

## r27.5.1 Changelog

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| r27.5.1 Release - 187180 |  
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Release day May 14th 2024

### Notice

The range finder option was toggled on by default when an user upgraded their project file to r27.5. In addition, an access violation was reported during the OmniCal calibration process which led to the project freezing. As a result we removed r27.5 (build number 186871) from the website. These have now been resolved in r27.5.1, which is otherwise identical to r27.5.

### Fixes

- DSOF-27185 - Fixed an issue where the range finder option was toggled on by default when upgrading projects to r27.5
- DSOF-27186- Fixed a Renderer Access Violation during OmniCal calibration that locked up Designer

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### New Features

- Added support for RXIII server type

We have added software support for the RX III render node.

### Improvements

- DSOF-11797 Improve DMX screen position receiver to enable reception of other byte formatting

The DMX Screen Position Driver now has the option to specify the number of DMX channels to use per axis, allowing the use of 16-bit (2 channels) and 24-bit (3 channels), up to 64-bit (8 channels).

The following fields were added:

- Number of Channels per Axis - number of 8-bit DMX channels per axis
- Signed - signals whether the value is a signed integer. Toggle on for yes and toggle off for no.  
This allows the value to be negative
- Little Endian - signals whether the value is in Little Endian (toggle on) or Big Endian (toggle off).  
This is the order the channels are used to create the value.
  
- DSOF-25698 Add a modifier to locking to director, which first jumps the director to the editor playhead before locking

When using an Editor that is running in session, users can now press ALT + SHIFT + click 'Lock to Director' to jump the Director to the Editors' time location before locking.

- DSOF-25854 Add range finder option to camera visualiser

We have added a range finder option to the camera visualiser to enable users to know how far away from a screen when completing pixel pitch calculations. This can be turned on by right clicking anywhere in the stage view, and then right clicking the Render settings. The Range finder can be toggled on and off from this menu and will appear as an overlay in the stage view.

- DSOF-26839 Allow padding outside of Renderstream full-frame renders

When the Splitting Strategy is set to 'Full-Frame' mode in the Cluster Assigner menu - found within the Config section the RenderStream layer - the Padding value is now applied to the outside of the full frame. This can also be used with Mesh and Direct Mappings if using the RenderStream layer.

- DSOF-26887 Remote GUI status and toggle for actors

We have added GUI status to the 'Output' indicator on the Network Status Widget as seen in the screenshot below. The GUI icon follows the same convention as the other icons, namely if the GUI is on

a Disguise media server running in session then the icon will be green. If it is off then the icon will be grey. A tooltip also states this information if the user hovers over the icon.



- DSOF-26890 Add hotkeys to next/last through the tracks in the setlist

We have introduced hotkeys to allow users to jump between tracks in the setlist. This can be completed by pressing 'PgDn' to go to the next track in the setlist, and 'PgUp' to go to the last track in the setlist.

## Fixes

- DSOF-25041 - Fixed an issue where the package destructor would try and compact the project file even when opened in write disabled mode
- DSOF-26121 - Fixed an issue where media distribution failed because the incorrect path was used
- DSOF-26871 - Remove VideoFile references (RPs) when a resource is removed