DISGUISE

r28.0 Changelog

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|   r28.0 Release - 194541     |
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Release day: August 14th 2024

New Features

- EX 2, EX 2C and EX 3+ Product Support

Improvements

- DSOF-24180 - Added confirmation dialog to global apply feed settings button

- DSOF-26244 - Right-clicking on a projector from the projector list view now opens the projector editor. This now behaves the same as other right-click behaviour

- DSOF-26719 - When dropping frames, outputs between machines and on the same machine will now re-synchronize faster.

- Also, output will no longer stutter intermittently on Vx3 and Vx2+ machines

- DSOF-26937 - EX range: Outputs in the feed view are no longer labelled as "No VFC"

- DSOF-27365 - Improved performance when using lots of HTTP Sockpuppet video layers

- DSOF-27908 - OSC SockPuppet: Text fields now have examples in their personality viewer

Fixes

- DSOF-24265 - Fixed an issue where multiple feed rectangles in the same output feed could misalign by 1 pixel in certain scenarios

- DSOF-25102 - Fixed an issue where LUTs applied to DMX Screens did not apply to DMX output

- DSOF-25165 - Fixed an issue where d3manager could sometimes report understudy machines to still be in session after they were quit remotely from Designer

- DSOF-25217 - EX Range & Solo: Fixed an issue where Edid emulation set to 'always' did not work unless there were displays connected

- DSOF-26788 - Fixed an issue where projector config from projector list editor could not be

changed

- DSOF-27209 - Fixed an issue where FPS in the network status widget does not match FPS in the HUD
- DSOF-27801 - Fixed an issue where Windows 11 reported as Windows 10 22631 in d3manager