

## r24.0 Changelog

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| r24.0 Release - 154736 |  
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Release day - March 1st

## New Features

- **DSOF-3357 Ability to view waveform of audio in modules**

The audio waveform allows users to visualise the audio output of a single layer, a collection of layers or the quantized audio track while working in the keyframe editor. This permits them to add keyframes while taking audio output as a consideration at a glance.

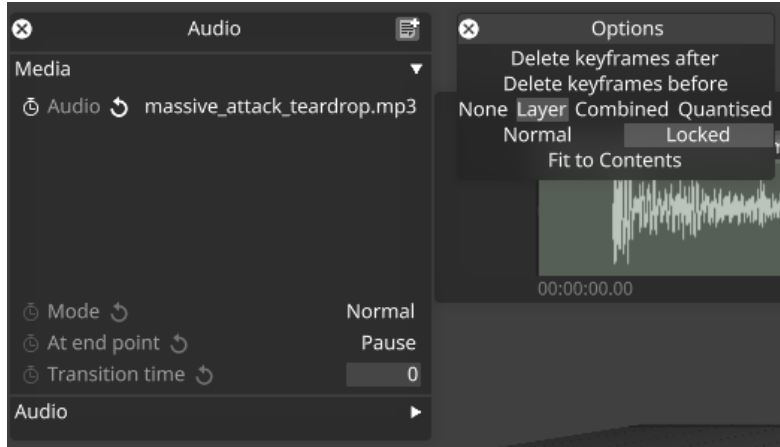
### How-To

To visualise the audio waveform of one or more layers:

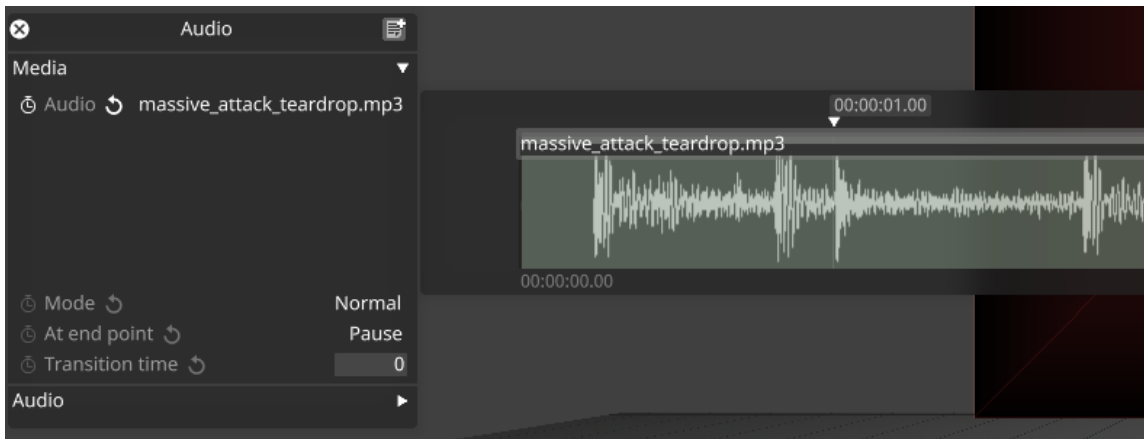
1. Create one or more audio layers
2. Set the audio track of the layer(s)
3. Open a keyframe editor
4. Right-click in the keyframe editor area to access the options
5. Click on
  - a. **layer** to visualise the waveform of the currently opened layer
  - b. **combined** to visualise the collective waveform of multiple layers

To visualise the audio waveform of the quantized audio:

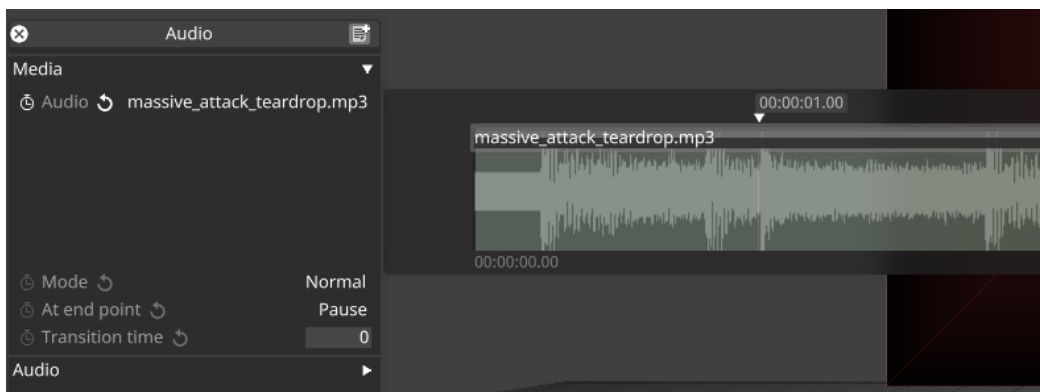
1. Add an audio track to the track
2. Open a keyframe editor
3. Right-click in the keyframe editor area to access the options
4. Click on **quantised** to visualise the waveform of the timeline audio track



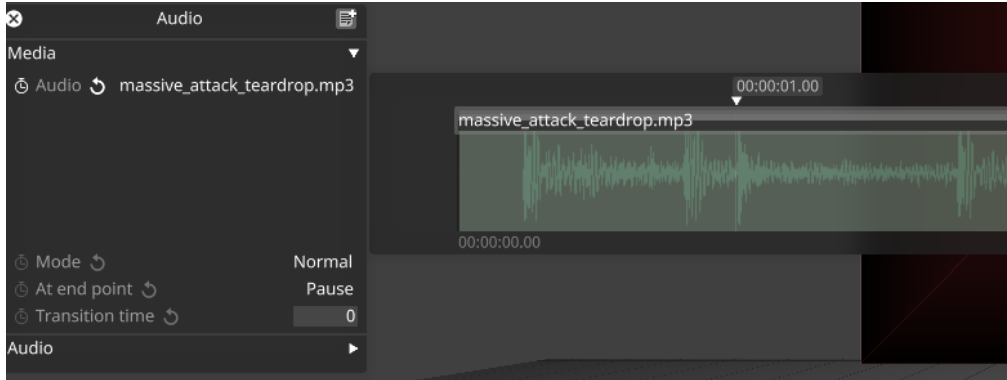
Key widget audio waveform modes



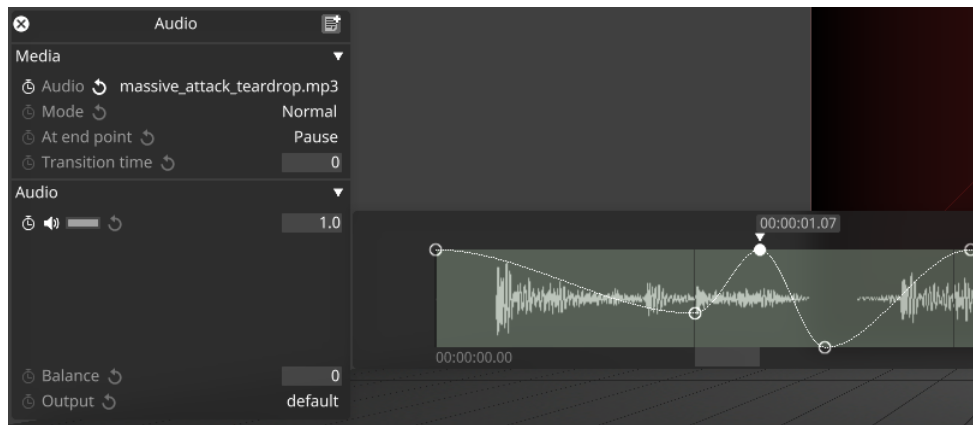
Single layer audio waveform



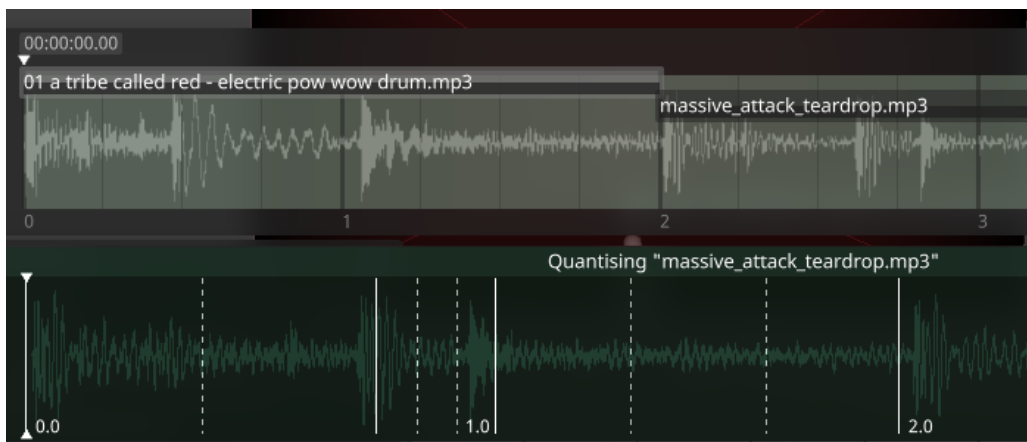
Combined layers audio waveform



Quantised audio waveform



Audio waveform with volume keyframes



Audio waveform in quantised mode with quantised track

- **DSOF-7298 Dynamic Layer Naming**

This feature allows users to rename layers with dynamic tags that will be automatically replaced in the rename process by specific values in the layer.

### How-To

1. When renaming a layer either by right-clicking on the layer or pressing alt+r this feature is available.
2. When renaming the layer you can use words between curly braces to create dynamic tags like this {special tag}
3. Hitting rename on a layer will then automatically replace the text in that tag with special values based on the tags.
4. The tags that are supported are:
  - a. {type} is replaced by the type of the layer.
  - b. {index} is replaced by an incrementing index starting from 1.
    - i. You can append a number after \"index\" as the start number (e.g. {index5}).
  - c. {currentname} is replaced by the current name of the layer.
  - d. {<field>} will be replaced with the name of the first keyframe in the layer with the name <field>
    - i. Examples: {mapping}, {speed}, {blend mode}.
    - ii. If a field is not present in the layer the {<field>} text will be removed from the final name.
5. Typing in a layer name with mis-matching {} tags will stop renaming and make the rename widget turn red with an explanatory tooltip.

### Documentation:

Right-clicking on the field will bring up the documentation as described above as well as text boxes that save the last rename used and places for the user to store renames that are used frequently.

## Renaming multiple layers:

When renaming multiple layers the user is presented with a confirmation dialogue that shows a preview of the renames to occur. At this stage the user can either abort or finish the renaming. This dialog can be toggled on and off with a toggle.

- DSOF-11013 Support for YUV 4:4:4 modes from the Quad-SDI VFC card at 1080p when using Firmware 1.9.0

We have enabled support for YUV 4:4:4 chroma subsampling from the Quad-SDI VFC card after updating the firmware to 1.9.0:

1080p30, 1080p29.97, 1080p25, 1080p24, 1080p23.98

- DSOF-14192 Bank Editor detach and attach resource view options

We have enabled users to detach the Resources view from the Bank Editor, making access easier when working with lots of resources.

To access this feature, open the 'options' menu on the Bank Editor and click on 'Detach Resource View'. This allows users to have the Resources view separate to the Bank Editor.

Each view can be made larger or smaller according to what is required, and users can still drag and drop files into the Bank Editor.

The Resource View can be reattached by opening the 'options' menu on the Bank Editor and click on 'Attach Resource View'.

- DSOF-20481 "Apply Matrix Feed Routing" button added to Feed Output

We have added an "Apply Matrix Feed Routing" button in the Feed Output menu. This enables users to send the Matrix In-Out settings and Presets to the corresponding Matrix, and avoid mismatching between Designer and the Matrix. In previous releases, Designer would not send the Matrix In-Out Settings and Presets to the Matrix.

- DSOF-22859 Tell the user which Expression doesn't match any known Resources

In previous releases, when we cannot match a name in an Expressions with any loaded resources, we do a potentially very costly brute-force search as warned in a notification. In r24 we tell the user we now notify the user which name can't be matched so that it can be fixed.

## Improvements

- DSOF-13096 Projector editor should use checkboxes

We have enabled a check box in the Dynamic Blend dropdown on the Projector editor menu to enable and disable Dynamic Blend, and to Use Snapshot (yes/no).

- DSOF-13485 Improve soft edge gradient with S curve

We have enabled a predefined S curve interpolation that can be used as an option to the linear curve when generating custom softedge textures. This can be found as a 'S Curve Interpolation' toggle when creating a SoftEdgeTexture mask editor.

- DSOF-14203 Sockpuppet: auto populate error message to include bank and slot for easy navigation

We have adjusted the error message found when users are notified that there is an Auto Populate Conflict in the Bank Editor within Sockpuppet. The new error message outlines "Bank X / Slot X already contains Media\_Name.mov - couldn't auto-populate older media Media\_Name.mov"

- DSOF-15109 OSC output data for 'trackposition' should match Designer timeline

When adding an OSC Event Transport to the current transport, we have enabled the track position from the OSC output data to match the timeline markers within the Designer GUI.

- DSOF-20363 Inconsistent Tag notification should tell users to amend their naming

The 'Version tag inconsistent' notification tells users that the folder or file name may need amending.

- DSOF-20382 Ability to override alpha rendering order

In previous releases, when working with two LED or projection surfaces with the blend mode set to alpha, the default behaviour would be that surface 1 would always cover surface 2.

In r24 we have enabled a 'depth sort override' that enables users to manually override the depth sorting. Objects with lower values will be rendered before objects with higher values.

- DSOF-20581 Add ability to override un-sockpuppeted controls in video layers to take from the video clip instead of from the timeline

Sockpuppet layers expose 4 frames on the layer that are usually set directly on the video clip object when used with a normal video module - those being Frame Index, Trim Frames, Loop In Frame, and Loop Out Frame. These are exposed on the Sockpuppet Video Module in order to control them via Sockpuppet.

We have enabled the ability to set an option switch called `overrideUnpatchedMediaFields` which mean that the Frame Index, Trim Frames, Loop In Frame and Loop Out Frame fields will be taken from the video clip instead of being directly sequenced when they are not used in Sockpuppet.

When these fields on the layer are used in Sockpuppet then they behave as expected and can be controlled by Sockpuppet external controls.

- DSOF-21087 Improve input/output transform widget usability
- DSOF-21351 Allow user to export compositor and output frames to content directory

We have enabled users to capture a single frame from the output or compositor feed so that it can be used as content within a scene. We have added 'Export Compositor Frame' and 'Export Output Frame' in the Feed View.

- DSOF-21392 Add hotkey for jumping to the end of the track

We have added a hotkey [End] that enables users to jump the playhead to the end of the current track.

- DSOF-21563 Detect when d3service is not running on disguise servers and advise

- DSOF-21711 Add inverse transform for RED Wide Gamut

We have added an option for RED Wide Gamut, a colour space designed to encompass every colour that is recordable by RED's current and past cameras. This can be found in ACES mode under the list of Output Transforms (ODTs) under 'Camera'.

- DSOF-21712 Add Gamma 2.6 utility transforms

We have added an option for Gamma 2.6 in the utility output transform list for both Input Transforms (IDT) and ODTs to support users working with projector and LED screens that operate with a gamma of 2.6 in Designer. In previous releases, Gamma 2.2 and Gamma 2.4 were available.

- DSOF-22043 Profiler widget should not bring up the text write-out and graphs on default

We have removed the text write out of the trace and various graphs from the profiler widget, which can be found by pressing CTRL + ALT + P. The widget provides buttons to change the profiler name, start and stop recording, and live monitor which will then bring up the original text write out and various graphs.

- DSOF-22553 Searching in media lists should have the option to behave like a filter

We have enabled users to be able to specify in any objectview how they'd like searching and filtering in all object views to behave. This can be accessed by pressing the little arrow next to the search bar in the object view.

There are two options - Alphabetical Filter and Relevance Search. The option selected will be machine-wide and will not transfer to other editors/controllers in the session. It will also persist through restart.

- DSOF-22741 BRGW fixture

We have added the ability for users to add BRG + White (BRGW) fixtures within Designer.

- DSOF-22847 Make sure receive health widget keeps updating between launch of RenderStream



We have enabled the Receive Health widget for RenderStream continues to update when RenderStream is stopped and restarted so that it can be pinned as a way of monitoring the health of RenderStream.

- DSOF-22974 Audio waveform: Keyframe widget options need more context

We have added text labels for each section of the Keyframe widget that describe the section controls for Keyframe Interpolation, Audio Visualisation and Key Mode.

- DSOF-23006 Transport Manager: Incoming clock should be displayed even when transport disengaged

In previous releases, 'Not engaged' was shown when the transport was disabled. We have enabled users to see the incoming timecode within the Transport Manager widget. The timecode is shown but greyed out to demonstrate that the timecode status is known.

If the timecode clock is running, it will update in the Transport Manager widget. If the timecode clock is not running, the last time received will be shown.

## Fixes

- DSOF-4778 - Fixed an issue where topological sort would find a cycle when duplicating projectors with populated DSE exclude lists
- DSOF-4900 - Fixed projector output mode not being fully synchronised on editor join
- DSOF-14238 - Added a solution to Bank thumbnail spaces preventing Resources list to be seen
- DSOF-15539 - Fixed an issue where fuzzy search did not prefer matches which begin with the search term
- DSOF-16935 - Fixed Designer being unable to set SDI VFCs to Quad 4K 2SI 23.98, 24, 29.97 or 30Hz
- DSOF-17691 - Fixed an issue where alembic mesh was not showing video in LUX renderer
- DSOF-18781 - Fixed the FPS indicator not being centred
- DSOF-18817 - Fixed ADL Function Pointers failing to load
- DSOF-19448 - Fixed the zoom size of bookmark on project restart
- DSOF-19663 - Fixed an issue where event logs generated with system / project diagnostic do not save display information
- DSOF-19889 Fixed inconsistency in the naming of Colour shift between brightness / contrast and hue / saturation
- DSOF-20138 - Disabled "Draw control points on output" by default
- DSOF-20158 - Fixed an issue where directory changes within symbolic link / directory junction were not detected
- DSOF-20159 - Fixed an issue where the projector list editor showed a "visualiser" section that did not exist in editor
- DSOF-20202 - Fixed an issue where DSE Include / Exclude lists could contain the same projector multiple times
- DSOF-20246 - Fixed an issue where soft edge texture output points did not scale with feed rectangle
- DSOF-20567 - Fixed an issue where changing the stream parameters while stopping a stream cause a crash

- DSOF-20707 - Fixed an issue when using multiple feed scenes, the feed name listed in Feed view did not update when loading a feed scene
- DSOF-20791 - Fixed an issue where "Edid port invalid errors" on applied feed settings
- DSOF-20798 - Fixed an issue where the ACES mode HLG utility showed a black window on video in
- DSOF-21025 - Fixed OSC Indirection in video asset for change video in not working
- DSOF-21407 - Fixed an error in IdentityDomain when upgrading project
- DSOF-21447 - Multi Feed selection GUI is no longer inconsistent
- DSOF-21457 - Fixed d3manager taking 1-2 minutes to launch after reboot
- DSOF-21483 - Fixed DeltaIn::lockAndCreateStream failing to correctly check if channels have been locked
- DSOF-21536 RenderStream: - Fixed an issue where resetting keyframes on Scene field resulted in "INVALID" selection
- DSOF-21552 - Fixed an issue where selecting Rescan whilst Proxy Maker is running results in errors
- DSOF-21707 - Fixed an issue when starting RenderStream "!fragment.stream.empty()" could occur
- DSOF-21765 - Track Section Fade taking priority over all layers in the section
- DSOF-21768 - Fixed DMX Indirection not affecting layer mapping when assigned
- DSOF-21782 - Installer no longer takes focus to a text field as soon as it launches, taking keyboard input from whatever else the user is doing.
- DSOF-21814 - Fixed an issue where Renderstream Layer using Perspective Map with DMX could get stuck on Awaiting Requests
- DSOF-21921 - d3Manager default column widths improved
- DSOF-22013 - Fixed a 'NoneType' error when duplicating / changing a SpatialCalibrationConfig resources
- DSOF-22174 - Fixed Unused Media Domain not removing DxTexture and Audio from cache
- DSOF-22175 - Fixed an issue where MachineMediaRegistry did not update itself when an Image Sequence was removed from disk

- DSOF-22231 - Fixed an issue where Videos would sometimes not play the last frame
- DSOF-22236 - Fixed an issue where "Create New Layer" and "Create New Object" lists looped back to the top of the list when scrolling or using arrow keys to select new object
- DSOF-22304 - Fixed an error in IdentityDomain after clearing ingestion history
- DSOF-22322 - Fixed an issue Fuzzy Search sometimes behaved unexpectedly and gave worse matches before better ones.
- DSOF-22350 Spatial Calibration- Fixed error message "!!! Main thread hung due to early render access < DxTexture::movePixels"
- DSOF-22369 - Fixed an issue where OSC Indirection Controllers required that the user specify the object type in the message
- DSOF-22372 - Fixed an issue where DSE did not apply correctly to automated screens using tracking sources
- DSOF-22417 - Fixed an issue where virtual lineup complained about inactive cameras if any camera is not active
- DSOF-22453 - Fixed an issue when using multiple MR sets, the last MR previously opened populate the MR set list
- DSOF-22473 - Fixed an issue where some alembic files appear flipped when loaded
- DSOF-22474 - Fixed the Installer being unable find libprotobuf.dll when installing Designer
- DSOF-22518 - Designer now respects the content viewpoint of RenderStream clients which modify the camera data
- DSOF-22526 - Fixed an issue where the incorrect automatic shutdown message (on exit) when unplugging license was displayed
- DSOF-22544 - Fixed an issue where d3manager disconnected network adapter warning banner was cropped
- DSOF-22548 - Fixed an issue where the CDL layer did not tell the user why it is red
- DSOF-22573 - Alembic mesh: Fixed an issue where imported normals were wrongly assigned
- DSOF-22683 - Fixed Udp::bindToPort error not correctly specifying which port it failed to bind to
- DSOF-22684 - Fixed an issue where the 'Actor Status Widget' reported OSC devices as offline when not receiving

- DSOF-22702 Deltacast capture: - Fixed an issue when moving from 1080p to 2048p50, the capture thread would crash repeatedly
- DSOF-22713 - Fixed an issue where reference points could not be unlocked from the reference points management widget
- DSOF-22721 - Fixed the console being spammed with "Warning: Trying to truncate to a negative width"
- DSOF-22728 RT: - Fixed topological sorting found while changing track in attached project
- DSOF-22754 - Fixed an issue where layer naming jumped 322 if the same type of layer is created
- DSOF-22769 - Fixed an issue where a "Project restart required" notification was displayed even when it isn't required
- DSOF-22775 - Fixed an Access Violation when adding the camera (NVIDIA broadcast) option to an input
- DSOF-22779 - Fixed an issue where three virtual VFC heads were created when Split Mode changed from Mirror to Quad
- DSOF-22780 - Fixed an issue where it was not possible to open the rollback window of two objects at the same time
- DSOF-22796 - Matrox capture : Fixed an issue where 'No signal' mapped videoins contribute to 12G/3G limits
- DSOF-22797 - Matrox capture : Fixed valid 12g signal being detected on a 3G port
- DSOF-22813 - Fixed an issue where removing the version tag from the folder name after an Inconsistent Tag notification caused image versions to fail
- DSOF-22825 - Fixed an Access Violation in checkIfCurrentWorkloadHasLostPackets when opening two streams on same render node
- DSOF-22851 - Fixed an issue where it was not possible to set none Keyframe is Resource keyframe editors
- DSOF-22875 - Fixed an Access Violation With fade transtion, when forwardin the playhead in video trigger layer

- DSOF-22891 - Fixed an issue where RefpointsManipulator shadows based class onFocusChanged() instead of overriding it
- DSOF-22932 - Fixed implereview tool not working with tortoise 6.2 or later
- DSOF-22954 - Fixed FNV hash in fnv.cpp
- DSOF-22970 - Fixed an issue when changing the split mode of a VFC card from Quad to Mirror removed virtual heads
- DSOF-22984 - Fixed "&resource" error when attempting to set "None" resources in layer parameters
- DSOF-22990 - Tracking marker module - Fixed an Access Violation when setting marker image to 'None'
- DSOF-23059 - RenderStream: Fixed an issue where proxy streams no longer being identifiable
- DSOF-23073 - Fixed an error in 'StreamObject' object when attempting to open log via Show Log button
- DSOF-23092 - Fixed an issue where the camera editor throw an error attempting to add field to "Appearance Separator"
- DSOF-23116 - Fixed being unable to import gui.MediaDistributionWidget
- DSOF-23125 - Fixed an issue where text boxes with nothing in them were invisible until text is entered
- DSOF-23130 - Fixed an issue where the camera did not use DCS provided focal length
- DSOF-23132 - Fixed an Access Violation when media sync fails
- DSOF-23156 - Fixed an issue where 'bounds-check' error was displayed when attempting search with no items
- DSOF-23161 - Fixed an issue where the Ttext field and caret were not visible for empty text fields
- DSOF-23166 - Fixed an issue where Right-click > Add Feed Rectangle in feed view threw error notification "global name 'currentMachines' is not defined"
- DSOF-23172 - Fixed an issue where StreamInfo population in /renderstream/layerstatus needed refactoring

- DSOF-23176 - Trial: Fixed an issue where Feed Mapping output was enabled, but shows red text that outputs are disabled
- DSOF-23185 - [ACES] Fixed an issue where sShader failed to compile when selecting 'Gamma 2.6' as Output Transform
- DSOF-23186 - Fixed an issue where it was not possible to rename groups or layers inside of a group, causing a 'MulticastDelegate' error
- DSOF-23252 RenderStream: - Fixed an issue where the alpha channel from all render nodes was added together
- DSOF-23311- Fixed an issue where the Feed Output was disabled, but did not tell the user why
- DSOF-23320 - Fixed an issue where a Matrox capture card could randomly drop frame during playback
- DSOF-23440 - Fixed an issue where the DisplayManager stopped working after attempting to apply feed settings
- DSOF-23523 - Fixed an issue where disable UnusedMediaDomain by default caused issues
- DSOF-23557 - Fixed an issue with d3 service clean up cloud folder while it iwa empty, causing login and read issue
- DSOF-23655 - Fixed an issue where Metadata fields didn't open when right-click on the value box