

r15.1.3 Changelog

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| r15.1.3 Release - 53143 |
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Released September 19th, 2018

http://cfpkg.d3technologies.com/pkg/installers/d3/gold_release15/53143/d3-full-r15.1.3-53143_x64.exe

Major fixes

Sockpuppet

Audio embedded into video does not playback in sockpuppet

Other fixes

OmniCal

Real camera intrinsics incorrectly used in OmniCal simulations

GUI

Zooming into feed scene editor causes rendering anomalies if projectors are set to Identify mode

Improvements

Timeline

Address the timeline returning to default vertical height when expanding or collapsing groups or adding layers

Current known issues

General known issues for r15.1

LUT

[High-resolution LUT files] All sample LUT files included in r15.1 have a grid point count of 32. Although the layer supports higher numbers of grid points, this comes with the consequence of taking longer to load on project start (but will not delay the project itself). It is recommended not to exceed 64 grid points

OmniCal

Doing a rig check from simulated plan to actual cameras for the first time can result in the physical cameras being not found. Workaround: run the rig check with simulated cameras

Legacy known issues

VR

- VR entails on additional render overhead
- This may result in a poor performance

Upgrading 32-bit to 64-bit Sockpuppet shows

- There may be issues upgrading Sockpuppet projects from 32-bit to 64-bit in 14.4.x builds. If your project falls into this category, please contact support@disguise.one who can arrange a project upgrade for you

Permissions error after installing

- On a small number of machines, a python-based permissions error will prevent software from starting.
- This issue can be solved by restarting Windows

Potential UI performance regression with long and busy timelines

- With either long or busy timelines containing e.g. a plethora of notes/cues, the UI may suffer a degradation in performance
- Minimising the timeline negates this

Slideshows transition time

- The transition time between slides in slideshows is currently broken
- The fix for this makes fundamental changes to timeline operations, so will take a while to work its way into future releases

Please contact support@disguise.one for feedback and issues