

r27.6.3 Changelog

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| r27.6.3 Release - 188543 |
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Release day June 5th 2024

Fixes

- DSOF-24431 - Fixed an issue where LUT files created textures directly rather than through the GpuPool
- DSOF-24747 - Textures allocate less memory
- DSOF-24909 - Fixed an error message when patching strobe/radar layer to Sockpuppet
- DSOF-25308 - Designer no longer tries to reload unsupported audio files
- DSOF-25449 - Fixed an "Error 500" loading consoles or projects URLs
- DSOF-26833 - Fixed an issue where RenderStream custom event keyframes did not trigger on first frame when running timeline on loop
- DSOF-26994 - Fixed an Omnical Crash
- DSOF-27040 - Reverts DSOF-26131, which was introduced in r27.4. The change caused playback modes in a Sockpuppet video layer to behave incorrectly. As a result of the revert, DMX sockpuppet triggers will no longer be in sync between machines, however, sockpuppet inframe/outframe will once again work as intended.
- DSOF-27237 - Fixed an issue where Actors failed to load MeshDeform deformed mesh
- DSOF-27310 - Fixed an issue where Natnet driver editor failed to populate with 'onClose' error