

6th December 2017

r14.4 Changelog

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| r14.4 Release - 40053 |

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Released December 6th, 2017

New features

Audio module

- A new content layer
- Supports AIFF, MP3 and WAV files at 16, 24, 32 and 64-bit audio with sample rates up to 192kHz.
- Does not affect embedded video playback

Fit layer length to content

- Resize the layer to the length of the media or any other piece of keyframing

Support for de-interlacing on SDI capture

- Inclusion of various deinterlacing methods
- Additional filtering options for mapping-based downsampling

Projector view blending

- New projector surface property
- Permits the surface's blend mode (over, alpha, add or multiply) to affect the projector's resulting output

Improvements

Import/export

- Mechanism to import/export individual items
- Resembles Packages workflow

Wider support for Unicode characters

- Better handling of Unicode characters in filenames and text fields
- Fixes a number of issues surrounding the use of accented characters

Interpolation added to automation

- Interpolation enabled / make it automatically kick in when the frequency drops or is very low

Device recording record & playback frequency

- Updates to device recording for increased accuracy of data capture and playback relative to real world time

Moving cue tags and notes by mouse dragging

- Alt + left click drag on a note/tag
- Option to delete a note/tag via tag creation widget

Export Timeline Personality for MA direct from disguise

- Export Timeline Personality for MA direct from disguise

Copy and paste layer groups

- Layer groups can now be copied and pasted

Palette Picker for colour selection

- An alternative to using colour x/y fields, right-click palette to access
- Colour selection via the Palette Picker will affect keyframing

Automation movement threshold

- Prevents low-amplitude 'noise' from stationary encoders from affecting d3 visualiser
- This threshold can be set in the screen position receiver device settings

Feed view zoom shortcuts

- '2', '3', and '4' keys now act as shortcuts to new zoom levels: 2x, 3x and 4x in the feed view and similar UI views
- Pixels will now be sharp at these zoom levels to assist with LED feed configurations

Device status widget

- New widget to show device status across a network

Matrix input table

- Quickly enter and edit matrix inputs from new table UI found in machine properties

Genlock status indicator

- Feed view indicator for Genlock status

Fixes

Content ingestion fixed

- Previously, ingesting large quantities or amounts of content would stall. This has been rewritten and backgrounded to ensure that disguise does not halt while content gets ingested

- Additionally, the phantom files problem should be addressed. We intermittently get reports of files not being ingested and while we could never reliably reproduce this, we feel confident that the issue has been addressed with the rewrite of the ingestion system

Timecode behaviour at the end of a section

- Updated behaviour while waiting at the end of a section.
- Transport will now always go into No Matching Timecode mode if waiting at the end of a section, allowing for further jumps if there are more timecode tags to jump to later on.

Notch live reload/network edit

- Instance of Notch modules not being fetched correctly, resulting in poor memory usage

TelnetDVIMatrixDevice is now TelnetMatrixDevice

- Renamed to avoid confusion when using SDI routing equipment.

Current known issues

Permissions error after installing

- On a small number of machines, a python-based permissions error will prevent d3 from starting.
- This issue can be solved by restarting Windows.

Potential UI performance regression with long and busy timelines

- With either long or busy timelines containing e.g. a plethora of notes/cues, the UI may suffer a degradation in performance
- Minimising the timeline negates this

Detailed changelog

Fixes

- [Audio] Quantised audio 'Play Channels' option not consistently applied
- [Audio] Audio continues to play when VideoModule holding in locked mode.
- [Audio] VariableVideoModule does not take into account an edited fps, breaking audio
- [Audio] Looping a section of a track with audio may result in audio cut out after a few repeated plays
- [Automation / Encoders] Opening the Points and Tweak tabs for Rigid Bodies causes projector to sample from the wrong projector
- [Automation / Encoders] Adding 'Scale.y' to a property in an automation axis causes unnecessary, multiple additions of '.y'
- [Automation / Encoders] Automation filtering access graphing hits d3's performance
- [Automation / Encoders] Rigid body reference points lost in Demo project when upgrading from r14.0
- [Content Management] VideoFile asset left in an indeterminate state following edge case error condition
- [Content Management] Incorrect sorting of video versions with 12 digits
- [Content Management] Project specific failure to open project with bespoke code
- [Content Management] Access violations when removing mapping from mapped media
- [Content Management] Content ingestion may stutter due to slideshow folders
- [Content Management] d3 can ground to a halt when ingesting large quantities of new media
- [Content Management] Files may not ingested correctly when simultaneously transferring to multiple machines
- [d3manager] Session symbol disappears on editors after leaving project
- [d3manager] d3 Manager UI inconsistency in presentation of ampersands in filenames
- [d3service] OLED display on gx2 may display corrupt string on 14.3 install

[Device Control] Keyframes before the start of a Control Module now correctly fire

[Device Control] Cater for Blackmagic Videohub switchers which enumerate ports from zero by allowing for failover routings input and output to be zero

[Device Recording] Failure to load RecordingFiles with certain allowed characters

[Diagnostics] Better handling of projects and filenames with unicode characters

[Diagnostics] Metric Monitors performance drain with if graphed over a small range

[Diagnostics] Access Violation when selecting Pause all for multiple instances of Screen Position Monitor

[DMX / Artnet] Export GrandMA2 personalities with unique Notch attribute names

[DMX / Artnet] Assigning a universe or channel to one before start point may cause write to invalid memory

[Feed Outputs] Inactive GUI on Slave machine results in GUI populating first head of VFC

[Feed Outputs] 2x2 output resolution limited to 3840x1080 instead 1200

[Feed Outputs] Mask object's alpha only used when masked surface is in Over mode

[Feed Outputs] Surface disappears from projector output when in alpha mode and alpha goes from 1 to 0

[Feed Outputs] Holding shift to resize feed view rectangle no longer locks aspect ratio

[Feed Visualiser] Feed output head settings not always saved reliably

[Feed Visualiser] Applying feed settings to an offline machine throws exceptions

[Feed Visualiser] Project specific 'Tried to render head x of x' error in Feed view

[Feed Visualiser] Feed rectangle does not adapt to projector resolution changes

[Genlock] Locking to house sync without incoming genlock signal affects performance

[GUI] Exceptions thrown in Track ObjectView if Master locked state is changed while widget is open

[GUI] Improved handling of filenames containing unicode characters

[GUI] Multi-byte characters in long filenames get incorrectly rendered in thumbnails

[GUI] Read error notification inconsistently presented between upper and lower case

[GUI] Performance drop on long timelines

[GUI] Layer string fields not correctly updated over a network session

[GUI] Edge case of removing an element from a list over a network session caused errors and failure to update Master's list

[GUI] Correct alignment of Help tooltip's arrow

[GUI] Cue Set List does not validate input on Cue field

[GUI] Inserting a track when track set list is stickied open creates a track within a track

[Keyframe editor] Adding a keyframe and undoing (annoyingly) closes the Keyframe Editor

[Live Update] In edge cases, Editor can still conduct edits based on stale data after a sync failure

[Live Update] Edge case of resource mishandling leading to crash on project sync

[Live Update] Audio track replacement on Slave displays correct track but plays older audio

[MIDI] MidiNote layer inconsistent in its output

[MIDI] MSC can drop messages if multiple messages are received for the same device ID

[Modules] Ping pong end point behaviour behaves as looping following edits to in and out frames

[Modules] Access violation with specific Notch block and uxfade

[Modules] Video gets stuck on last frame if start frame=in frame,end frame = out frame, while locked and pausing at end

[Modules] Renaming a duplicated track clears copied track jump module

[Modules] Isolated layer un-isolates itself when jumping to next section on timeline during crossfade

[Modules] Remove field' option absent from Open module right-click widget

[Modules] Rounding error means incorrect frame may be displayed with content at 30fps

[Movie Writer] Mov Muxer' error when writing Stage Movies

[Movie Writer] Project specific d3 crashes when trying to render feed movie

[Networking] Changing playmode may produce a delay in mixed Master if it is already playing back

[Networking] On loss of incoming Timecode, Understudy machine may state it's out of sync with the Master

[Notch] Changing the resolution of a target used by a notch module increases memory usage that does not get freed immediately

[Notch] Live Editing Notch Layers resets to last compiled block when adding a new d3 Notch Layer on a New Track.

[Notch] Exception thrown on shutdown if Notch blocks replaced or edited in a live d3 context

[OSC] Ensure correct parsing of malformed data in OSC packets

[OSC] OSC Device needs to be re-added on project restart before d3 can read it

[Package] Project startup removes empty folders in d3 project folder

[Package] Failure to load a project file if another process e.g. Python has an open handle

[Package] Ensure import resources are error checked on importation

[Package] Access violation when importing projector options
[Projector Calibration] QuickCal calibration is not triggered when lining up with keyboard only
[Projector Calibration] Projector localToWorld matrix non-invertible if looking up/down
[Projector Calibration] Project specific parented projector applies part of parent transformation twice
[Projector Calibration] Setting manual QuickCal zNear=0 may cause calibration to fail
[Projector Calibration] Auto z-clipping calculation in QuickCal can result in too small zFar
[Projector Calibration] Undo does not always trigger recalculation of z-clipping
[Projector Calibration] Projector Config network editing more robust
[Projector Calibration] Reference points placed on a surface type that changes and reverts back become invisible and cause access violations
[Quantiser] Playhead jumps back after dragging a bar in the quantiser
[Quantiser] Replace audio to none throws access violation in the Quantiser editor
[Sockpuppet] Project specific failure to start after auto populating sockpuppet
[Stage] Venue mesh wireframes are not rendered in stage movie output
[Stage] Better handling of null props to aid project startup
[Startup] Copying the common folder into the project folder may crash on startup
[Timeline] Edited start and end frames not correctly upgraded from earlier releases
[Timeline] Frame blending failing for 1 fps content
[Timeline] TransportBrightness- & VolumeLocal Modules use the wrong transport manager with a MultiTransportManager
[Timeline] Duplicating Arrowed layers results in inconsistent display
[Timeline] Keyframe editors close following opening of multiple layers
[Timeline] Video 'in point' is ignored when playing from previous section
[Timeline] Unnecessary Timeline refresh after shifting a layer up or down by keyboard shortcuts on an Editor
[Timeline] Timecode cues triggered to 'play to end of section' will hold and set transport to 'ignore timecode'
[Timeline] Timeline does not scroll to current playhead when switching transport managers
[Timeline] Moving a multi-selection of layers along the timeline can cause individual layers to snap incorrectly
[Transport Controls] Timecode chasing behaviour mode change following Timecode induced track change
[Transport Controls] Shared Event Transports are incorrectly linked to last activated Transport Manager
[Transport Controls] d3 ignores MSC cues with an empty CUE variable
[Transport Controls] Master playback can be marginally ahead of Slaves
[Video Capture] Bluefish fan speed read and reported incorrectly
[Video Capture] Notification triggered on an Editor laptop if Editor is used to configure video inputs of master
[Video Capture] Capture latency incorrectly reported in metric monitor
[Video Output] 1080p25 SMPTE timing mode does not use CEA mode and is incorrectly labelled as '24Hz'
[Video Output] Multiple, rapid crossfades can cause video to become out of sync
[Video Output] Refinements to the way d3 interacts with display and network adaptors
[Video Output] [regression] 4x2's complain about a restricted output resolution when outputting 3840 x 1200

Improvements and new features

[Audio] Support for 48kHz MP3s
[Audio] Support 32-bit WAV and AIFF files
[Audio] New Audio Layer
[Automation / Encoders] Add interpolation to automation filter and make it automatically kick in when the frequency drops or is very low
[Automation / Encoders] Scaled Output for automation has its own Monitor.
[Automation / Encoders] Inclusion of guideline prediction values for BlackTrax
[Automation / Encoders] Crosshair control available in d3 GUI for OSC BlackTrax calibration
[Content Management] Ensure gradient textures with alpha support are able to be copied across a network session
[Content Management] ProxyMaker does not check for free disk space
[Content Management] Pause and start proxy maker to prevent performance impact
[Content Mapping] New filtering type for mappings. '2x Multi-Sample' reduces likelihood of artifacts when downsampling interlaced input
[Content Mapping] Tooltip for Horizontal and Vertical Angles in the Spherical Mapping
[Content Mapping] Parallel Mapping option to not touch back faces of screens & surfaces
[d3manager] Installer no longer removes any non-default network share for the project folder
[d3manager] Apply new branding to d3 and d3manager logos. d3manager has cogs to differentiate

[Device Control] Rename telnetdvmatrix to telnetmatrix since it is not exclusive to dvi

[Device Recording] Increase device recording record & playback frequency

[DMX / Artnet] Export Timeline Personality in MA format direct from d3

[Feed Outputs] Apply DSE only on projector's stage view, not direct mappings

[Feed Outputs] New projector surface property which permits the surface's blend mode (over, alpha, add or multiply) to affect the projector's resulting output

[Feed Visualiser] Prevent the same feed rectangle being employed on multiple machines

[Feed Visualiser] Provide a visual indicator for genlock lock status in the feed view

[GUI] Harmonise right-click behaviour between Sockpuppet and Video editor

[GUI] New, Matrix inputs list available per machine

[GUI] Smaller MultiTransport controls view

[GUI] Introduction of new Palette Picker

[GUI] Ability to + and - lists by right-clicking and selecting 'Clear all'

[GUI] Layer info tooltip ignores tooltip settings

[GUI] Add alpha support to the colour picker

[GUI] Device Widget showing the status of devices across network

[GUI] Better handling of Unicode characters in filenames and text fields within d3

[GUI] Support for keyframing of string fields e.g. passing Notch text fields

[Installer] Installer check for Win7 SP1 and higher

[Installer] Update d3 logo to brand logo in d3manager

[Installer] Updating from 32- to 64-bit does not update the links to e.g. start menu or pinning to taskbar

[Installer] Warn and prevent installation on early 64-bit processors that lack the required libraries to support d3

[MIDI] MTCModule Full Frame support

[Modules] Make Arrows into Notch layers more intuitive

[Modules] VariableVideo Sockpuppet support

[Modules] Improve mechanism that keeps machines in sync

[Modules] Layer remains selected on the timeline when opened for editing

[Networking] d3manager to display machine in a network session

[Notch] Provide upgrade notification in instances of large Notch VRAM usage

[Notch] RGB colour picker parameters for Notch instead of XYZ

[OSC] Option to output to console when or whether d3 is sending OSC

[Sockpuppet] Ability to remove missing files from Bank slots

[Stage] Measurements now warn when trying to measure zero length, in addition to being undoable

[Timeline] Distinguish module highlight between editor open and locally selected

[Timeline] Right-click on notes or tags on the timeline invokes the widget editor for the specified item

[Timeline] Vertical resizing of track widget

[Timeline] De-isolation selection available after 'Isolate' selected

[Timeline] Groups can be copied and pasted

[Timeline] Delete option available by right-clicking notes and tags

[Timeline] "Moving cue tags and notes by mouse dragging
- right-click on note/tag places playhead at beginning of note/tag
- can shift note/tag on the timeline by <alt>+mouse drag"

[Timeline] Option to stretch the layer to the length of the clip

[Transport Controls] Filtering for MSC cue lists in MultiTransport

[Transport Controls] Support Telnet commands to jump to cues

[Transport Controls] OSC trackID selection can now receive float values

[VFC] Better VFC handling of malformed EDIDs

[Video Capture] Signal loss at capture start may be treated as an error

[Video Capture] Support de-interlacing on SDI capture

[Video Capture] Ability to sample a region of a videoin feed

Please contact support@disguise.one for feedback and issues