

r22.1.1 Changelog

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| r22.1.1 Release - 93827
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Release day - 28th September 2022

Fixes

- DSOF-21941 - Fixed an issue where the close button in the cloud authorization popup was misaligned, mostly obscured
- DSOF-21940 - Fixed an issue where the first time sign in banner text can be selected and copied
- DSOF-21936 - Fixed an issue where the first-time login banner in d3manager was too long for the default size of the window, obscuring the hyperlink at the end
- DSOF-21932 - Fixed an issue where generate_solution.cmd failed to run if LocalExecutionPolicy is unset.
- DSOF-21929 - Fixed an issue where d3manager sign-in button stopped working if the sign in page was closed
- DSOF-21927 - Fixed No Data in Feeds - Scopes
- DSOF-21923 - Fixed an issue where the cloud icon did not appear, and was cropped
- DSOF-21870 - Fixed an issue where SLC showed errors with a minimal project
- DSOF-21853 - Fixed an issue where CallStack objects allocated large amounts of stack memory and run a high risk of causing a stack overflow
- DSOF-21846 - Fixed an issue where Unused medias aren't detected when starting newu actor&machine project

- DSOF-21844 - RenderStream: Fixed an issue where the alpha channel rendered white when enabled on AMD machines
- DSOF-21830 - Fixed an issue where editor machine was not locating cue on re-engage to director - when using multi transport manager
- DSOF-21794 - Fixed Cam Lens data showing "-nan(ind)" when using MosysF4 protocol but not turning on "F4Lens" switch in Mo-sys.
- DSOF-21759 - Distribute: Fixed an issue where missing Media Domain didn't remove media when a video file changes
- DSOF-21744 - Fixed an issue where zooming out using proxies has no effect
- DSOF-21741 - Fixed conan_install error when running get_conan.cmd on untampered cache
- DSOF-21730 - Fixed an Access Violation when rendering bitmap module in ACES mode while no texture is mapped
- DSOF-21725 XR: Fixed an issue where a stall / minor hang happened at end of Colour Calibration
- DSOF-21485 - Fixed FrameLatency not changing when switching from Full Speed to Full Speed Low Latency
- DSOF-21481 - Fixed an issue where AnimateCameraPreset layer blocked movement for Virtual Cameras when using Relative
- DSOF-20995 - Fixed CUE list editor not resizing to the right correctly
- DSOF-20975 SLC: - Fixed an issue where opening the preview separator in the VideoRegionSet widget before any regions are set caused an error
- DSOF-14189 - Fixed an issue where d3manager did not show icons in local Debug build



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- DSOF-21935 - Updated the popup when attempting to run a d3 project without a licence to point users toward the cloud licence flow