

r26.0.1 Changelog

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| r26.0.1 Release - 168872
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Release day September 20th 2023

Improvements

- DSOF-25123 - We have implemented a preview feature that allows d3 to chase timecode at non-standard framerates. This can be used for example to adjust the playback speed of video in line with a DJs adjustments to the BPM of a track.

To utilise this preview feature you can enable the option switch "forcePIDTimecodeChase". Chasing LTC or any kind of timecode will smoothly follow adjustments to timecode playback while this is set.

If you perform large timecode jumps you may find that the playhead will fast-forward to get to the new timecode rather than immediately jump to that point.

If you have feedback about this new preview feature please let us know via our support@disguise.one email so that we can take that into account for the finished implementation.

Fixes

- DSOF-23668 - PreComps - Fixed an issue where clicking Effect or Generative layer caused feed blur
- DSOF-24802 - Fixed an issue where a video layer with speed '0' was interpreted ambiguously.
- DSOF-24835 - Fixed an issue where deleting a VirtualLineup layer mapped to a camera's perspective after timeline focus was taken away from the layer and then returned causes Access Violations
- DSOF-24921 - Fixed an issue where an Object Tracking error blocked Spatial Calibration when not receiving Tracking data



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- DSOF-25037 - Fixed an issue where the TrackingMarker output showed incorrectly when using feed map with SLC
- DSOF-25146 - Reduced the amount of wireframes shown in QuickAlign alignment widget