r26.5 Changelog

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|  r26.5  Release - 178116  |
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Release day January 24th 2023

This release is focused around improvements to RenderStream quality and stability.

Improvements

- DSOF-25410 - Updated the way proxy and non-proxy streams are filtered in health status widget

- DSOF-25448 Receive Health status in the RenderStream layer editor should no longer report "Frames Dropped Recently" for Proxy streams.

Fixes

- DSOF-23229 - Fixed an issue where the current status of RenderStream was not shown under 'Network' tab within d3manager

- DSOF-23266 - RenderStream Workload widget does now automatically shrinks

- DSOF-23889 - Fixed an issue where d3manager did not update network share location when changing d3 projects folder

- DSOF-23890 - Fixed an issue where d3manager did not update network shares if not running as admin / elevated

- DSOF-24449 - Fixed an issue where RenderStream uncompressed streams intermittently only rendered black

- DSOF-24474 - Fixed an issue where Heap corruption in Rivermax cleanup code caused a crash in touchdesigner

- DSOF-24475 - Fixed a CL_OUT_OF_HOST_MEMORY error on vx using RenderStream

- DSOF-24622 - Fixed an issue where workloads could occasionally get stuck in awaiting requests

- DSOF-24648 - Fixed an intermittent flickering issue when starting RenderStream

- DSOF-24706 - Fixed an issue that occurred when using an uncompressed Unreal RenderStream, some actors showed RECV 0
- DSOF-24707 - Fixed an issue where an exception occured when trying to remove a channel mapping
- DSOF-24715 - Fixed an issue where actors crashed whilst starting and stopping workload
- DSOF-24838 - Fixed an issue where pool usage was not shown for assets using the default channel name
- DSOF-24855 - Fixed d3 heap corruption and a crash to desktop with RenderStream compressed in LibGpuVideoCodec (AMD 22.Q2)
- DSOF-24918 - Fixed an issue that occurred If the drive that d3manager was pointed at disappeared, launching d3 remotely on that machine would default to another drive
- DSOF-24943 - Improved RenderstreamSystem system speed when updating statistics about many streams
- DSOF-24974 - Fixed an issue where starting and stopping a render stream workload reduce performance of the director
- DSOF-24984 - Fixed an issue where launching d3manager with a missing d3 projects folder would result in the next project folder from the list being launched
- DSOF-25009 - Fixed an issue where adding samples to an uninitialized graph descriptor caused an exception
- DSOF-25023 - Fixed a crash on director when receiving proxy streams
- DSOF-25028 - Fixed an issue where if d3service crashed while RenderStream is running, all renderstream processes on that machine will no longer be controllable via d3net
- DSOF-25039 - Fixed an intermittent issue where streams were occasionally never received
- DSOF-25096 - Fixed an issue where calling an invalid API endpoint can intermittently caused a crash to desktop
- DSOF-25113 - Fixed an issue where 16K or higher screen couldn't use blur layer even using enableSLC switch
- DSOF-25136 - Fixed an Access Violation can occur when moving the playhead out of a

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RenderStream layer after the GUI had been reloaded during development.

- DSOF-25137 - Fixed an issue where Renderer Graph was not accessible via the Workload details GUI

- DSOF-25183 - Fixed an issue where a video layer missing media highlight no longer updated as frequently to changes in sequencing

- DSOF-25185 - Fixed an issue where a vx occasionally dropped all received frames with RenderStream Uncompressed

- DSOF-25237 - Fixed an issue where missing media scenarios with a Bitmap layer caused notification spam: Corrupt keyframe, please check sequencing

- DSOF-25327 - Fixed an issue where Feed Mapping Editor still opened and is interactable even if the feed mapping is "Locked"

- DSOF-25338 - Reduced active time of "Packets dropped recently"

- DSOF-25556 - Fixed an issue where editing Feed Warps intermittently did not take effort on actor machines in session, but the control points did move

- DSOF-25568 - Fixed an issue where RenderStream failed to initialise due to an exception, rs_initialise returns success

- DSOF-25629 - Fixed an error when launching project on actor, "Current d3projects folder not available on machine..."

- DSOF-25631 - When opening d3 manager "Run Project" buttonis now populated with the "current" project

- DSOF-25765 - Fixed an issue where Understudy takes over but does not indicate on director, sometimes failing to trigger matrix failover

- DSOF-25829 - Fixed RenderStream Failover

- DSOF-25892 - Improved Track widget updates when RenderStream workload status is updating

- DSOF-25893 - Improved receive health widget

- DSOF-25932 - Fixed an issue where workload state intermittently got stuck in "Launching"

- DSOF-26095 - Fixed an issue where some RenderStream uncompressed streams failed to start on the director when using an actor controller to run many streams

- DSOF-24245 - Fixed an indefinite hang/crash due to exhausting video memory

- DSOF-25905 - Fixed an issue where mesh mapping fragments teared when the engine origin is changed in real-time