

r21.0.1 Changelog

+-----+
| r21.0.1 Release - 88204
+-----+

Release day - 6th April 2022

Improvements

- DSOF-19920 - Improved save time on projects with lots of resources
- DSOF-19595 - Improved "DMX changed from status / status" console logging

Fixes

- DSOF-20219 - Fixed an issue where Quantiser closed and reopened when starting playback
- DSOF-20214 - Fixed an issue where it was possible for Rivermax to deadlock when receiving multiple streams
- DSOF-20213 - Fixed an issue where RenderStream received health reports 'subscribed' after the workload was stopped
- DSOF-20212 Fixed issue where non-director machines would attempt to start actors when deferActorStartup is set
- DSOF-20210 - Fixed an issue where starting RenderStream workloads could stall
- DSOF-20209 - Fixed an issue where RenderStream Streams were fully unsubscribed at workload exit
- DSOF-20128 - Fixed Custom UE engine builds in UE project not getting parsed correctly
- DSOF-20103 - Fixed an issue when having no GUI plugged in or emulated, and output would not Vsync, and cause tearing
- DSOF-20056 - Tracking: Fixed an issue where the camera frustum movement was out of sync between director & actor with AxisObjectTrackingSource
- DSOF-20032 RenderStream: Compressed - Fixed workloads with Alpha flickering on VX4s
- DSOF-19957 - Fixed an Access Violation when editing VideoIn Input Transform after defocusing VideoIn



disguise Technologies

88-89 Blackfriars Road
London
SE1 8HA
United Kingdom
info@disguise.one
www.disguise.one

- DSOF-19826 - Fixed an issue where having two separate disguise sessions would trigger each other's RS Workload Commands
- DSOF-19641 - Fixed an issue where an Actor was 2 frames delayed when the Director jumps on the timeline