

## r27.8 Changelog

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| r27.8 Release - 191665 |  
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Release day July 10th 2024

## New Features

- DSOF-17036 ProRes Support

ProRes video codecs are now supported for playout on Disguise. ProRes is a visually lossless codec that uses intra-frame compression, where each frame is stored independently and can be decoded with no dependencies on other frames.

Users are now able to playout the following ProRes codecs from Disguise:

- ProRes 422
- ProRes 422 HQ
- ProRes 422 LT
- ProRes 422 Proxy
- ProRes 4444
- ProRes 4444 XQ

ProRes RAW playback in Disguise is not supported.

ProRes video codecs are CPU-based. We recommend checking the video playback performance for the Disguise media server(s) when deciding whether ProRes is appropriate for your show or production.

## Improvements

- DSOF-22928 Allocate buffers through GpuPool

This improvement prevents an error message outlining that access to the GPU device was lost on the actor machine when many high-resolution Notch LC video layers are used.

- DSOF-25479 Export profiles of GPU memory allocation

We have added `profileGPUPoolFromLaunch` as an option switch to enable users to trigger the creation of a memory profile so that they can understand the behaviour of a GPU pool for debugging purposes. This is exported as a `.json` file to a project folder called 'output'.

- DSOF-27549 On Understudy machines, don't set output status to orange in the network status widget if the GUI is on

## Fixes

- DSOF-19231 - Fixed an issue where the debug console jittered when Video Prefetcher Report is visible during video playback, and the widget could not be resized
- DSOF-24304 Fixed a BSOD when Scrubbing Timeline
- DSOF-24583 - Fixed new textures pool not responding to scrubbing
- DSOF-24584 - Fixed scrubbing detection failing during lengthy system hangs or in low frame rate scenarios
- DSOF-24608 - Fixed console logging omitting timestamp on some lines
- DSOF-24662 - Fixed an issue where the prefetcher created many unnecessary prefetch jobs while scrubbing
- DSOF-25240 - Lowered the GPU usage of Discovery ndirelay instance
- DSOF-25395 - Fixed an issue where overly active 'Strict mode' caused prefetch to miss and exhibit many errors
- DSOF-25712 - Requests in freelist no longer appear in the debug widget
- DSOF-25718 - Fixed an issue where VariableVideoModule held a reference to the last frame used even when not active
- DSOF-27157 - Texture parameters no longer switch places when using multiple texture parameters
- DSOF-27261 - Fixed an issue where CPU textures were constantly re-allocated while playing NotchLC blocks.
- DSOF-25035 - Fixed an issue where the Shot Recorder with a note in parameter collection

caused a problem on project restart

- DSOF-25743 - Fixed an issue where EventTransportDmx did not highlight "Stop" in blue when it was selected, and Brightness was permanently highlighted when DMX is connected.
- DSOF-27361 - Fixed an issue where Layers with missing media did not update the red highlight when the layer start is dragged earlier
- DSOF-27468 DMX SockPuppet: 'DmxPersonality' object is not callable when attempting to 'View Personality' in Patch Settings widget
- DSOF-27518 'GroupLayer' object has no attribute 'controlPatch'
- DSOF-27653 Using UX fade with a UVLookup module results in an error and the playhead won't advance beyond the section break.