

r18.0.1 Changelog

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| r18.0.1 Release - 77943 |
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Release day - 21st April 2021

Bug

- DSOF-16856 - Sony IDTs no longer appear wrong
- DSOF-16841 - All LED Screens now have a hierarchy dropdown again
- DSOF-16834 - d3 trial build now starts properly
- DSOF-16811 - set extension and led LED walls no longer fall out of sync when AR fade is set to 0
- DSOF-16787 - d3service will no longer crash if empty/corrupted file ending in ".uproject" found in Renderstream Projects folder
- DSOF-16765 - Camera switching is no longer broken when frontplate is in minimal latency mode
- DSOF-16744 - rslogs folder is now correctly included in diagnostics
- DSOF-16734 - RenderStream Active Latency no longer causes excessive stuttering when not set to a multiple of the refresh rate
- DSOF-16703 - Mapping Quick Select slots no longer allow for non MultiChannel mappings to be applied on RenderStream layers

Improvement

- DSOF-16674 - Renderstream workload actions (Start, Stop Sync) will now be greyed out when the corresponding operation is in progress.
 - The Sync button will grey out while there are running sync operations, on completion of all operations (success or failure) the button will no longer be greyed out
 - The Stop button will be greyed out when the workload is not running
 - The Start and Sync buttons will be greyed out when the workload is running
 - The Start button will be greyed out while there are running sync operations