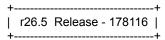
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r26.5 Changelog



Release day January 24th 2023

This release is focused around improvements to RenderStream quality and stability.

Improvements

- DSOF-25410 Updated the way proxy and non-proxy streams are filtered in health status widget
- DSOF-25448 Receive Health status in the RenderStream layer editor should no longer report
 "Frames Dropped Recently" for Proxy streams.

Fixes

- DSOF-23229 Fixed an issue where the current status of RenderStream was not shown under
 'Network' tab within d3manager
- DSOF-23266 RenderStream Workload widget does now automatically shrinks
- DSOF-23889 Fixed an issue where d3manager did not update network share location when changing d3 projects folder
- DSOF-23890 Fixed an issue where d3manager did not update network shares if not running as admin / elevated
- DSOF-24449 Fixed an issue where RenderStream uncompressed streams intermittently only rendered black
- DSOF-24474 Fixed an issue where Heap corruption in Rivermax cleanup code caused a crash in touchdesigner
- DSOF-24475 Fixed a CL_OUT_OF_HOST_MEMORY error on vx using RenderStream
- DSOF-24622 Fixed an issue where workloads could occasionally get stuck in awaiting requests
- DSOF-24648 Fixed an intermittent flickering issue when starting RenderStream

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- DSOF-24706 Fixed an issue that occurred when using an uncompressed Unreal RenderStream,
 some actors showed RECV 0
- DSOF-24707 Fixed an issue where an exception occured when trying to remove a channel mapping
- DSOF-24715 Fixed an issue where actors crashed whilst starting and stopping workload
- DSOF-24838 Fixed an issue where pool usage was not shown for assets using the default channel name
- DSOF-24855 Fixed d3 heap corruption and a crash to desktop with RenderStream compressed in LibGpuVideoCodec (AMD 22.Q2)
- DSOF-24918 Fixed an issue that occurred If the drive that d3manager was pointed at disappeared, launching d3 remotely on that machine would default to another drive
- DSOF-24943 Improved RenderstreamSystem system speed when updating statistics about many streams
- DSOF-24974 Fixed an issue where starting and stopping a render stream workload reduce performance of the director
- DSOF-24984 Fixed an issue where launching d3manager with a missing d3 projects folder would result in the next project folder from the list being launched
- DSOF-25009 Fixed an issue where adding samples to an uninitialized graph descriptor caused an exception
- DSOF-25023 Fixed a crash on director when receiving proxy streams
- DSOF-25028 Fixed an issue where if d3service crashed while RenderStream is running, all renderstream processes on that machine will no longer be controllable via d3net
- DSOF-25039 Fixed an intermittent issue where streams were occasionally never received
- DSOF-25096 Fixed an issue where calling an invalid API endpoint can intermittently caused a crash to desktop
- DSOF-25113 Fixed an issue where 16K or higher screen couldn't use blur layer even using enableSLC switch
- DSOF-25136 Fixed an Access Violation can occur when moving the playhead out of a



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RenderStream layer after the GUI had been reloaded during development.

- DSOF-25137 Fixed an issue where Renderer Graph was not accessible via the Workload details
 GUI
- DSOF-25183 Fixed an issue where a video layer missing media highlight no longer updated as frequently to changes in sequencing
- DSOF-25185 Fixed an issue where a vx occasionally dropped all received frames with RenderStream Uncompressed
- DSOF-25237 Fixed an issue where missing media scenarios with a Bitmap layer caused notification spam: Corrupt keyframe, please check sequencing
- DSOF-25327 Fixed an issue where Feed Mapping Editor still opened and is interactable even if the feed mapping is "Locked"
- DSOF-25338 Reduced active time of "Packets dropped recently"
- DSOF-25556 Fixed an issue where editing Feed Warps intermittently did not take effort on actor machines in session, but the control points did move
- DSOF-25568 Fixed an issue where RenderStream failed to initialise due to an exception,
 rs_initialise returns success
- DSOF-25629 Fixed an error when launching project on actor, "Current d3projects folder not available on machine..."
- DSOF-25631 When opening d3 manager "Run Project" buttonis now populated with the "current" project
- DSOF-25765 Fixed an issue where Understudy takes over but does not indicate on director,
 sometimes failing to trigger matrix failover
- DSOF-25829 Fixed RenderStream Failover
- DSOF-25892 Improved Track widget updates when RenderStream workload status is updating
- DSOF-25893 Improved receive health widget
- DSOF-25932 Fixed an issue where workload state intermittently got stuck in "Launching"
- DSOF-26095 Fixed an issue where some RenderStream uncompressed streams failed to start on the director when using an actor controller to run many streams

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- DSOF-24245 Fixed an indefinite hang/crash due to exhausting video memory
- DSOF-25905 Fixed an issue where mesh mapping fragments teared when the engine origin is changed in real-time