r18.1 Changelog

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|   r18.1 Release -  79263     |
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Release day - 3rd June

Bug

DSOF-17260 - Fix for RenderStream streams which are disabled via excluded mappings are still subscribed to, wasting bandwidth

DSOF-17256 - Fix for set extension feather performance being very poor.

DSOF-17211 - Fix for cameras in exported FBX have scale of 0 in Cinema4D

DSOF-17194 - Fix for when multiple cameras are selected, the fbx export only contains keyframes for one in Cinema4D

DSOF-17179 - Fix for exported cameras in FBX do not have FOV keyframes

DSOF-17164 - ACES: Fix for 'Use matrix' checkbox option does not disable matrix for most stage objects

DSOF-17163 - ACES: Fix for final matrix is available in all Colour management options for most stage objects

DSOF-17157 - Fix for Comms asserts making debugging impossible on the office network

DSOF-17144 - Fix for being unable to access screenpositionaxis via expression

DSOF-17122 - Fix for there being an access violation when running in actor mode with no director

DSOF-17080 - Fix for LED Screens throwing NameError

DSOF-17021 - Fix for 'NoneType' error when right-clicking an empty Cluster Pool

DSOF-17016 - Regression Fix - Multiple cameras in a spatial map render the top cam in the list to all other cam's view

DSOF-17015 - OmniCal: Fix for lower error reporting to 1 message for every 1 second per camera

DSOF-16988 - OmniCal: Fix for VimbaCamServer has incorrect logic for checking valid frames

DSOF-16987 - Fix for Backplane inquiry/detection happening too many times

DSOF-16986 - Fix for ACES Output Transform field on projectors do not import/export to CSV correctly

DSOF-16984 - Fix for ACES transforming for camera LUT

DSOF-16980 - Fix for lock in Option Widget not retaining upon restart project

DSOF-16978 - Fix for VideoIn monitor: accuracy degrades over a number of days

DSOF-16977 - AutoFilter monitor: Fix for accuracy degrading over a number of days

DSOF-16956 - Check box options now recognised when being exported to CSV

DSOF-16948 - Fix for Synchonised Render Time jumps around a lot due to the noisiness of tracking data.

DSOF-16926 - OmniCal: Implemented a fix for Point Cloud updating once when changing deform settings

DSOF-16887 - Fix for OSC string expression only being accessed with array syntax at index [0]

DSOF-16884 - Fix for string expression causes !!!!! string too long error notification

DSOF-16880 - Fix for mappings not being categorised correctly

DSOF-16875 - Fix for right-clicking an object on the far edges of the visualiser will show the properties of the visualiser camera instead

DSOF-16825 - Fix for left-clicking and dragging on the outer left or right edges of the GUI makes the visualiser camera swivel

DSOF-16820 - Fix d3manager reporting x3 25g ports

DSOF-16788 - Fix for applying ACES IDT on camera objects

DSOF-16729 - Fix for Unreal instances sometimes starting minimised

DSOF-16728 - Fix for when Source Machine in RenderStream is set to Any the asset will sync from any machine on the network with that asset, not just those in the current pool.

DSOF-16701 - ACES: Fix for d3 test pattern looks different in ACES sRGB vs Gamma space sRGB

DSOF-16689 - XR: Fixed for Colour Calibration creating inverted luts if camera capture phase is out of sync. Setting Num Frames Per Test should help but doesn't

DSOF-16623 - Fix for Camera plate & spatial mappings not following overscanned camera resolution when it changes by default

DSOF-16552 - Fix for Projector Study Resolution error when exporting

DSOF-16494 - XR: Fix for Filmic grain effect mapped to backplate causes content mapped to MR set screens to misalign

DSOF-16476 - Unreal: Fix for 'Scene Selector' rough edges and inconsistencies

DSOF-16408 - Fixed d3manager asking for a restart, when killing and restarting d3 service is all that's needed

DSOF-16346 - RenderStream: Fix for Scene selector retaining stale data

DSOF-16315 - OmniCal: Fix for an access violation when deforming a mesh while deform visualisation is active

DSOF-16190 - Fix for Notch blocks containing layers with a , don't create a stream in notch_host

DSOF-15568 - OmniCal: Fix for UI drawing "Resume Capture" button underneath the "Calibration" CollapsibleWidget

DSOF-14988 - Fix for Dmx Lights still download GPU texture even when machine is not outputting

DSOF-14386 - Fixed group apply feed settings button in the feed scene editor not working

DSOF-13331 - Fix for updated obj file, wireframe and shadow not getting updated until close and relaunch project

Improvements

DSOF-16710 - Ability to render undistorted front plate content

DSOF-16685 - Include track timecode in FBX export

DSOF-17198 - Unity: provide unique names for exposed parameters

DSOF-17123 - Remove swapStypeFovZoom option switch

DSOF-17084 - replace Backplane detection in Authorisation with info from d3service

DSOF-17069 - OmniCal: save simulated camera plan poses to JSON, to help plan import on different d3 projects

DSOF-17033 - 3D Parallel Maps

DSOF-17013 - Make the histogram class support negative values and statistics

DSOF-16981 - Remove 000 coordinates from solved secondary observations

DSOF-16971 - OmniCal: Investigate slow load time when opening view calibration

DSOF-16963 - Update to ADL 15.0

DSOF-16950 - RenderStream: Method of batch editing the settings of a RenderStream component across multiple actors

DSOF-16947 - Add a separate delay for lens data vs spatial data

DSOF-16916 - Add DxFont method to render multiple text labels to improve performance

DSOF-16906 - ProjectorListEditor should allow editing z-Clipping settings

DSOF-16886 - Make recorder monitor widget resizable

DSOF-16883 - Improved "Sync" placement

DSOF-16855 - Remove 'distort output' option from lens in camera

DSOF-16838 - Add enum to formatted string helpers

DSOF-16461 - Speed up LUT inversion by multithreading

DSOF-16459 - Add percentage to colour calibration progress report

DSOF-16456 - Unity: Add support for 2D content mapping slices

DSOF-16434 - Minimise d3manager when d3 launches

DSOF-16401 - Ensure MetricMonitor::addSample calls are using double and not losing precision unnecessarily

DSOF-16192 - Add whether director is dedicated or non-dedicated to console

DSOF-16187 - Implement support for 3x3 matrix transforms for color correction

DSOF-16180 - Split the Yaml manifest definition

DSOF-16056 - Add button to record remote profiler stacks from d3manager network tab

DSOF-15874 - Remora API modifications

DSOF-15842 - Set sensor width in UI

DSOF-7343 - Change labelling of Video Clip loop In/Out properties to clarify their function

DSOF-17154 - OmniCal: user option to draw point labels in point cloud visualisation

DSOF-17087 - ListResources HTTP Api should handle querying by type and name

DSOF-16966 - Fix the long compilation time of expressioninterpretter.cpp

DSOF-16894 - Expand unit tests to cover IDTs

DSOF-16854 - Remove unused 'aspectRatio' property from lens shader

DSOF-16846 - build: move static_assert for non-template types from headers to .cpp files

DSOF-16835 - build: split up RMAXd3.h header, to reduce dependencies on d3manager and DLLs

DSOF-16798 - Enable onDirtyResource detection without requiring ResourceTransport to be active

DSOF-16580 - build: ndirelay should not need to link against blip.dll

DSOF-16272 - Write virtual zoom documentation

DSOF-16171 - Investigate why onLoadResource and onAddResource are called per frame

DSOF-16075 - Add UE profiling hooks

DSOF-14616 - Fix cases where newResourceAction is called for UID = 0 Resources