

r21.4.1 Changelog

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| r21.4.1 Release - 92179
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Release day - 10th August 2022

Fixes

- DSOF-21507 - Fixed an Access Violation on startup when MR set exists in project
- DSOF-21499 - Fixed an issue where playing more than 8 layers of NotchLC or Quicktime Animation codec causes ctd
- DSOF-21478 - Fixed an issue where adding more than 8 Audio layers or assigning more than 8 channels in the audio output patch editor throws Exception Error notifications.
- DSOF-21369: Mesh Projection: Fixed an issue where eyepoints were split in the wrong way when a surface had bigger res than the Max Tile Size
- DSOF-21367 - Fixed a heap corruption causing crashes to desktop
- DSOF-21304 - RenderStream: Fixed an error starting workload via API when Actor controls rendering
- DSOF-21113- Fixed an issue where moving play-head to a specific frame didn't show layer content as expected
- DSOF-21112 - Fixed an issue where changing transport brightness or volume caused playback to go out of sync between machines
- DSOF-21107 - Fixed an issue where Notch blocks created duplicate exposed parameters
- DSOF-20856 - Fixed an issue where remote profiling does not copy the created JSON file



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- DSOF-20763 - Fixed Access Violations when swapping source content in Placeholder Clip settings