r20.0 Changelog

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|  r20.0 Release - 84148
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Release day - 1st December

New Features

DSOF-17200 - Localisation of d3

DSOF-15795 - xR Spatial Calibration API

DSOF-13834- Layer Stack

DSOF-15798 - MR Set API

DSOF-12715 - Manual AR calibration tool

Improvements

DSOF-18627 - Notch Layer Stack layers default to Over-Alpha

DSOF-18555 - Non-active Layer Stacks are not key frameable

DSOF-18536 - Automatic keyframe icon now represented as a clock

DSOF-18530 - Luma Keying now has an option to use inverted matte support mattes from Black Magic Ultimate

DSOF-18529 - Stage render option in manual observation calibrator window

DSOF-18528 - Added 'Registration + Focal Length' spatial calibration option

DSOF-18523 - Added support for multiple keyboard layouts

DSOF-18419 - Allow force quitting of workloads via d3manager

DSOF-18368 - Add support for object motion blur through RenderStream Channel Definition component on UE projects

DSOF-18270 - Added the ability to map key and fill as a single video input

DSOF-18262 - Added the concept of green screens and made a new screen type - Green Screen

DSOF-18216 - Licensing: Better reflect why an automatic shutdown has been initiated

DSOF-18206 - Users can now view stream performance across all machines instead of just the local one

DSOF-18172 - Removed "developer-evaluation" option for non-encrypted builds

DSOF-18160 - Rewrite LogicalVideoIn as BufferedLogicalVideoInComposition

DSOF-18147 - Remove unnecessary wstrings and related conversions

DSOF-18146 - Added a tool tip for preferred network in cluster assigner

DSOF-18144 - Spatial calibration can be selected as a resource from camera

DSOF-18143 - d3manager reports deprecated licenses correctly

DSOF-18126 - Added composite camera tracking source that allows combining lens data and position data from different drivers

DSOF-18111 - Decouple Renderstream functionality from projection policy

DSOF-18101 - Re-use timeline UI for Layer Stack

DSOF-18097 - Added HDRColour colour box/picker

DSOF-18088 - Show colour picker for all layers' colour fields

DSOF-18085 - Localisation: added the ability to set language in d3 manager

DSOF-18083 - Changed d3 font to Noto sans

DSOF-18077 - Added Layer Stack arrow support

DSOF-18076 - Added a shortcut for users to type in any notes into console to help with troubleshooting

DSOF-18073 - Allow layer to overwrite alpha without any blending

DSOF-18072 - VideoInTexture: return latest raw image if layer stack is referencing self

DSOF-18071 - Only show supported effects in the Layer Stack effects picker

DSOF-18070 - Notch: support effect inputs

DSOF-18068 - Implemented Basic Chroma Key module

DSOF-18055 - d3 will nowexit with appropriate message if a deprecated license is found

DSOF-18036 - LayerStack: support non-graphical control layers

DSOF-18029 - Diagnostics: tores crash information from Unreal projects when creating system diagnostic

DSOF-18023 - Added the ability to genlock to input signals that are a fraction of the refresh rate on systems with an AMD GPU

DSOF-18013 - d3licensecheck: license rows indicate support for current d3 version

DSOF-18006 - Fields which need alpha-numeric inputs are now flagged

DSOF-18000 - Improved legibility of Chinese/Japanese characters

DSOF-17992 - Max tile size in cluster assigner is now more specific

DSOF-17990 - Renamed Master layer to MasterBrightness

DSOF-17987 - RenderStream: added no-sequence flag to remote parameters schema

DSOF-17984 - RenderStream: host memory image parameters now supported

DSOF-17979 - Added the option to remove 'missing' RenderStream machines

DSOF-17971 - FSR: upscale render streams with alpha disabled

DSOF-17964 - Added a button to find and list all usages of a VideoClip, Notch block or AudioTrack

DSOF-17938 - Effects in a Layer Stack can be disabled (Mute) or solo'd (Isolate)

DSOF-17823 - When renderstream licence expires, d3 manager now says "expired"

DSOF-17796 - RenderStream: Added support for OpenGL textures

DSOF-17675 - Improved Tooltips for Tracker distortion compensation

DSOF-17621 - VideoInTexture: bypass video layer and use texture video inputs directly

DSOF-17533 - Users are now able to decide to skip waiting on actors on startup

DSOF-17384 - Refresh d3manager UI to reflect network adapter changes

DSOF-16850 - Prompt user when RenderStream license is near expiration date.

DSOF-16719 - Auto-update CodeMeter Time Certificates during installation

DSOF-14340 - Remote install of d3 on an rx, via d3 manager will kill applications that use RenderStream

DSOF-12568 - Notch: list of layer sources update properly

DSOF-10530 - Media Ingestion History - Change import date from UTC to local time.

DSOF-8893 - Added the ability to clip outside of projection mapping effective area

DSOF-2384 - Support for AZERTY keyboard layout

DSOF-3402 - Click and drag to adjust values on GUI fields

DSOF-744 - Layer fields are now optionally keyframeable

DSOF-18687 - Green screen camera compositing performance improvements

DSOF-18162 - Improved performance of rendering multiple MR components

DSOF-18141 - RenderStream: clarified DMX fields in API

DSOF-18048 - RenderStream: add a viewport id/handle to stream description

DSOF-18047 - RenderStream: added graceful shutdown

DSOF-17183 - OmniCal: Improve performance of projector devices

DSOF-15284 - Added reusable Layer Stack Evaluator class for in-line user definable compositions

Bug

DSOF-18917 - Fixed an issue where composite tracking camera source only allowed axisCameraTrackingSource and compositieCameraTrackingSource as selections

DSOF-18789 - Fixed an issue where the stage render layer didn't render virtual frontplate screen on the 1st frame of camera switch

DSOF-18710 Fixed the error 'Invalid cast' when attempting to open Output / VFC Slot widget

DSOF-18665 - Fixed an issue where wndow size grows by the number of nodes when disableUnrealConfigUpdate is enabled

DSOF-18639 - Ensured 'Force quit RenderStream applications remotely' does not quit d3.exe

DSOF-18628 - Fixed an issue where 'Registration + focal length' alignment option could make things worse

DSOF-18626 - Fixed stage render layer not accounting for virtual zoom

DSOF-18623 - Fixed an issue where the Installer throws "unsupported license error" about unrelated Stage Precision licences

DSOF-18618 - Non-Western keyboards can now be used to input text

DSOF-18594 - Fixed an issue where a white outline appears around keyframe icon at certain DPI settings

DSOF-18581 - Fixed an infrequent d3service crash if you have dot-folders in your Renderstream Projects folder

DSOF-18579 - Fixed Render nodes showing as "Idle" in d3manager when a workload is running

DSOF-18552 - Fixed the observation debugger

DSOF-18534 - Fixed an issue where projector " include/exclude" Dynamic blend option would only give the "exclude" result

DSOF-18520 - Fixed Virtual Cameras not working as Video Inputs

DSOF-18499 - Fixed System Time and CodeMeter time falling out of sync more frequently as a result of updated polling rate

DSOF-18491 - Fixed the Hostname column in d3net status widget showing the machine name

DSOF-18489 - Fixed LightwareMatrixLW3 UBEX device support

DSOF-18475 - Layer Stack: Fixed 'Array.index(x)' error when attempting to duplicate with Ctrl+D or multiple layers

DSOF-18465 - API: Fixed an issue where specifying a body cleared all non-body message fields

DSOF-18442 - Fixed an issue where d3 could not launch on a VM

DSOF-18388 - Fixed an Access Violation calling listVideoClips API

DSOF-18384 - Fixed an issue found when duplicating cameras, the spatial calibration was shared between the original and duplicate.

DSOF-18330 - Fixed an access Violation when changing Editor to an Actor

DSOF-18322 - Provided better user feedback for "failed with init layer" error caused by having more than 12 channels of Dante output causes

DSOF-18320 - Prevented telemetry filling up the OS drive on servers

DSOF-18318 - Fixed 'Incorrect number of arguments to call' error when exporting FBX and OBJ files

DSOF-18312 - Fixed an issue where the text of action buttons in Network tab default to "Action label" when changing language

DSOF-18301 - Fixed a bounds-check error when attempting to open layer type selection widget multiple times

DSOF-18299 - API: fixed a failure to parse JSON data if route contains certain characters

DSOF-18282 - Fixed 'm_versionCallCount' error on a blank project

DSOF-18281 - Fixed an error when adding observation to green screen surface

DSOF-18267 - XR: Fixed a no attribute error when attempting to perform any action within MR Set

DSOF-18259 - XR: Fixed camera switching not being clean

DSOF-18257 - Fixed an issue where you could not change layer field values when playing and keyframing are disabled

DSOF-18252 - Fixed an issue where delaying calibration didn't show captured frames

DSOF-18245 - Fixed an issue where green screen keyed cameras in MR set don't switch cleanly

DSOF-18244 - Fixed an issue where a camera loses keyed alpha when set as MR set target with content mapped to backplate

DSOF-18227 - Fixed 'NoneType' errors seen when attempting to run Spatial calibration actions on unassigned SpatialCalibrationConfig

DSOF-18226 - Fixed an Access Violation when opening Observation Debugger widget of unassigned SpatialCalibrationConfig with 1+ observation

DSOF-18219 Fixed an issue where a camera targeted by MR set shows only alpha in preview window

DSOF-18207 - Fixed Virtual camera reprojections having a black line around reprojection plane

DSOF-18203 - RenderStream: Fixed an issue where it was possible to set mapping to 'None' with DMX

DSOF-18197 - Fixed an Access Violation when attempting to use quick select hotkeys without resource widget open

DSOF-18189 - Implemented a fix for incorrect alpha blending when lens distortion is applied to a camera

DSOF-18184 - Local Notch xr performance scales better with number of screens now

DSOF-18175 - Fixed an issue where System Diagnostic failed if RenderStream projects folder not set

DSOF-18174 - Notch: Fixed a ReflectionValue error when arrowing into a Notch layer

DSOF-18169 - Fixed an issue where camera compositing wasn't let through videoin transparency

DSOF-18161 - Fixed an issue where fields marked as Not-Sequencable in RS still have a circle to click on

DSOF-18156 - Fixed CameraTrackerTester Tracking Delay having no effect

DSOF-18152 - Fixed an issue where media ingestion history could not be opened

DSOF-18136 - Fixed Project diagnostic failing entirely when a file cannot be accessed

DSOF-18134 - Fixed an issue where rendered text was too dark

DSOF-18133 - Fixed object labels not being rendered on screen

DSOF-18130 - Fixed an issue where default mapping was set to videoin.mov_4 for any layer

DSOF-18108 - AssetLauncher: Fixed custom extensions launched using default windows application not getting environment

DSOF-18095 - RenderStream: Fixed being unable to failover machine if engine has crashed

DSOF-18094 - Fixed fullscreen notification text being misaligned

DSOF-18093 - Fixed an 'argument index out of range' error when attempting to open Rollback or Import widgets

DSOF-18090 - Fixed an issue where localised dropdown options reverted to English when selected

DSOF-18081 - Layer Stack - Fixed a crash when setting input texture of Blur to videoIn

DSOF-18078 - Fixed Widget text appearing too large and rendering behind frames

DSOF-18054 - Fixed a path conflict when upgrading to DirectProjection

DSOF-18053 - Fixed an issue where it was not possible to remove a Layer stack object (or choose 'none') once added

DSOF-18037 - Unreal: use custom launch target when specified

DSOF-18035 - Fixed feed rect masks not being clamped to 0-1, creating brighter images when source is > 1

DSOF-18034 - Fixed control points not outputting when added in composite texture

DSOF-18019 - Fixed an issue where open module fields were greyed out and unusable

DSOF-18018 - Undo disabling keyframeable on a layer field does make the field keyframeable

DSOF-18017 - Fixed a crash to desktop when clicking the palette when sequencing is disabled

DSOF-17988 - Fixed texture parameters not working between vx2 and rx machines

DSOF-17983 - RenderStream uncompressed: Fixed host memory/unknown frame types no being handled

DSOF-17981 - Fixed an issue with the ACES colour management widget being sticky and cannot be disabled

DSOF-17978 - Fixed being unable to select "None" in frame of reference fields

DSOF-17969 - RenderStream: Fixed an issue where scenes could no longer read on Director if opened on an Editor

DSOF-17966 - Fixed MappedMedia ignoring AudioTracks in query functions

DSOF-17955 - Fixed an exception on shutdown when Uncompressed stream active

DSOF-17954 - Fixed an issue where render passes were being done without a valid depth behaviour set

DSOF-17953 - Fixed an issue where the Layer Stack field did not appear in Quick Edit view

DSOF-17952 - RenderStream: Fixed being unable to reconfigure running Unity/Notch workloads

DSOF-17942 - Fixed deinterlaced method field not appearing in Quick Edit view

DSOF-17936 - Layer Stack - Fixed Colour Effect Layer not giving the expected colour in ACES mode

DSOF-17929 - Fixed multi transport UI not refreshing when re-ordering transports

DSOF-17908 - Fixed an issue where unloading d3renderstream.dll aborts/terminates render engine

DSOF-17903 - Fixed an issue where RenderStream workload doesn't start with 8 servers in a cluster

DSOF-17838 - Fixed Lens Delay value not affecting magenta grid overlay

DSOF-17833 - Fixed an issue where "Create Axes" in Ncam Screen Position Driver didn't work

DSOF-17820 - RenderStream - Fixed image parameters not working in dx11 mode

DSOF-17800 - Fixed an issue where floating point numbers in the GUI were not rounding to expected precision

DSOF-17798 - Fixed HAP video not showing up in Renderstream when played back in Unreal

DSOF-17733 - OmniCal: Fixed exposure time set within Setup Capture UI not holding

DSOF-17674 - d3 camera sensor width is now passed to Unreal

DSOF-17665 - Object selection outline is now hidden when 3d manipulators are switched off

DSOF-17590 - Fixed load weight in cluster assigners not behaving as expected

DSOF-17561 - Omnical: Fixed an issue where exporting two camera studies with the same name caused d3 to hang

DSOF-17536 OmniCal: Fixed an issue where checking camera's displays the current camera view

DSOF-17486 - Fixed an issue where d3service occasionally crashes

DSOF-17465 - RenderStream Receive Health widget is now scrollable

DSOF-17425 - RenderStream: Fixed undo causing scene to show INVALID

DSOF-17383 - Localisation: Fixed an issue where secondary applications to d3 do not load localised strings

DSOF-17377 - Fixed an issue where theList Editor still showed Colour Profile option in ACES mode

DSOF-17054 - Fixed an issue where a user was unable to Pin any external Recorders

DSOF-17020 - Fixed various errors when undoing after creation of stage objects

DSOF-16904 - Fixed an issue where MultiChannelMappings were visible in other mapping widgets other than a RenderStream layer

DSOF-16457 - Fixed an issue where d3 would hang indefinitely after running colour calibration when non-outputting screens are part of the XR set

DSOF-11601 - Fixed an issue where the Shutdown-Countdown message freezes when using "Alt+Tab" between applications

DSOF-9620 - Fixed an issue where the palette keywidget is missing after Default dropdown is expanded