

R18.0 Changelog

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| r18.0 Release - 77758 |
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Release day - 14th April 2021

New Features

- [DSOF-10780] - New Feature: Unity time control (frame step, animation control)
- [DSOF-12490] - New Feature: Render outside camera frustum (cluster rendering)
- [DSOF-12505] - New Feature: RenderStream: Numeric Remote Parameters Unity
- [DSOF-14721] - New Feature: Unity: Uncompressed RenderStream support
- [DSOF-14741] - New Feature: Multiple cameras streams from Unreal
- [DSOF-14829] - New Feature - xR workflow
- [DSOF-15150] - New Feature: Support for multi-user content editing in Unreal
- [DSOF-15681] - New Feature: Added 8-bit support for RenderStream Uncompressed

Improvements

- [DSOF-8392] - Promote GVGMATRIX to Gold
- [DSOF-13703] - Add help text to all fields under Projector "Settings"
- [DSOF-14040] - Indirections API should provide a mechanism for retrieving a list of indirections of a particular type
- [DSOF-14741] - Multiple cameras streams from Unreal
- [DSOF-14837] - RenderStream: resolution from mapping
- [DSOF-14910] - Report the RenderStream version in About menus
- [DSOF-14952] - Improvements to the ACES workflow
- [DSOF-15948] - Display warning on start up splash screen when max heads set
- [DSOF-16049] - Unity: support scene selector
- [DSOF-16146] - Add ability to specify which network interface is used for RenderStream content sync

Bugs

- [DSOF-8152] - Notch: block resets when advancing from section break
- [DSOF-10670] - 'reset projectors to manual' also resets the selected method of calibration too
- [DSOF-10947] - LW matrix uses wrong default port
- [DSOF-14620] - Snapshots: too many £ signs cause Snapshot to fail
- [DSOF-14621] - Snapshots: When creating a snapshot name with £ sign this won't translate with a £ sign in the snapshots list/manager
- [DSOF-14623] - Project Snapshots: Rolling back to Snapshot with £ name triggers "does not exist" notification
- [DSOF-14960] - Sockpuppet - Effects layers dmx personality shows wrong channel addressing
- [DSOF-14988] - Dmx Lights still download GPU texture even when machine is not outputting
- [DSOF-15098] - Removing time across more than 1 section leaves a 1s section behind
- [DSOF-15110] - Test Pattern Module should auto-populate with the last mapping used (like all other graphical modules)
- [DSOF-15190] - Incorrect frame 0 set when using calibrate delay tool on gx2cs
- [DSOF-15194] - RenderStream content looks slightly lighter
- [DSOF-15220] - Camera widget doesn't resize with preview properly
- [DSOF-15221] - Access Violation when deleting feed rect with warp window open
- [DSOF-15255] - Render phase delay compensation doesn't work on actors
- [DSOF-15260] - Unhandled exception in Track.removeBeat test
- [DSOF-15364] - OmniCal: Camera position not saved between project restarts.
- [DSOF-15365] - Installing d3 remotely fails
- [DSOF-15870] - If the Editor has the VideoInput Patch Editor widget open, the Director can't create a VideoIn without multiple Access_Violation
- [DSOF-15871] - Captured images from the Projector Study are exported as black images.
- [DSOF-16069] - Christie device widgets do not respond to opening/closing shutters from the Omnical widget
- [DSOF-16110] - Invalid access to VideoInSystem during shutdown in RemoteStream::deactivate
- [DSOF-16126] - DMX Amber/White compensation initialises to 255 but should now be 1.0 since it was normalised
- [DSOF-16177] - Centre shift not applied properly for renderstream content
- [DSOF-16189] - Crash when enumerating AJA direct show devices
- [DSOF-16207] - RenderStream UC 10bit YUV corruption with fractional resolution.
- [DSOF-16211] - Perspective mapping editor missing hierarchy separator
- [DSOF-16239] - Opening 'About d3' causes momentary hang / stall
- [DSOF-16246] - Spatial Mapping Changing Initial Scale Zeros out XYZ Reprojection Distance Positions
- [DSOF-16247] - Redundant data sent over RT at startup causing long project startup it large machine setups

- [DSOF-16248] - Opening an OmniCal camera widget from a capture plan displays Nonetype errors
- [DSOF-16249] - When connecting m1 cameras to a capture plan camera, the object has no attribute
- [DSOF-16520] - Cannot open animate camera layers
- [DSOF-16546] - Renderstream: Cannot have 2 independent layers running at the same time
- [DSOF-16550] - Colour cal fails with error "failed to register DX11 texture with openCL" on nvidia driver 385.69 (gx1,gx2,2x4)
- [DSOF-16554] - 'Preferred Network Adaptor' IP addresses don't refresh unless d3service is restarted
- [DSOF-16570] - When creating a new project the Preferred Adaptor will be revert to 'any' and display multiple notifications
- [DSOF-16572] - Renaming default videoins so something that does not end in .mov causes d3 to crash.
- [DSOF-16604] - Invalid time passed to notch block on uxfade within same block
- [DSOF-16648] - Access violation when adding virtual lineup layer
- [DSOF-16668] - Access violation crashes d3 on startup