

r14.4.1 Changelog

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| d3 r14.4.1 Release - 40128 |
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Released December 19th, 2017

New features and improvements

16-bit RrGgBb fixture type

- 16-bit RrGgBb fixture type, using only the coarse channels

Report shelved packets and blocked Live Updates

- This should rarely happen, but if it does, report it to the user

Ability to right-click feed name in feed visualiser

- Users currently have to go through the Machine editor to get to the FeedScene (list) editor
- Now, simply right-click the feed name to open the editor

Fixes

SockpuppetVideo plays back clips at double speed

- Changes to d3's core inadvertently caused SockpuppetVideo to play back clips at double speed

32-bit Trial presents an empty stage

- In 32-bit versions of the Trial, launching any new project presented a blank Stage

Memory spikes during project sync may cause out of memory

- Employing large textures may cause d3 to run out of memory during project sync
- This can be exaggerated by other memory intense operations e.g. capturing and pinning the Video in preview

Current known issues

Permissions error after installing d3

- 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] Audio ingestion may cause Access Violations if uploaded to Editor before Master

[Content Management] Refinement of folder watcher when scanning for new content

[Device Recording] Widgets flicker when playing MIDI and DMX device recordings over d3Net

[DMX Lights] DMX Fade to Black when inactive does the same on Yes and No

[Feed Outputs] Feed positions modifications do not get saved on project exit

[Feed Outputs] Notification thrown when changing feed scene as mixed master

[Feed Visualiser] Mismatch between header title and widget for feed rectangles

[Graphs] SimpleGraph prefetcher CSVs renders a space as {20}

[GUI] Dragging and dropping 'None' does not clear the slot in BankEditor

[GUI] Remove box option incorrectly included for all and trash

[GUI] Layer editor closes after completion of scrubbing the group it is in

[GUI] Setting min=max in parameter attributes may cause mouse to jump and lack of Keyframe rendering

[GUI] Timeline notes being edited will close if an Editor joins the session

[Installer] Trial 32-bit presents an empty stage

[Keyframe editor] Keyframe editor colour may differ from track colour following content placement at section break

[Keyframe editor] Keyframes placed at the same point on the timeline do not duplicate correctly

[Keyframe editor] Notification on repeating nothing to end of section in Keyframe editor

[Keyframe editor] Notification when looping a section at start of track with the key widget open

[Keyframe editor] Keyframe editor does not update correctly when zooming into the timeline

[Keyframe editor] Ensure keyframe snapping to new zoom level works in accordance with BarWidget zoom (Alt + scroll wheel)

[Machine Roles] Unnecessary DVI Matrix preset option on Understudy

[Machine Roles] Understudy machines can target each other

[Machine Roles] Duplicating slaves in d3Net makes Understudy Target tab appear on slave editor.

[Modules] Notification when trying to link a Puck to the Open layer

[Modules] A grouped layer does not extend to fit all layers within group

[Package] Notification while importing a Track

[Project Start] Project Fail to Start due to filter masks of resolution (0,0)

[Sockpuppet] SockpuppetVideo plays back clips at double speed

[Sockpuppet] Using inlayer transition values incorrectly uses the initial clip's first frame to transition

[Sockpuppet] Notification when assigning an entire folder to random slot in Bank editor

[Stage] Footprints' contents hitting surfaces behind occluding surface, instead of shadowing

[Stage] Dynamic Blend masks do not update when props as projector mask objects are moved

[Timeline] Stacking of notes and tags fails when dragging them too far from their original position

[Timeline] Holding at end of track and reducing the track length throws a notification

[Video Capture] Memory spikes during project sync may cause out of memory

Please contact support@disguise.one for feedback and issues