r30.5 Changelog

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|   r30.5 Release - 210326     |
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Release day: March 5th 2025

New Feature

- DSOF-22123 - xR for VR - r30.5 adds native support for VR workflows when working with XR stages.

Improvements

The following improvements related to the above xR for VR workflow, but are also generally applicable to spherical camera workflows:

- DSOF-22124 & DSOF-28753 - Designer now supports virtual spherical cameras.
- DSOF-22125 & DSOF-28588 - Spherical cameras now support backplate and frontplate mappings.
- DSOF-28492 & DSOF-28628 - Spherical cameras can now output 180 degree lat/long format (previously only 360 degree lat/long was supported)
- DSOF-28548 - Spherical cameras now have a button which allows you to toggle between a lat/long view and a spherical interactive view.
- DSOF-28655 - Virtual cameras now highlight the field for the Live action position marker if it is not set.
- DSOF-29028 - Fields that should not be set to None under normal operation are now highlighted in red when they are set to None to make them easy to spot.
- DSOF-28776 - Spherical camera cube-map faces now have settable Padding and Overlap fields.

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- DSOF-29017 - Spherical mappings now have settable Padding and Overlap fields.
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The following improvements are unrelated to the xR for VR workflows but are still cool:

- DSOF-28981 - In d3Net Manager "Pro" range servers have been renamed to "VX" range.
- DSOF-29300 - The term "d3" will now appear as "Designer" or "Disguise" in the EULA text.
- DSOF-29305 & DSOF-29372 & DSOF-29423 - Improve performance of d3service when querying licenses (this should improve d3manager startup time in most cases).
- DSOF-29307 - System diagnostics now include a detailed summary of all Codemeter Container details for easier troubleshooting.
- DSOF-20755 - Designer now has a user-defined DPI scale which can be accessed under Project Settings > User Interface.

Fixes

- DSOF-4950 & DSOF-29613 - Licenses will no longer be incorrectly reported as Perpetual in d3Manager in certain rare cases.
- DSOF-29291 - Renderstream streaming to a spherical map now is rendered at the correct resolution instead of 36x higher than expected.