r23.2.1 Changelog

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|   r23.2.1 Release - 152551
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Release day 1st February 2023

Fixes

- DSOF-18962 - Fixed an issue where Pixelate layer did not work without a mask input

- DSOF-20373 - Fixed an Access Violation after 'Attempt to retrieve slug font data that hasn't been loaded!'

- DSOF-21734 - Performance: Improved FPS for layers

- DSOF-22630 - Rollback: Fixed an issue seen when rolling back a camera to a previous version, the 'from' path changed when the import widget opened

- DSOF-22877 - RenderStream: Fixed an error when attempting to restart workload running an Unreal asset

- DSOF-23016 - Reduced CPU usage when using multiple indirections

- DSOF-23028 - Fixed Dynamic Feed expressions

- DSOF-23058 - Fixed an issue where setup_fonts.py took about ~40 second to convert/copy .ttf and .otf during installation if no fontcache existed

- DSOF-23079 RenderStream: Fixed an error when "truncate log" when attempting to start a workload running Unreal asset

- DSOF-23085 - Fixed feed warp not showing content

- DSOF-23097 - RenderStream: Fixed an issue where RenderStream failed to create workload log file or folder, if the folder did not exist

- DSOF-23139 - Made Output now exports size for mpeg-4 stage movie list of options rather than custom value boxes

- DSOF-23226 - Fixed Track jump module selection of 'current track' does not persisting