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r30.0 Changelog

+-----+ | r30.0 Release - 200921 | +-------

Release day: November 6th 2024

Changes

• DSOF-28407 - Move solo to a long-term Designer software version release

Users will be unable to run a project built in Designer software version from r30.0 onwards on a Solo. The final Designer software version to run on the Solo will be r29.2. This will become a long-term release model, with fixes only for show-critical issues that do not require large changes, for a period of 1 year.

We have released <u>final</u> video playback performance metrics for the Solo that are specific to this Designer software version, which can be seen here.

We have put together an overview on the product life cycle which explains each of the phases in more detail. This can be seen <u>here</u>.

Improvements

DSOF-26046 - API: Include Setlist in Active Transport endpoint

We have included both the name and the UID of the setlist within the Active Transport API endpoint as found here: https://developer.disguise.one/api/session/transport/#get-setlists

- DSOF-28313 Remove OCIO shader properties from layers that don't require them. These layers are:
- RGB Colour
- Tracking Marker
- LUT

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• **DSOF-28324** - VideoAsset editor enable/disable entire versions

The Video Version selector is now better formatted and easier to use. Versions will now be presented with friendly colours and you can shift-click to enable and disable all the fragments within a particular version at once.

• **DSOF-28401 -** - You can now disable notifications about unsupported audio codecs embedded in video by setting the option switch: disableUnsupportedEmbeddedAudioNotification

Fixes

- DSOF-22931 Setting a CDL parameter via the API will now properly clamp the value on input to the min/max of the field in the GUI (you can still change the min/max in the GUI to change the clamping behaviour)
- DSOF-24076 "ALT+G" GUI hidden splash screen text is no longer repeated and is now simpler
- DSOF-24154 Playing in Loop XFade mode with a fade duration of 0 will now correctly loop with 0 fade instead of playing right through the section break.
- DSOF-25883 QSDI VFC cards can now output 1080i at 50, 59.94 & 60 fps with the correct VPID so they are now correctly consumable by downstream devices.
- DSOF-26351 The detectsystems API endpoint now always correctly returns the d3net adapters IP address.
- **DSOF-27985** Exporting frame as screenshot from an LED screen now works correctly when the enableSLC option switch is set.
- **DSOF-28084** Deleting the time string from a TC tag will no longer generate a notification.

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- DSOF-28250 In ACES mode, rendering 2 layers on the timeline targeting the same surface
 where one has content in ACEScg and another in ACEScct will not longer result in black
 sparkles on output.
- DSOF-28358 Omitting the easing value from an HTTPSockpuppet API command will now default to easing linearly rather than returning an error.
- DSOF-28386 Changing the GUI Mode for a machine via the API now works correctly and behaves the same way setting it in the GUI does.
- DSOF-28395 Notch layers patched to HTTP sockpuppet will no longer display a spurious notification.
- DSOF-28402 status/session API no longer returns an error when a machine in session is
 offline
- DSOF-28440 HTTPSockpuppet patches no longer expose some fields which are not visible in the GIII
- DSOF-28433 Changing the refresh rate of d3 will no longer cause MTC transports to think that timecode has been dropped.
- DSOF-28484 Texture streams over RenderStream is now correctly sent from the controller machine instead of always from the Director media server.
- DSOF-28602 Changing the type of a surface, LED screen or DMX screen will no longer report
 an error and fail to change the surface type.
- DSOF-28638 Using Porta to delete video clips in Designer will now happen much faster.
- DSOF-28643 Holding tab and Shift+Tab while moving the mouse now correctly pan and rotated the visualiser camera again.



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