

r17.4.5 Changelog

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| r17.4.5 Release - 72537 |
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Release day - 4th November 2020

Bug

- RenderStream UC doesn't work if sender is started before d3
- When editing multiple layers of different lengths together they will all suddenly jump to the same length as one of the layers
- Need to run ndinstall after changing the rivermax license file
- All widget sections open expanded on launch
- NDI relay app takes high CPU and causes performance issues when NDI stream is not active
- Zombie NDI processes are left when renderstream node is removed
- notch host does not send correct alpha
- RSUC videoins need to be mapped to make RSUC work
- Open layer does not propagate changes properly over RT when created while in session
- Open layer occasionally causes access violation
- "RenderStream Uncompressed licensed: Yes" imply the server has valid and correct license when it is not true
- Change Type is not propagated to actors
- Renames are not propagated across RT
- Cannot drag input window of a feed map using mouse or arrow keys

Story

- add updated .lic files to installer on installer creation from aws
- Renderstream default blend mode should be premult-alpha
- Set all machines to look to C:/Program Files/Mellanox/Rivermax/lib/rivermax.lic