

## r27.7 Changelog

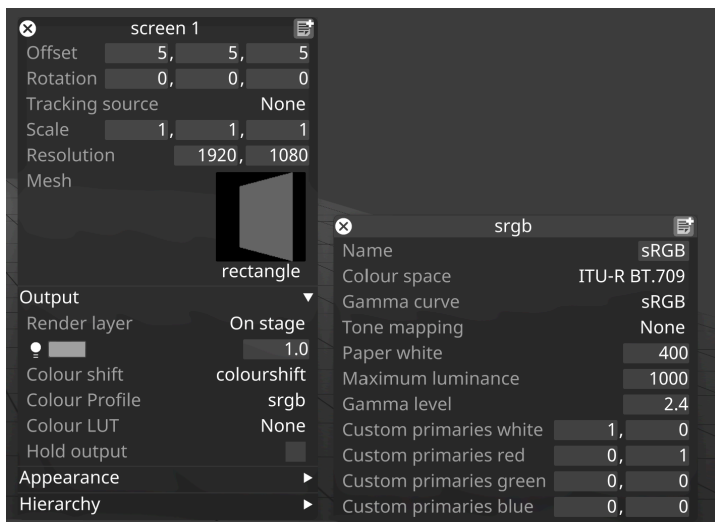
+-----+  
| r27.7 Release - 189205 |  
+-----+

Release day June 12th 2024

## Improvements

- DSOF-27010 Add a link to [learn.disguise.one](https://learn.disguise.one) in d3manager
- DSOF-22053 Upgrade to Vimba X SDK for OmniCal
- DSOF-25066 Custom colour primaries in Gamma Space mode

We have added the option to add custom output colour primaries from Designer to enable high performance colour transforms for LED panels. This is available when Gamma Space mode is selected as the colour management mode in Project Settings. This can be found by right-clicking a LED Screen found in a project and right-clicking Colour Profile underneath the Output dropdown menu.



- DSOF-25138 Designer will now respect the clipping planes defined in notch blocks. Note: Notch blocks which do not define a clipping plane will have a default one set by Designer.
- DSOF-25646 Omnical will check and notify the user if the wrong Vimba SDK is installed for use with the latest version of Designer.

- DSOF-26353 Implement colour management interface with Notch version 1.0

We now support colour management settings included in a Notch block exported from version 1.0 or later to a Notch layer in Designer

- DSOF-26356 Raise warning about Notch version 1.0 compatibility on unsupported servers

Notch Blocks that have been exported in version 1.0 or later have a number of requirements in order to run on a Disguise media server:

Windows OS - must be Windows 10 1607 or higher

GPU - support for Nvidia GPUs only (Maxwell Architecture or later)

Notch Blocks that are exported in version 1.1 or later will have the following requirements in order to run on a Disguise media server:

Windows OS - must be Windows 10 1607 or higher

GPU - support for Nvidia GPUs only (Turing Architecture or later)

We have created a notification in Designer to warn a user that attempts to run a Notch block that has been exported in version 1.0 or later on a Disguise media server that is not supported.

A compatibility table can be found below.

Range	Server/Node	Windows version in Current OS (as of r27.7 release date)	GPU (Generation shown in brackets)	Can I playback a Notch block exported in version 1.0?	Can I playback a Notch block exported in version 1.1?
<b>Pro</b>	4x4pro	Windows 8.1	AMD (GCN 2.0)	No	No
	4x2pro	Windows 8.1	AMD (GCN 1.0)	No	No
	2x4pro	Windows 10 1607	Nvidia (Maxwell)	Yes	No
<b>Plus</b>	2x2plus	Windows 8.1	Nvidia (Maxwell)	No	No
	solo	Windows 10 1607	Nvidia (Pascal)	Yes	No
<b>EX</b>	EX 2	Windows 11 23H2	Nvidia (Ada)	Yes	Yes
	EX 2C	Windows 11 23H2	Nvidia (Ada)	Yes	Yes
	EX 3	Windows 10 1809	Nvidia (Ampere)	Yes	Yes
	EX 3+	Windows 11 23H2	Nvidia (Ada)	Yes	Yes
<b>GX</b>	GX 1	Windows 10 14393	Nvidia (Pascal)	No	No
	GX 2	Windows 10 1607	Nvidia (Pascal)	Yes	No
	GX 2C	Windows 10 1809	Nvidia (Turing)	Yes	Yes
	GX 3	Windows 10 1809	Nvidia (Ampere)	Yes	Yes
<b>VX</b>	VX 1	Windows 10 1809	Nvidia (Turing)	Yes	Yes
	VX 2	Windows 10 1809	Nvidia (Turing)	Yes	Yes
	VX 2+	Windows 11 23H2	Nvidia (Ampere)	Yes	Yes
	VX 3	Windows 11 23H2	Nvidia (Ampere)	Yes	Yes
	VX 4	Windows 10 1809	AMD (GCN 5.0)	No	No
	VX 4+	Windows 10 1809	AMD (GCN 5.1)	No	No
<b>RX</b>	RX	Windows 10 1809	Nvidia (Turing)	Yes	Yes
	RX II	Windows 10 1809	Nvidia (Ampere)	Yes	Yes
	RX III	Windows 11 23H2	Nvidia (Ada)	Yes	Yes

- DSOF-26694 Upgrade nsis to 3.10
- DSOF-27009 Prewarm notch instances

We have reduced the load time when a user adds a Notch layer to a project for the first time, or starts a project with a Notch layer already assigned to a track. We have enabled this as default behaviour.

- DSOF-27056 Add support for double to rational conversion
- DSOF-27095 Update to latest FastBuild version v1.13
- DSOF-27152 Update NDI SDK to NDI 6

We have updated the NDI SDK to support NDI 6.0. This includes improvements to the 16-bit colour formats that are supported (P216/PA16) and a new specification for NDI HDR metadata. More information on NDI 6.0 can be found in their release notes here ([link](#)). It is important to note that NDI 5.0 video inputs continue to work as expected.

- DSOF-27247 Add pagination for Porta and the media API
- DSOF-27306 Include AudioFiles in the media/get api

## Fixes

- DSOF-24822 - Fixed an issue where VideoAsset SLC Region Regex checked full path instead of just the filename, causing a blue screen of death
- DSOF-25043 - Fixed an issue where VimbaCamServer used the incorrect ID for non-GigEVision cameras
- DSOF-25481- Fixed an issue where "display as" was broken for all unit types
- DSOF-25571- Fixed an issue where a 'NoneType' object had no attribute 'positionNear' when clicking on MIDI Personality names in Event Transport MIDI Note
- DSOF-26367 - Fixed an issue where Notch pass-through blocks gave a black texture when transforming with Gamma2.2 curve
- DSOF-26589 - Fixed an issue where there was no anti-aliasing on a set extension when feather is under 10
- DSOF-26595 - Designer now profiles automatically when performance is low

- DSOF-26633 - Improve Actor performance drops when running RenderStream
- DSOF-26648- Fixed an issue where RenderStream error notifications caused network spam
- DSOF-26650 Fixed an issue where bringing the brightness up on Renderstream layers caused unsynchronised pop-in across Actors
- DSOF-26897 - Fixed and issue where d3killer failed to kill nginx
- DSOF-27006 - Fixed an Access Violation in QuickProfiler subsystem when shutting down Designer
- DSOF-27034 - Fixed an issue where setting centre shift turned overscan red with zero distortion
- DSOF-27047 - Standardised HTTP sockpuppet API endpoints are in /experimental/ namespaces
- DSOF-27064 - Fixed an issue where Protoc router plugin was not generated at build time
- DSOF-27131 - Fixed an issue where removing all keyframes on a RenderStream custom event displayed a long value number
- DSOF-27153 - Fixed an issue where corrupt stage objects causes visualiser to fail to render anything
- DSOF-27244 - Fixed an issue where Undo / Redo of measurements resulted in NULL objects and drop to 2 FPS
- DSOF-27245 - API: Fixed an issue where a session did not return director status when in solo mode
- DSOF-27269 - Fixed an Async error notification not registering due to uninitialised pointer
- DSOF-27309 - Fixed an issue where Designer failed to load images in VideoFile folder with incorrect file extension
- DSOF-27338 - Fixed an issue where sorting scenes in the unreal project schema broke applications that rely on index
- DSOF-27370 - Fixed Unreal RenderStream failover in UE5.3/UE5.4