

r15 Changelog

+-----+
| d3 r15 Release - 50985 |
+-----+

Released June 19th, 2018

Download link:

http://cfpkg.d3technologies.com/pkg/installers/d3/gold_release15/50985/d3-full-r15.0-50985_x64.exe

New features

[d3Manager] New mechanism for processing Options.ini and Machine.ini files

[Display Management] Add ability to independently manage GUI EDID emulation

N.B. these are merely a sample of the fixes that have been implemented. A full changelog will be made available in the coming days

Improvements

[Modules] Improved handling of Web module for smoother animations

[Video Output] Improving usability and safety of Apply Feed Settings

[Visualiser] Add diffuse map to screens

[Keyframe Editor] Highlight keyframe that is being or will be edited

[d3Manager] Prompt users if old firmware or OS image is detected

[Modules] Increase number of custom parameters on the Web Module

N.B. these are merely a sample of the fixes that have been implemented. A full changelog will be made available in the coming days

Fixes

[Audio] Removing Audio LineOut from Sockpuppet produces errors and may cause playback to fail

[Device Recording] Unable to open media - still copying? appears when trying to immediately play back a freshly created recording

- [Feed Outputs] Referencing another projector on feed warps turns output black
- [Feed Outputs] Hold, Fade Up & Fade Down commands do not pass over on editors when going between 'Independent' and 'Lock to Master'
- [Feed Visualiser] solo GUI head is the right-most head in the feedview
- [Feed Visualiser] Editors moving feed rectangles cause feed rectangles to jump about
- [Live Update] Joining an Editor while in 'Hold' Output mode changes to Fade Up
- [MIDI] Edge case of an infinite loop in MTCModule after first missed send window
- [MIDI] Inconsistency in MidiNote output
- [Modules] Trimming Module in 'Locked' places the first frame to the start of a VariableVideo layer
- [Modules] TimecodeReadout exception if more than one video layer is present
- [Monitors] Exception when deleting processes from the list in Monitor Manager
- [Networking] Network lag can prevent Editors from joining a session without failed to sync warning
- [Projector Calibration] Improvements to auto-z-clipping with OptiCal
- [Projector Calibration] Potential for Editors not clearing reference points from the visualiser when closing projector configs
- [Sockpuppet] Returning to a timecode chasing state from a LoopInframe state will offset timecode chase
- [Startup] d3 quit takes noticeably longer
- [Transport Controls] Having a Cue tag one frame after a Timecode Tag causes Timecode to fail
- [Video Output] Specifying a bad clip rectangle causes a DirectX exception
- [Video Output] Notify the user on detection of passive DP dongles

N.B. these are merely a sample of the fixes that have been implemented. A full changelog will be made available in the coming days

Current known issues

VR

- VR entails on additional render overhead
- This may result in a poor performance

Upgrading 32-bit to 64-bit Sockpuppet shows

- There may be issues upgrading Sockpuppet projects from 32-bit to 64-bit in 14.4.x builds. If your project falls into this category, please contact support@disguise.one who can arrange a project upgrade for you

Permissions error after installing

- On a small number of machines, a python-based permissions error will prevent software from starting.
- This issue can be solved by restarting Windows

Potential UI performance regression with long and busy timelines

- With either long or busy timelines containing e.g. a plethora of notes/cues, the UI may suffer a degradation in performance

- Minimising the timeline negates this

Slideshows transition time

- The transition time between slides in slideshows is currently broken
- The fix for this makes fundamental changes to timeline operations, so will take a while to work its way into future releases

Detailed changelog

A more comprehensive and detailed changelog will be issued in the coming days

Please contact support@disguise.one for feedback and issues