

r15.3.1 Changelog

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| r15.3.1 Release - 57335 |
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Released Wednesday 10th April, 2019

http://cfpkg.disguise.one/pkg/installers/d3/gold_release15/57335/d3-full-r15.3.1-57335_x64.exe

Fixes

Audio

Reaching end section then jumping to the next section in a stretched audio layer causes audio to drop

Track restart required in order to get audio correctly outputted when toggling between 'none' and 'speaker/primary driver'

GUI/Performance

Moving a camera with thousands of feed rectangles in a feed scene causes an FPS drop

Video Output

Make gx 1 and fx 4 interoperability more robust (N.B. use DP 1.2 cables of less than 2m for optimal results)

Intermittent ADL generic error when applying feed settings on vx 4s with manually emulated EDIDs

vx 4 capture

Potential for vertical artifacts on sloping edges during capture

Current known issues

Audio

- Audio will underrun and stop if the system is under heavy load, particularly in instances where the timeline has to process multiple layers simultaneously
- Using multichannel assets may make d3 halt for a few frames as it processes the data
- Potential Audio crackles with multiple, multichannel files

These three have fixes slated for inclusion in the next maintenance release, pending verification

- Playing to Loop section in Locked mode when section has been resized ignores the section break

This last one again has a fix, but requires the incorporation of an updated audio library meaning its implementation is further down the line

Legacy known issues from r15.1 and earlier

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

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