

## r27.1.1 Changelog

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| r27.1.1 Release - 179597 |  
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Release day February 14th 2024

### Fixes

- DSOF-25853 - Fixed an Access Violation that occurred after changing plates meshes within a 2.5d asset, and then undoing changes with ctrl + z clicked quickly several times
- DSOF-25991 - Fixed an issue where malformed PSN data when recorded could not be played back and caused other device recordings to fail
- DSOF-26094 - Fixed an issue where RenderStream Compressed caused d3 framerate drops
- DSOF-26097 - Fixed an issue where Device Recordings would intermittently appear empty if continuously receiving data and jumping through sections on the timeline
- DSOF-26157 - Fixed an issue where the Editor moved forward in the timeline rather than following the Director's timeline after unlock and lock to Director
- DSOF-26185 - Fixed issue where itu709 setting in gamma mode corrupted the display of certain files
- DSOF-26208 - Fixed 2.5d assets included in project diag resulting in very large file sizes
- DSOF-26288 - Fixed an issue where the DPX feed export yielded an unexpected colour space shift
- DSOF-26305 - Fixed an OmniCal lenscalibrator crash on startup due to a DLL issue
- DSOF-26319 - Fixed an issue where d3 could intermittently crash to desktop if a connection was lost while sending a failed HTTP Request



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