

r19.1 Changelog

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| r19.1 Release - 81382
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Release day - 1st September

Improvements

- Various overall performance improvements for OmniCal, RenderStream, Networking, and general stability
- DSOF-16807 - Locked zoom and focus encoder values are now user definable
- DSOF-12933 -xR: Added de-interlacing methods to VideoIn sources
- DSOF-17805 - GUI now remembers the size of a pinned MR set editor
- DSOF-17781 - Track scrolling now shows more of what's ahead
- DSOF-17707 - Integration of AMD super resolution (FSR)
- DSOF-17597 - Added the option to 'remove missing assets' for RenderStream assets
- DSOF-17592 - Auto generate and populate bins/boxes in the RenderStream asset based on the asset type
- DSOF-17455 - Cluster Pool tooltip 'asset missing' now specifies on which render the asset is missing
- DSOF-17406 - Added count of items to ArrayBox name
- DSOF-16197 - Allow for conditional operators in expressions
- DSOF-14846 - ColourBox: better transparency indicator
- DSOF-10860 - OmniCal: Reorganise Camera Plan Editor to make important fields easier to find

- DSOF-10760 - OmniCal: show detected Blob statistics in CaptureSetup and ViewCapture
- DSOF-9042 - OmniCal: Reduce information or provide simplified view in OptiCal report to focus on success / failure metrics.

Bugs

- DSOF-17974/17963 - Fixed a crash to desktop when using RenderStream Uncompressed with vX1 and vX2s
- DSOF-17944 - Set extension can be properly masked out
- DSOF-17943 - Screens with render layer 'set extension mask' is now properly affected by camera lens distortion
- DSOF-17940 - Fixed an issue where users would get prompted to download the latest version of d3, even if they were already using it
- DSOF-17939 - Fixed an error when lux visualizer cam is not looking at DMX screen
- DSOF-17923 - Fixed a performance issue that could prevent the GUI from loading
- DSOF-17920 - Fixed a purecall crash on exit for d3 servers
- DSOF-17867 - Fixed an issue where RenderStream would attempt to use unplugged adaptors for streaming
- DSOF-17860 - Content on DMX screens will now render properly on virtual cameras
- DSOF-17846 - Performance improvements for RenderStream Uncompressed
- DSOF-17835 - Fixed an issue where the wrong package would be chosen in Import Selection
- DSOF-17830 - OmniCal: fixed an issue where screen selection on the stage sometimes doesn't work when a deformed mesh is assigned
- DSOF-17804 - MultiChannel mappings now work in feed mapping editor

- DSOF-17799 - Users can now select any adapter other than the 25gb broadcast address and preferred network
- DSOF-17795 - Fixed an issue where the MR set editor preview initially appears at half size
- DSOF-17793 - Fixed an access violation when LED screen in MR set is changed to projection
- DSOF-17718 - Prop visibility will now properly change when a render layer is switched
- DSOF-17678 - Project Snapshots now included in a project diagnostic
- DSOF-17662 - RenderStream Asset now shows correct Color Profile options when a d3 project is in Gamma space
- DSOF-17630 - OmniCal: fixed an issue where projector colour was indexed incorrectly when running Blob Detection
- DSOF-17587 - Starting a workload for the first time with multiple render nodes will no longer see some nodes crash while others are compiling
- DSOF-17584 - OmniCal: Meshes are now properly sent to actors after Deform is applied
- DSOF-17485 - Fixed an issue where the default size of the camera preview is smaller than usual
- DSOF-17371 - Fixed an issue where the VideoFile editor could not be opened
- DSOF-17360 - Fixed an issue where the MR set editor preview was not visible until the widget size was changed
- DSOF-17353 - Omnical Reports no longer show overexposed or black images
- DSOF-17308 - Fixed an issue where Application mode used the wrong monitor's DPI
- DSOF-17306 - RenderStream workloads now have comms channels on the same session as the project that started the workload
- DSOF-17291 - ACES transforms now appear correctly in precomp editors
- DSOF-17272 - Fixed an issue where DMX lights and DMX screen always showed ACES options
- DSOF-17267 - RenderStream: Stop button is now be greyed out prior to first workload start



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- DSOF-13822 - OmniCal camera studies performance improvements
- DSOF-11801 - Improved edge case where some VFCs detected as higher than 4 slot number