCal: access violation loading images in View Calibration and alignment UI
- [DSOF-11881] - Attempting to modify DMX Personality of DMX transport patch via Patch Assignments resulted in an error
- [DSOF-11932] - d3service failed to start if running headless on gx2c
- [DSOF-11939] - Access violation when setting a precomp as a pixel mask
- [DSOF-11941] - UXFading to/from a section of the timeline containing a blur layer causes the GUI to flash black for 1 or 2 frames
- [DSOF-11955] - Regression: Access violation when opening and closing the properties of a video layer
- [DSOF-11978] - compose: cannot receive precomps as sources
- [DSOF-12006] - Impossible to close layer creation list with esc key
- [DSOF-12009] - Continuous Access violation after deleting a video layer with a missing media
- [DSOF-12049] - Shortening layers could cause on-screen menus to display wrongly
- [DSOF-12051] - OmniCal: Out of memory errors during simulated captures with a large number of cameras and projectors
- [DSOF-12065] - Snapping behavior when rotating projectors
- [DSOF-12089] - MOV format: parsing header writes outside of struct's member variable sizes
- [DSOF-12099] - QuickCal: LineUp button never flashed, even if LineUp mode selected
- [DSOF-12105] - Fall back to 8-bit EDID emulation if 10-bit is not supported by the machine type
- [DSOF-12106] - Added a check if VFC backplane is present on vx 4
- [DSOF-12119] - ObjectView: empty type boxes appear when resource is filtered out
- [DSOF-12120] - ObjectView: new objects can be created that bypass type filter
- [DSOF-12121] - Notch: Video clip parameters weren't shown in editor when patched to SockPuppet
- [DSOF-12123] - Notch: Licence popup was unreadable at certain font sizes
- [DSOF-12125] - Ungrouped layers did not update the track when edited through the layerView.
- [DSOF-12138] - Invalid data was sometimes written to OLED on 4x4, 2x4, gx2c, gx2
- [DSOF-12150] - ObjectView: empty directory boxes appear when resource is filtered out
- [DSOF-12153] - Assigning sub-folders into bank editor caused problems
- [DSOF-12156] - MatrixRoutingModule: routes were not resent when re-entering layer
- [DSOF-12161] - DmxMachineControl Restart and Shutdown range has an overlap
- [DSOF-12162] - DmxMachineControl shuts down project but not machine when shutdown command is enabled
- [DSOF-12163] - Out of range error on MediaManager Start
- [DSOF-12164] - Access violation when deleting a layer with missing media while missing media list is open
- [DSOF-12167] - ProjectorConfig: incorrect vmap load causes r17 project corruption
- [DSOF-12168] - Deleting first brightness keyframe of a layer caused the GUI to render incorrectly
- [DSOF-12169] - Changing blend mode of LUT layer to MASK caused an Access Violation

- [DSOF-12201] - Projectors could be added as projector mask objects
- [DSOF-12203] - Population masks used by mask objects were ignored
- [DSOF-12204] - Long lists of properties in personality editor cause window to become too large, cause selection offsets
- [DSOF-12206] - When an object is removed from the stage it should be removed from the selection list. This does not happen after you switch stages.
- [DSOF-12222] - Access violation on startup/bad file for projectors in hierarchies
- [DSOF-12223] - ObjectView: center aligned thumbnails are no longer center aligned
- [DSOF-12229] - d3 state bar wrapped if any name is long
- [DSOF-12230] - Keyboard and mouse bindings for camera navigation are global
- [DSOF-12231] - Clicking on 'New (x):' text in object view didn't transfer focus to input text box
- [DSOF-12233] - Video layer - On video layer keyframe show the version which is enabled by the user
- [DSOF-12237] - Camera Look-At Position was rendered in world space instead of in parent space.
- [DSOF-12238] - Wireframe for geometric mappings is not visible while editing mapping
- [DSOF-12242] - LZW TIFF image sequences were not handled properly
- [DSOF-12244] - Camera view could take over Visualiser camera controls
- [DSOF-12245] - Performance reduction while resizing modules
- [DSOF-12250] - Upgrading a project could cause Brightness and Colour Shift to upgrade incorrectly
- [DSOF-12251] - List view was not resizable
- [DSOF-12256] - [Project Specific] legacy video module: [colour x,y, brightness, audio volume, output, keying] values can no longer be sequenced after upgrading project
- [DSOF-12257] - Notch layers (with specific textures assigned/traits) cause exit to stall for a minute
- [DSOF-12259] - Camera location bindings are no longer global
- [DSOF-12260] - ObjectView: widget is the wrong size on first start
- [DSOF-12261] - Default projection surface had an alpha value of 0.39215
- [DSOF-12265] - Error when clicking Personality Versions for Dmx Patch created by EventTransportDmx
- [DSOF-12266] - DmxPersonality list editor does not update when underlying personality changes
- [DSOF-12269] - d3labs: Access violation when changing type of screen
- [DSOF-12277] - Texture editors showed unnecessary fields
- [DSOF-12278] - When in composite texture, if you select a custom texture you cannot change to a different type of texture
- [DSOF-12284] - Remora/OLED - "UNK" shown on OLED when VFC slots are empty
- [DSOF-12290] - Cuelist failed test: Press UP or DOWN while holding SHIFT or CTRL
- [DSOF-12293] - SockPuppet. Audio layer DMX personality was missing parameters
- [DSOF-12294] - Blur module mapped white to output on creation
- [DSOF-12295] - SockPuppet. r16 and r17 dmx personalities are not compatible
- [DSOF-12297] - Access violation when closing the parameters of a module

- [DSOF-12299] - When piping multiple layers together. If the top layer is not as long as the ones below the arrow connects to thin air
- [DSOF-12302] - Notifications thrown on patching Notch layer on OSC: "(5) Index out of bounds 0/0" and "(2) 'NoneType' object has no attribute 'fieldSequenceEditors'"
- [DSOF-12303] - Multiple ACCESS_VIOLATION: using web layer and Xfade
- [DSOF-12306] - Projectors - "Access Violation" shown when creating a new projector with the same name as an existing projector
- [DSOF-12308] - Video layer blending within precomp looks different on different machines
- [DSOF-12311] - Device recording could cause d3 to halt
- [DSOF-12314] - Video: When you move the layer over the play head the frame does not update
- [DSOF-12315] - Feed mapping editor cannot be zoomed out with right-click + drag
- [DSOF-12317] - Brightness slider will stretch out of the boundaries if the value is higher than 1
- [DSOF-12323] - Resolution representation of the feed is not updated, just after zoom in & out
- [DSOF-12325] - LEDScreen: If the resolution is higher than 8192 X or Y the image was not rendered on feed preview.
- [DSOF-12326] - Exporting notch layer personality sometimes failed
- [DSOF-12353] - Access violation caused by changing Surface 1 type to LedScreen
- [DSOF-12359] - FeedWarpEditor: keyboard shortcuts are broken
- [DSOF-12366] - Prefetcher did not prefetch next keyframe while on a 'None' keyframe
- [DSOF-12372] - No output on slave until layer is moved when using precomps in a d3Net session
- [DSOF-12379] - F11 Camera Bookmark shortcuts for Goto [F11] and Store [Alt+F11] is unresponsive
- [DSOF-12384] - Translate manipulator icon scales incorrectly on high-DPI screens
- [DSOF-12385] - Unable to unlock camera bookmark
- [DSOF-12398] - Patch assignments always showed data for Universe 1
- [DSOF-12423] - When the projector and its "look at" object is multi selected with Translate manipulator, the "look at" object does not move with the projector
- [DSOF-12479] - DMX SockPuppet Notch: Mode parameter did not appear in the personality
- [DSOF-12547] - Projector feather expanded all black elements of projector view (including content)
- [DSOF-12548] - Detailed exception information was not logged when an error occurred in AudioFilePlayerThread
- [DSOF-12559] - Export d3 generated textures to /output/ instead of /outputs/
- [DSOF-12561] - Cue list - "list index out of range" notification shown when resizing cue list widget vertically (bottom to top)
- [DSOF-12562] - DSE does not backfill shadows cast by other projectors
- [DSOF-12563] - Cue list - "need more than 1 value to unpack" notification was shown when searching cue list
- [DSOF-12564] - LUT module: did not prefetch
- [DSOF-12567] - Notch: List of layer sources did not update until layer editor was reopened
- [DSOF-12572] - d3service reported wrong VFC DP slot numbers in some cases



disguise Technologies
127-129 Great Suffolk Street
London, SE1 1PP, UK
info@disguise.one
www.disguise.one
+44 020 7234 9840

- [DSOF-12578] - Projector MSAA could project white onto mask objects
- [DSOF-12579] - Changing projector mask resolution significantly changed mask visually
- [DSOF-12597] - Removing puck from session while another machine has selected him causes out of range error - breaking the UI

Please contact support@disguise.one for feedback and issues