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r30.3 Changelog

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| r30.3 Release - 206278 |
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Release day: January 8th 2025

Improvements

- **DSOF-6438** & **DSOF-25483** - Add ‘Border expansion’ field to Geometric mappings.
    - We have added a ‘Border expansion’ field In the Mapping editor for all geometric mapping types. This can be used when there is an empty space within the screen UV map to stop black pixels blurring into visible screen space. The units are pixels in pixels. The following mappings have this field:
    - Spherical
    - Perspective
    - Cylindrical
    - Camera Plate
    - Parallel
    - Mesh
- **DSOF-26513** - Update the Shot Recording API to v2.
    - The Shot Recording HTTP API has been updated to comply with the other V2 APIs. You can find more information about this by visiting our developer site here
- **DSOF-28542** - Allow LED screens and green screens in the same MR set You can now mix Green screen and LED screen objects in your MR sets, and camera calibration will work correctly on Luma-keyed inputs. Set extension will be applied outside of the LED screens and around any Luma-Keyed performers in front of Green screens. We now only account for keying specifically within the green screen object. Content being used by the LED screen with green in will no longer be keyed out.

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- **DSOF-28978** - Designer will now log when a resource is set on a layer via HTTP sockpuppet within the console file to enable faster debugging.
- **DSOF-29037** - Our OCIO implementation has been updated to support v2.4! You can read more about OCIO 2.4 release here.
- **DSOF-27857** - Designer and d3Services API V2 endpoints are now discoverable via windows MDNS. You can learn more about API discovery with DNS-SD here.
- **DSOF-28714** - You can now adjust output phase offset by lines and pixels in Designer with the option switches: `genlockPhaseAdjustLines` and `genlockPhaseAdjustPixels`. This is the same as setting a phase offset within the Nvidia or AMD interface, but will re-apply these settings during Apply Feed Settings.
    - We have created two debug option switches in Designer - `genlockPhaseAdjustLines` and `genlockPhaseAdjustPixels` - to enable users to apply a phase offset when using an external sync signal. This is the same as setting a phase offset within the Nvidia Control Panel by lines and/or pixels, but will prevent that information from being wiped out after applying feed settings in Designer.
- **DSOF-25575** - Designer will now include additional information from Mellanox NIC within System Diagnostic package to enable faster debugging.

Fixes

- **DSOF-27602** - Non-English keyboards can now reliably use Ctrl shortcuts.
- **DSOF-28361** - Projects with Tables will no longer hang when saving takes longer than expected.
- **DSOF-28382** - NatNet device recordings are no longer much larger than they need to be.
- **DSOF-28388** - The Remove Media API endpoint will no longer sometimes fail to delete the file

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from disk.

- **DSOF-28614** - Designer will no longer sometimes delete media from the disk on startup when the `enableResourceDeletion` option switch is enabled.
- **DSOF-28904** - XR calibrations now work when using a Luma keyed video input.
- **DSOF-29031** - Device recordings no longer load incorrectly when a track with same name as your current track is in the trash.
- **DSOF-29109** - Frame counters on the timeline will now be correct when Custom Timeline FPS is set to Global.
- **DSOF-26779** - RenderStream compressed streams will no longer fail to be received properly in very rare circumstances.
- **DSOF-28540** - Render machines are no longer shown as Offline on Editor machines.
- **DSOF-28784** - RenderStream streams from renderers using Vulkan (e.g. TouchDesigner) will no longer be out of sync when using Mesh Mappings.
- **DSOF-29006** - Versions in the version selector will no longer be coloured unless SLC is enabled.
- **DSOF-29016** - New tracks will no longer sometimes fail to appear in the tracks list until a project restart.
- **DSOF-29044** - 2x4Pro no longer incorrectly reports that the latest Designer versions are not supported. You can find our product compatibility table here.