

r26.4.1 Changelog

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| r26.4.1 Release - 177175
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Release day January 10th 2023

Fixes

- DSOF-21902 - Fixed an issue where projects failed to load with error: m_delayDsp
- DSOF-23674 - Fixed an issue where video layers used in Layer Stacks were previewing the second to last requested media
- DSOF-25485 - Fixed an issue where pop-ups from session widget flickered back and forth between being on top and behind of the session widget
- DSOF-25499 - Fixed an issue with ncam tracking
- DSOF-25880 - 2.5D assets no longer have lower selection priority than displays
- DSOF-25912 - Fixed an issue where Device Recordings did not play back captured PSN data correctly
- DSOF-25943 - Fixed an issue where d3 was unable to import proxy files it had just made of versioned fragment replacement video clip
- DSOF-25949 - 2.5D - Depth maps no longer interpreted incorrectly
- DSOF-25976 - Fixed an issue where Perspective Mappings only appeared in Director, not Actors
- DSOF-25990 - Moved Variable Timecode implementation behind the option switch 'forcePIDTimecodeChase
- DSOF-26027 - Fixed an issue that occurred when using sockpuppet bank editor, using NONE did not respect transition times
- DSOF-26028 - Fixed an issue that occurred when switching from a NONE clip in a sockpuppet video layer the frame counter did not reset on the clip
- DSOF-26051 - Fixed an issue where machines with capital letters in their hostname did not show VFC status information



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