

r27.9 Changelog

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| r27.9 Release - 192216 |  
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Release day July 16th 2024

Notice

All Notch blocks flickered when they were not being rendered at full frame rates when a user upgraded their project file to r27.8. As a result we removed r27.8 (build number 191665). This has now been resolved in r27.9, which includes a number of additional fixes and improvements.

The original release notes for r27.8 are also listed at the end of this document.

Improvements

- DSOF-11388 More Zoom Steps when Zoom In

Additional zoom levels have been added to zoom in and out of the timeline, for example using Alt Scroll or the timeline magnifier icons.

- DSOF-27451 Move 'Collapse All Groups' and 'Clear Arrows' into a dropdown

The Track Editor menu now contains a new Actions section which contains the following:

- Clear Arrows (if the option switch isClearArrowsEnabled is enabled)
- Toggle Groups
- Close Layer Editors (see next item)

- DSOF-26612 Add way to close all open layer editors

The Actions section of the Track Editor now contains a Close Layer Editors function, which ensures that the list of layers which would open when the timeline scrubs over them is cleared.

- DSOF-27484 'Collapse all Groups' Should toggle to expand all groups

The “Collapse all Groups” button in the Track Editor has been renamed to Toggle Groups, and it now collapses or expands all Groups across the whole track. If even one group is open then clicking the button will close the group(s). Expanding will only happen if there are no open groups on the entire track. The shortcuts Ctl Alt + and Ctrl Alt - also perform this action.

- DSOF-27207 QuickAlign option to disable adding new points

In order to easily move existing points without accidentally adding new points when doing QuickAlign, a checkbox has been added to toggle on or off adding new alignment points. The checkbox is under the Interface Options menu.

- DSOF-27246 Support multiple OSC floats in OSC position receiver

The OSC Position Receiver can now use multiple arguments in the same OSC message. This means that one message can be received for the three arguments x, y and z, rather than three separate messages.

- DSOF-27420 Transport "engaged" button should have a tooltip explaining when it's allowed and when it's not allowed to engage/disengage

The Transport Engaged / Disengaged button now has a more helpful tooltip to inform as to why it cannot be engaged and/or disengaged.

- DSOF-24911 Notes API - to be able to GET and POST notes

A new HTTP API to get and set notes has been added. For details, see the documentation at <https://developer.disguise.one> or the documentation bundled with Designer, which is linked from d3manager->Help->Open API Documentation.

- DSOF-27204 Manager to show list of locally connected (physical) CodeMeter containers in "d3 License" window

The d3Manager License dialog (accessible from d3Manager->Help->d3 Licenses) now contains a section detailing the serial number(s) of local Codemeter license containers.

Fixes

- DSOF-25823 - Fixed an issue that occurred on project launch, where d3manager warned "No valid Designer licence detected from d3service!" but continued to open the project
- DSOF-26562 - Fixed an issue where head names did not appear in the feed view
- DSOF-26726 - Fixed an issue where remote graphs sometimes failed to be sent to the director
- DSOF-26909 - Fixed an issue where DMX screens appeared inactive when the position was controlled with automation data until the visualiser camera was moved
- DSOF-27074 - Fixed undo (Ctrl + Z) not working when deleting a tag
- DSOF-27144 - Sped up the timeSlideShow setup takes on projects with large number of video clips
- DSOF-27262 - Fixed an issue where WSAWaitForMultipleEvents was seen when using ArtNet
- DSOF-27280 - d3 installer now sets the d3.exe file properties to disabled for Windows versions later than 1809
- DSOF-27282 - API Docs page no longer returns blank white screen
- DSOF-27289 - Fixed an issue where a Note did not unsubscribe ResourceActions when deactivated
- DSOF-27290 - Fixed an issue where ObjectView did not unsubscribe ResourceActions before adding new ones
- DSOF-27315 - Fixed a hang that occurred when on adding / removing from timeline
- DSOF-27359 - Fixed an issue where live update was blocked after long hangs on director
- DSOF-27382 - Fixed access violation when two machines on network have duplicate hostnames
- DSOF-27553 - OmniCal: Fixed an issue where a number of Projector inliers and total points were not serialised
- DSOF-27567 - Fixed shadow artefacts in dynamic blend with three projectors

- DSOF-27568 - Fixed barn doors not removing all projections
- DSOF-27596 - Fixed an issue where mask blur shadow was not accounted for by other projectors
- DSOF-27629 - Fixed multiple Access Violations when fading out of a sockpuppet layer
- DSOF-27640 - Fixed an issue where EventTransportMidiNote Notes and CC messages were no longer highlighted blue when receiving
- DSOF-27649 - Fixed an issue where setting load weight to 0 or negative caused an infinite hang
- DSOF-27665 - Fixed Access Violations in cleanup prefetch
- DSOF-27702 - Fixed an issue where inputs went black when a timeout occurred
- DSOF-27759 - Fixed an issue where Media Distribution was unable to distribute to editors
- DSOF-27763 - Fixed a crash to desktop on video file removal
- DSOF-27784 - Fixed an issue where Notch blocks flickered at all framerate fractions < 1

r27.8 Changelog

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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.