

## r21.0.3 Changelog

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| r21.0.3 Release - 88904  
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Release day - 27th April 2022

### Fixes

- DSOF-20489 - Fixed an issue where uninitialised data was passed to CUDA
- DSOF-20426 - Replaced 'RMAX stream framerate may be misconfigured' error message with 'RSUC Uncompressed timestamp error,potential issue with multiple streams on network conflicting or duplicate RenderStream processes on render node'
- DSOF-20424 - Fixed an issue where NotchLC decoding did not pool CPU decompress buffers
- DSOF-20412 - RenderStream: Fixed an issue where uncompressed textures were locked/unlocked on the wrong queue
- DSOF-20372 - Fixed an issue where a track with many precomps caused performance issue
- DSOF-20357 - RenderStream: Fixed an issue where OpenGL textures stopped working due to texture id reuse
- DSOF-20344 - RenderStream: Fixed an issue where enabling upscaling flipped the image upside down
- DSOF-20341 - RenderStream: Fixed a crash on rs\_shutdown when running OpenGL
- DSOF-20143 - Fixed an issue where the metric monitor always polled per frame, ignores selected poll rate
- DSOF-19941 - Fixed an issue where CPU time overloaded when sending uncompressed video streams
- DSOF-14603 - Fixed an Access Violation and VideoFile Read Error on TGA sequences
- DSOF-8094 - Fixed an issue where speed property has to be in Sockpuppet mode to be able to play layer back



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