r16.1 Changelog

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|   r16 Release -  61826      |
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Release day - 6th November 2019

Release notes - d3 Software - Version r16.1

Bugs

- [DSOF-1122] - Quantiser alignment incorrect until zoom/reopen
- [DSOF-7077] - Changing of BPM given ACCESS_VIOLATION notification
- [DSOF-8249] - Output border stays green after changing SDI Quad 4k split mode
- [DSOF-10288] - Audio transitions occur when manually jumping along the track - In Normal Mode Only
- [DSOF-10349] - Sock puppet. Audio is not played after timecode lost even if it is set to 'play'
- [DSOF-10377] - Regression - Master layer value is applied after the playhead has past the layer
- [DSOF-10885] - Moving Note/Tag after resizing timeline give Invalid t: < 0
- [DSOF-11230] - 4096x2160 10 bit capture fails
- [DSOF-11612] - 2x2 does not allow 4k GUI output via DP
- [DSOF-11619] - Quantiser "out of range" color indicator is broken.
- [DSOF-11672] - Exception in cuelist when switching between setlists
- [DSOF-11719] - VR - teleporting appears to elevate the camera
- [DSOF-11723] - d3 can't set the GUI output correctly when a RTX6000 is used as a designer and not rackmount
- [DSOF-11731] - Custom test macros evaluate expression twice instead of once, causing side effects
- [DSOF-11732] - Remove Position, Rotation and Scale from Projector List Editors
- [DSOF-11758] - Error opening cue setlist when there is "empty tag field"
- [DSOF-11764] - Using Shift drag on the timeline causes " Invalid t: > track length" and "Invalid t: < 0" notifications
- [DSOF-11783] - Moving Note/Tag after resizing timeline give Invalid t: < track length
- [DSOF-11802] - Patching a Gradient layer gives 'NoneType' object has no attribute 'childOfType'
- [DSOF-11805] - Access violation after moving a noise arrowed layer above compose layer
- [DSOF-11845] - Audio Error in getDSPClock when scrubbing in audio layer while playing and in locked mode
- [DSOF-11852] - Audio Error in getFrequency when scrubbing in audio layer while in locked mode
- [DSOF-11853] - Access violation when replacing audio files in Quantiser

- [DSOF-11857] - Omnical camera label doesn't show up from r16 onwards.
- [DSOF-11872] - Audio is heard while scrubbing timeline with audio track even when stopped.
- [DSOF-11874] - Deltacast 1080p30 3GA input results in capture thread continuously restarting
- [DSOF-11875] - Audio Layer - Play Channels = Booth - does not mirror if the asset is MONO.
- [DSOF-11878] - Audio: Distortion when changing the play mode form Normal to Locked.
- [DSOF-11882] - Syncmanager will hang indefinitely when an exception is thrown
- [DSOF-11884] - Info field of Audio Track editor is always empty
- [DSOF-11889] - AudioFile editor is empty
- [DSOF-11891] - Audio: Universal crossfade within one audio clip in normal mode will cause the clip to fade out
- [DSOF-11893] - Audio: Playback never resumes if jumping into a section that sets mode to normal
- [DSOF-11894] - Transitioning between two(2) audio clips in an audio module with a non-zero transition time produces a high-volume blip after the transition completes
- [DSOF-11896] - Audio: Advancing from a section break in locked mode causes embedded audio to stutter
- [DSOF-11897] - Audio: Changing channels in Audio Output Patch causes patched audio to restart
- [DSOF-11903] - Audio: Pausing and resuming normal mode audio playback while in loop mode mutes the audio layer until it is reactivated
- [DSOF-11904] - Audio channel selection is affected by transition time
- [DSOF-11905] - Audio restarts when jumping across timeline
- [DSOF-11922] - Sockpuppet: Embedded Audio sample is repeated if module is set to stop on clock lost
- [DSOF-11923] - Sockpuppet: Embedded Audio pops on start if playback triggered by timecode
- [DSOF-11953] - Audio: AudioModule does not correctly find and use prefetched audiofileplayer
- [DSOF-11963] - 2SI mode caused VFC border to turn red
- [DSOF-11964] - 2SI mode does not persist through restarts of d3
- [DSOF-11974] - Sockpuppet/Audio: "Access violation" shown when changing track slot on MA
- [DSOF-12013] - Exception when modifying the resolution of a GradientTexture
- [DSOF-12014] - Failed test: Change the reflectivity value of surface 1 - Changing value does nothing
- [DSOF-12016] - Horizontally resizing Cue List can make window not respond to mouse input
- [DSOF-12017] - Failed test: Select a row, then resize so that the row would be clipped
- [DSOF-12042] - Cannot create trial installer for r16.1
- [DSOF-12056] - "global name '_activeRowIndex' is not defined" error when opening Cue list
- [DSOF-12068] - Cue set list: Attempting to resize produces error
- [DSOF-12069] - Cue list will sometimes select "Track" instead of what is typed into search bar

Improvements

- [DSOF-4799] - Ctrl + Shift and drag to edit previous and next keyframe simultaneously
- [DSOF-11532] - Include rotational parameters in frame of reference
- [DSOF-11742] - Detect SDI VFC input colour depth

- [DSOF-11743] - Add 'disableInputInCameraEditor' option to remove mouse and other navigation shortcuts
- [DSOF-11747] - Redirect d3 manager to look at the marketing downloads site
- [DSOF-11813] - d3manager: append license number to download request
- [DSOF-11844] - Add 2SI mode for QSDI VFCs
- [DSOF-11886] - Create "Remove Ingestion History" button in d3manager.
- [DSOF-11895] - Audio: Commencing playback of embedded audio in a video module with transition time at a non-zero value causes the audio to fade up
- [DSOF-11913] - Display sample rate in AudioTrack editor in kHz for consistency
- [DSOF-11928] - Add AMD log with EDID and link training info to diag
- [DSOF-12003] - Update FMOD from 1.10.12 to latest 2.00.05

Please contact support@disguise.one for feedback and issues