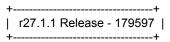
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r27.1.1 Changelog



Release day February 14th 2024

Fixes

- DSOF-25853 Fixed an Access Violation that occurred after changing plates meshes within a
 2.5d asset, and then undoing changes with ctrl + z clicked quickly several times
- DSOF-25991 Fixed an issue where malformed PSN data when recorded could not be played back and caused other device recordings to fail
- DSOF-26094 Fixed an issue where RenderStream Compressed caused d3 framerate drops
- DSOF-26097 Fixed an issue where Device Recordings would intermittently appear empty if continuously receiving data and jumping through sections on the timeline
- DSOF-26157 Fixed an issue where the Editor moved forward in the timeline rather than following the Director's timeline after unlock and lock to Director
- DSOF-26185 Fixed issue where itu709 setting in gamma mode corrupted the display of certain files
- DSOF-26208 Fixed 2.5d assets included in project diag resulting in very large file sizes
- DSOF-26288 Fixed an issue where the DPX feed export yielded an unexpected colour space shift
- DSOF-26305 Fixed an OmniCal lenscalibrator crash on startup due to a DLL issue
- DSOF-26319 Fixed an issue where d3 could intermittently crash to desktop if a connection was
 lost while sending a failed HTTP Request



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