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

[Device Control] Support for matrix switching using GVG protocol

[Device Control] Support for AJA KUMO Matrix

[Feed Outputs] Ability to apply alpha gradients in softedge textures

[Layers] Promotion of previously under the hood layer DmxTableScreen to core product status

[OSC] Support for multiXY OSC (trackpad) strings for use in layers

[Projector Calibration] Greater control of the Wireframe Mesh cleanup angle (previously fixed at 5 degrees between edges) for Projector Config / QuickCal

[Video Output] Add mechanisms for improving the usability and safety of Apply Feed Settings

[Video Output] Add ability to independently manage GUI EDID emulation in the feed view on pro range machines on dedicated GUI heads

[Visualiser] Add diffuse map to screens

Improvements

[Audio] Audio pan now an option ('Balance') in the Audio layer

[Automation / Encoders] Compensate for Visual Act driver scaling in mm

[Automation / Encoders] Improve the best guess solver for Rigid Body with just one or two points

[Automation / Encoders] Ignore duplicate data from STSDriver

[Blank Project] Auto is now the default method for Quick-Cal, replacing Zhang

[d3manager] Provide prompt for users if older firmware or OS image are detected via d3manager

[DMX / Artnet] Rename DMX Device's 'Speed' parameter to 'Rate' and provide explanatory tooltip

[DMX / Artnet] New monitor in Patch Assignments widget that combines the DMX monitor values with the Patch Assignments

[DMX / Artnet] Fade Up should be "00..10" rather than "10...20"

[DMX / Artnet] Employ consistent Transport State Ranger for Play and Fade Down. Now starts from 11 not 10 as previously

[Expressions] New 'Track Time' variable available for us in expressions

[Expressions] Support for integer arguments for OSC expressions

[Feed Visualiser] Project refresh rate settings added to Feed view.

[Feed Visualiser] Permit screenshots of the visualiser or individual cameras without showing the accompanying d3 GUI

[Feed Visualiser] Throw up an alert instead of notification when a screenshot is exported from the feed view

[GUI] Ability to display lens focal length millimetres

[GUI] Modify the AnimateCamera default text to 'Local visualiser instead of 'None" to avoid confusion

[GUI] Employ a thumbnail of placeholder image for logical video in when selecting the video in clip

[GUI] Add an indicator that a layer field is keyframed or externally controlled by e.g. Sockpuppet or an expression

[GUI] Ability to cycle between the main/root windows in the GUI using CTRL-TAB (forward) and CTRL-SHIFT-TAB (backwards)

[GUI] Move MatrixControl layer from Misc to Control section of the layers list

[GUI] Provide notification explaining the failure to open Editors while playing a mixed Master

[GUI] Machines' matrix inputs now in an editable list, similar to matrix outputs for each feed

[GUI] Mark as read' and 'Mark all as read' options to clear notifications

[GUI] Ability to select set list from Active Set List field in d3state tracks list

[GUI] Ability to name Camera export screenshots

[Keyframe editor] Provide a better indication of the drop location for keyframes editing

[Layers] Changes to LegacyVideo layer speed keyframing will incorrectly change to Cubic/Linear to Select when upgrading

[Layers] Rename Video layer to LegacyVideo and move to Legacy section; also rename VariableVideo layer to just Video

[Layers] Rename layers to better capture their characteristics:

- AnimateCamera -> AnimateCameraControl

- AnimateCamera2-> AnimateCameraPreset

- TargetModule -> TargetControl

- Target2Module -> TargetPreset

[Layers] Web layer custom parameters increased

[Layers] Addition of Scale X and Y to Bitmap layer to ease application of gradients

[Layers] Include -1 in the Video default range to make it easier to mirror-flip content

[Licensing & Security] Update Codemeter dialogs with disguise branding

[Movie Writer] Make the Open layer enabled by default when in Hold mode

[Notch] Accept DMX channel hinting for sockpuppet

[Sockpuppet] dmx universe occupancy masked off for transport control to avoid the potential for an overlap in patching

[Sockpuppet] Ability to add dummy or placeholder patches into Patch Assignments

[Sockpuppet] Ability to Alt drag individual media content to Bank Editor

[Stage] Camera bookmarks now include the local visualiser's orthographic or perspective state

[Stage] Allow the user to omit the .obj extension from the filename when performing an obj export

[Stage] Notify users when meshes are exported (new export location projectfolder/output/mesh instead of projectfolder/)

[Timeline] Play mode not correctly accounted for when playing forward, leading to potential for the next section start to be the previous or current one

[Timeline] Rename DVI Matrix Control Layer to MatrixControl to indicate wider matrix control usage

[VFC] Emulated EDID labelling to make it easier to identify to the GUI or passthrough outputs

[Video Capture] Multiview video input now available as an additional option for capture input

[Video Capture] Potential for "Unable to create video capture stream" notification at startup due to incorrect NDI startup sequence

[Video Capture] Ability to sequence capture placeholder video clips in event of signal loss

Fixes

[Audio] Potential playback failure if jumping out and back into a Sockpuppet video layer after removing Audio LineOut

[Audio] Edge case of Audio sample rate conversion exception when Slaves and Understudies render frames with the same time

[Audio] Mono MP3 files incorrectly play at double speed

[Audio] Prevent WASAPI initialisation error on RDP connection

[Automation / Encoders] Axis smoothing does not work with wrapped automation axes e.g. turntables

[Automation / Encoders] ScreenPositionAxis/Expression incorrectly allow property references to types that are convertible to float, but directly casts to float

[Automation / Encoders] Provide 'None' as an object in Automation Axis and ScreenPositionExpression for better editing in case of error

[Automation / Encoders] When tracked points disappear from stage and reappear, they animate into view

[Automation / Encoders] Movement threshold does not work unless prediction is turned on

[Automation / Encoders] Duplicate PSN frames are not dropped, but processed

[Automation / Encoders] Fixes for automation filtering and interpolation

[Blank Project] Exception when deleting processes from the list in Monitor Manager

[Camera] DMX lights cones incorrectly displayed when output is at 0

[Content Mapping] Unexpected feed maps positioning after project specific manipulation

[Content Mapping] Duplicating a feed map incorrectly positions the newly opened editor on top of the track widget

[d3manager] Alternate d3manager project library path on a Slave not properly processed until project start

[d3manager] Retain highlight on last selected project upon restarting d3manager

[d3manager] Remove unnecessary license expiration text from the Trial version of d3manager

[Device Control] LightwareMatrix commands may time out due to inefficient queuing

[Device Control] Ctrl + z to undo after creating a device causes a 'recvFrom returned error'

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

[Device Recording] Performance hit with Device Recording across multiple section breaks and beyond those section boundaries

[DMX / Artnet] dmx screen RGB -> RGBW colour conversion incorrect

[DMX Lights] DmxTableScreen unable to output if it uses more universes than available devices

[DMX Lights] DmxTableScreen does not resample the table when reselected

[DMX Lights] Lights are rendered black only in Hap exported stage movies, losing their original colouring

[DMX Lights] Employing a population mask hides DMX pixel addresses when restarting the project

[Expressions] Alt + dragging the horizontal FOV of the visualiser camera to a layer parameter produces a notification while the equivalent typed expression works

[Feed Outputs] Feed warps assigned to differing projectors that reference the other may cause black output

[Feed Outputs] Hold, Fade Up & Fade Down commands do not pass over on Editors when going between 'Independent' and 'Lock to Master'

[Feed Visualiser] The solo's GUI head is incorrectly placed at the right-most head in its feedscene out of the three

[Feed Visualiser] Alt-F for 1:! preview output feeds in feed view not operative

[File Management] d3 creates unnecessary empty duplicate folders within the objects directory

[GUI] Misreporting of Notch video parameters in some blocks

[GUI] Keyframe being affected by ctrl+scroll is not properly telegraphed

[GUI] TC tags edited from the set list only get saved when hitting Enter

[GUI] Restore mesh export command to the mesh editor widget

[GUI] Ensure correct right-click behaviour when selecting a Sockpuppet video clip, both assigned and unassigned

[GUI] Anomalous icon on top left corner next to d3State menu when VariableVideo layer editor is open

[GUI] Master output brightness and master output volume have both lost their tooltips

[GUI] UI dirt visible in some pre r15 video Layers

[GUI] Mouse location can lose its bearings when using a secondary display of differing resolution to show the stage view

[GUI] Labels' darkened background is white and obscures the actual label text when over a white colour

[GUI] Add a tooltip in the d3Net menu to better explain Master type

[GUI] Reported fps is rounded to the nearest 5, producing misleading feedback on 24/48 fps systems

[GUI] Changing an Understudy to an Editor by removing it from Master does not update the now Editor's track UI correctly

[GUI] Cue set list does not adapt itself to cater for lengthy notes while editing

[GUI] Duplicating a renamed Master Brightness/Volume results in a notification on project restart

[GUI] Cleaned up minor visual glitch above the d3State button

[Installer] Installer now correctly logs the precise installed version e.g. 15.x.y

[Keyframe editor] Upgrading video to variable video incorrectly causes the speed keyframe to be locked in 'Select' mode

[Keyframe editor] Dragging a new keyframe over another placed at the start of a layer causes the original to be dragged beyond the start

[Live Update] An Editor joining a Master in Hold mode, will incorrectly force the Master into Fade up

[Machine Roles] Editors can become Masters and lock to themselves after unnecessary hacking of hostnames

[Machine Roles] Master is still available as an option to be setup as an understudy or a slave

[MIDI] Edge case of an infinite loop in MTC layer after first missed send window

[MIDI] Improved the consistency of MidiNote output

[Layers] Improved handling of Web layer for smoother animations

[Layers] Blend Mode applied via an open layer would scroll through the different blend modes when trying to keyframe it

[Layers] Exception in TimecodeReadout layer if more than one video layer is present

[Layers] Bounds check error when deleting keyframes relating to exposed text strings

[Layers] None' as Video or VariableVideo input to blur layer incorrectly blurs the previous frame rather than black zero alpha frame

[Layers] TrackJump is ignored when in Hold Output Mode

[Layers] Access Violation encountered in min/max Brightness widget after editing other objects

[Movie Writer] When Recording a Stage Movie whilst in Feed View, d3 incorrectly records a feed movie of the GUI head

[Networking] Network lag can prevent Editors from joining a session without a failed to sync warning being issued

[Networking] Ensure that the machine's IP address is taken from host name resolution instead of Zyre

[Notch] Patched Notch layers now have a Timecode section enabling locking to timecode as videos

[Package] Files stored in internals/objects that do not have extensions inadvertently get deleted on startup

[Package] An exported group loses its arrow assignments on import.

[Project Upgrade] Project specific upgrade problem from pre r12 to r15

[Projector Calibration] Wireframe view incorrectly ignores z-values so renders parts of a model that should not be seen

[Projector Calibration] DSE include/exclude list is not updated to match the type between corresponding projectors

[Sockpuppet] Returning to a timecode chasing state from a LoopInframe state will incorrectly offset timecode chase

[Sockpuppet] Editing ranges on fields in Sockpuppet does not update the range in the DMX personality

[Sockpuppet] A playback delay in Sockpuppet can make Master & Slave drift out of sync

[Sockpuppet] No right-click option to open a video clip in Sockpuppet grid and half-size grid

[Sockpuppet] Changing camera Inputs using Sockpuppet causes 'BlueFishThread 1X capture dropped field(s)' notification

[Sockpuppet] Alt-arrow dragging a folder to a slot in Bank Editor places the media in a differing order from that shown in resources

[Sockpuppet] Changing play mode from Timecode to Pause causes an incorrect jump to the wrong frame

[Sockpuppet] Failure to refresh Bank Editor when modified by an Editor

[Sockpuppet] Video information overlay does not appear on Sockpuppeted Video layers

[Stage] AnimateCamera does not work during Hold mode

[Stage] Unable to draw Projector measurements to vertices on a Projector's box

[Stage] Camera bookmarks do not recall a saved FOV, incorrectly recalling the FOV set in the stage properties menu

[Startup] Improve time to quit a project

[Timeline] Alt-tab from or to d3 while playing forward causes playhead to incorrectly jump to the end of a track or to last section

[Transport Controls] A TC tag at track start followed by a Cue tag one frame causes timecode to stop chasing and ignore timecode

[VFC] Notification when changing VFC split mode from Mirror to Quad or Quad 4K

[VFC] Black output from legacy Video layer in free-run on project load when content placed at track beginning

[VFC] Remove unnecessary delays when failover is triggered

[Video Capture] Exception when repeatedly capturing and changing signal resolution

[Video Capture] Spurious notification when jumping out and back into a video layer with video input

[Video Capture] Corrupted output following particular set of steps in assigning 4k video in, replacing mapping with grouping and replacing signal in to capture group

[Video Output] Specifying a bad clip rectangle may cause a DirectX exception

[Video Output] Notify the user on the detection of passive DP dongles

[Video Output] Projector less than 1m away from an object incorrectly render black in the feeds

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

Please contact support@disguise.one for feedback and issues