DISGUISE

r27.10.3 Changelog

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|   r27.10.3 Release - 193894    |
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Release day: August 7th 2024

Due to some issues discovered during the release process, we have delayed our recent releases. We are now releasing r27.10.3 which includes the Fixes listed below.

Fixes added in r27.10.1, r27.10.2 and r27.10.3

- DSOF-27660 - Fixed an issue where the HardwareList instance had no attribute 'close' error when closing Video Input Patch Editor

- DSOF-27688 - Fixed an Access Violation when using RenderStream with Notch Blocks

- DSOF-27844 - Fixed an issue where enabling VITC on Matrox cards causes console spam failing to signal surface read completion

- DSOF-27885 - Fixed an issue where a black frame was present on a RenderStream layer when move section to next section

- DSOF-27894 - Fixed an issue where a new track select widget opened on every click in MultiTransport

- DSOF-27935 - Fixed a crash to desktop when failing to setup topology

- DSOF-27796 - Fixed a crash to desktop in d3 when jumping to cue on another track

- DSOF-27854 - Fixed an issue where the Video asset editor did not show file versions

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New Features

- DSOF-24626 Expression Variables

Expression variables enable the sharing of values between Designer expressions. For details on Expression variables, visit https://help.disguise.one/designer/configuration/expressions/variables.

Improvements

- DSOF-23702 API - Failover API for Understudies

New APIs have been added to failover a machine using the API. The following endpoints have been added and are documented at https://developer.disguise.one as well as in the documentation bundled with Designer which can be accessed from d3Manager at Help->Open API Documentation

/failover/applydefaultrouting

/failover/failovermachine

/failover/restoremachine

/failover/settings

/failover/understudytargets

Fixes

- DSOF-27090 - Fixed an issue where string formatting did not allow `module:name.field` syntax
- DSOF-27229 - Fixed a machine hang in MatroxTopology::cleanupSurfaceBufferPool
- DSOF-27586 - Fixed spherical mapping rotation being incorrect
- DSOF-27644 - Fixed an issue where the Sockpuppet Notch layer moved the Effect field under Timecode Separator
- DSOF-27692 - Fixed Web browser based layers not limiting to the max texture size available to the renderer