

r23.2 Changelog

+-----+
| r23.2 Release - 97988
+-----+

Release day 25th January 2022

New Features

- Designer Public APIs

A suite of revamped and extended HTTP APIs for Designer are available in this release.

A new website for full documentation is available at <https://developer.disguise.one>, including general guidance, API method documentation and OpenAPI JSON specification download.

The API documentation is also available from within Designer itself, by following the menu option in d3manager -> Help -> Open API Documentation.

The new APIs fall into two categories: The Service APIs relate to functionality provided by the d3service runtime and are available whenever disguise is installed on a machine. The Session APIs relate to the currently running session and as such are only available when the d3 runtime is running.

The previously existing V1 API, found at /api/v1, should be considered deprecated as of the launch of the stable API set under the Service and Session APIs.

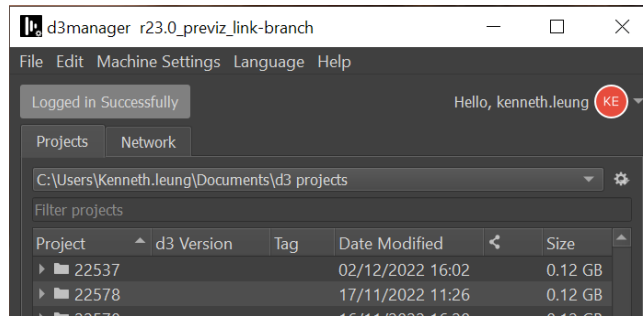
New API integrations should not target the V1 API and should instead use the APIs documented under /api/service and /api/session. No new APIs or functionality will be added to V1, however the V1 API will be maintained for the foreseeable future and we will give notice if we plan to remove it in the future.

- Export Designer Scene to Disguise Cloud Previz

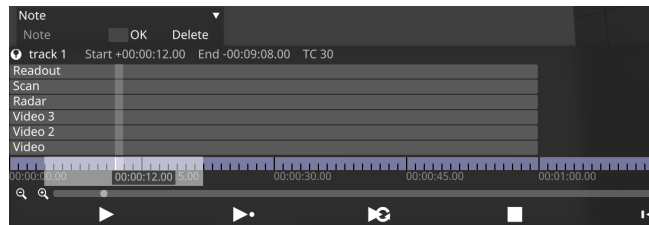
Previz link allows the user to export their stage and content from Designer, and upload it to disguise drive as a Previz Scene. With a URL to the uploaded Previz Scene, users and disguise show programmers can share the current state of the disguise show without restricting the end customers with baked-in camera angles, or having to install Designer themselves.

How-To

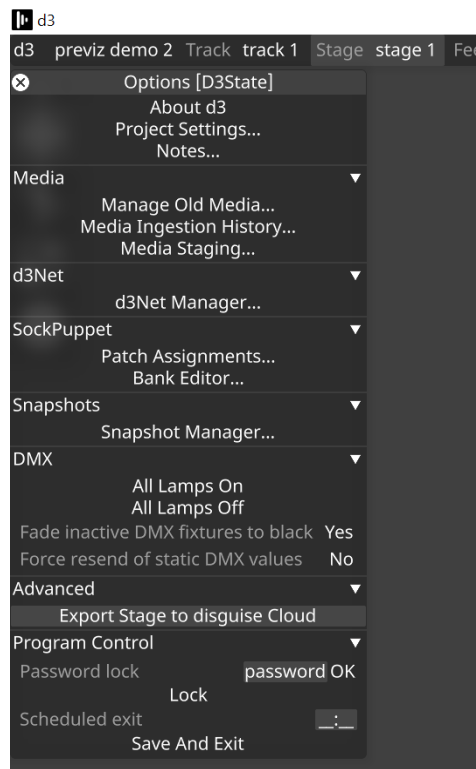
1. Ensure that you are logged in to your disguise cloud account via d3Manager



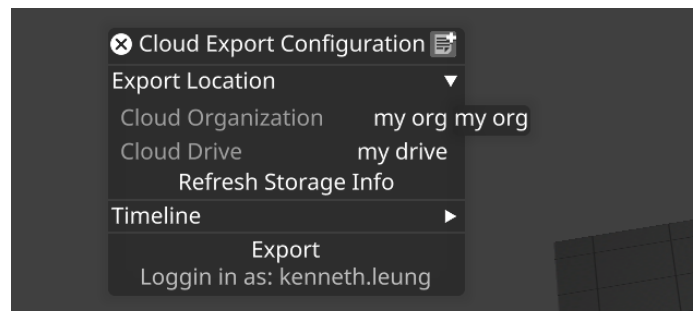
2. Access the cloud export editor either by:
 - a. shift-selecting a portion of the timeline, or



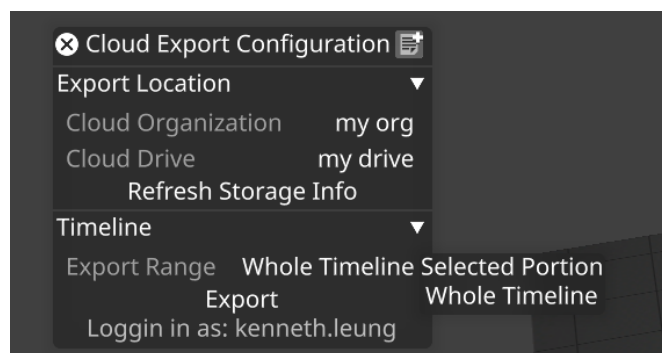
- b. opening the d3 state editor



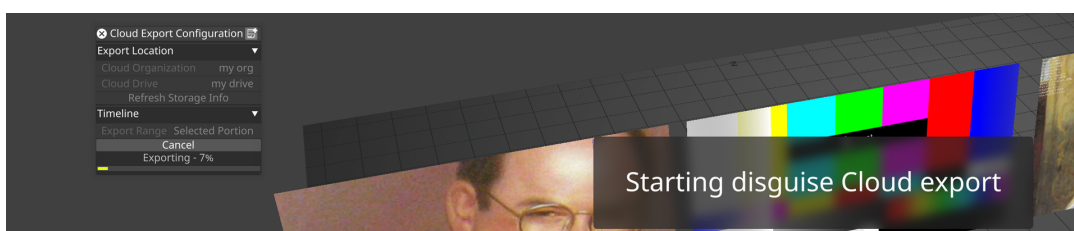
3. Select the disguise drive organisation and drive to export the Previz scene to, refreshing the storage information if new organisations and drives have been created



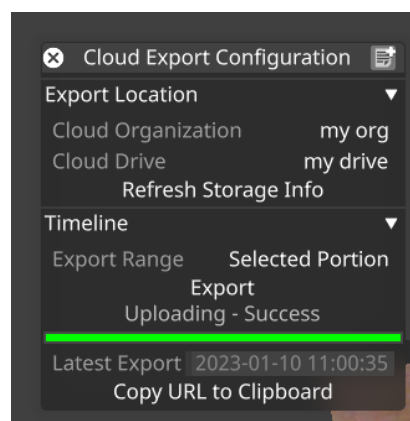
4. Choose to either export the highlighted portion of the timeline, or the whole timeline



5. Click on Export and wait for the progress bar to complete



6. Click "Copy URL to Clipboard" and paste it in the the web browser address bar to open uploaded scene in Previz.



Improvements

- DSOF-20573 Support exporting stage from Designer in glTF format

We have enabled users to be able to export stages in Designer in glTF to support files to disguise drive as a Previz scene. Under the stage menu export section, change the extension to either gltf or glb. The option button will also become available which will contain some material and compression settings.

Fixes

- DSOF-23038 AV in "Upload assets" test case in test_cloudserver