

r21.0.4 Changelog

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| r21.0.4 Release - 89205
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Release day - 4th May 2022

Fixes

- DSOF-20533 - Fixed an issue where CDL didn't pass through alpha
- DSOF-20496 - Fixed an issue where two separate disguise sessions would stop each other's RS Workload
- DSOF-20419 - Fixed an issue where video layer projection was getting set to None and causing access violation
- DSOF-20391 - Renderstream: Fixed an issue where the web API was broken when RenderStream superlayers exist
- DSOF-20390 - Fixed an issue where importing mesh dependency from one project to another broke import
- DSOF-20371 - Fixed an issue where would d3 hangs when RenderStream assets change on network in a project with lots of assets
- DSOF-20207 - Dynamic Blending Flashing on automation data update
- DSOF-19898 - Fixed an Access violation on notifying NotFoundMediaMessage onNotFoundChanged
- DSOF-20539 - Fixed an issue where d3 could not build when multiple VS versions or Build Tools are installed



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