

r14.4.2 Changelog

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| r14.4.2 Release - 40254 |
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Released January 9th, 2018

Fixes

Better Notch handling to prevent unnecessary memory usage

- Can now handles multiple instances of Notch more effectively
- Meaning that memory is more efficiently allocated

Multiple users conducting simultaneous projector calibration may cause errors

- In rare cases, it is possible for multiple editors on the same session, simultaneously editing the same projector configuration to potentially cause errors

Video layer playback triggered via timecode is out of sync when playing in normal vs locked mode

Current known issues

Permissions error after installing

- On a small number of machines, a python-based permissions error will prevent software 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

- [Content Management] Media ingestion error when ingesting incorrectly named device recording files
- [Feed Visualiser] Error thrown when right-clicking "No feed selected" in feed view
- [Feed Visualiser] Two close buttons for the Head Configuration widget
- [Genlock] Genlock refresh rates lack descriptive label if not a whole number for e.g. 29.97, 59.94
- [Graphs] Remove the 100Hz limit for the fps graphing and system tray indicator
- [GUI] S' key is incorrectly parsed as delete in keyframe editor
- [GUI] Changing machine type whilst having the "assign matrix inputs" window open causes access violations
- [GUI] Reference point manipulators cannot be turned off after undoing a reference point placement
- [Modules] RGBColourModule error when upgrading projects from earlier than r14
- [Modules] Importing ScreenPosition config throws an error
- [Notch] Better Notch handling to prevent unnecessary memory usage
- [Projector Calibration] Multiple users conducting simultaneous projector calibration may cause errors
- [Stage] Footprints contents incorrectly hitting surfaces behind an occluded surface, instead of shadowing
- [Timeline] Video layer playback triggered via timecode is out of sync when playing in normal vs locked mode
- [Timeline] Absence of rigorous filename checks in track selection, save as Track option means empty track names can be created (and not seen by the UI)

Please contact support@disguise.one for feedback and issues