

r23.4 Changelog

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| r23.4 Release - 152906
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Release day 8th February 2023

Fixes

- DSOF-22406 - Fixed an issue where applying 10 bit feed settings on Nvidia disguise only applied to the GUI and not to VFC cards
- DSOF-23141 - Fixed an issue where changing SLC region sizes resulted in error
- DSOF-23151 - Fixed an issue where frames would be dropped when camera switching unless patch editor preview was enabled
- DSOF-23241 - Fixed an issue where Resource Transport was blocked on the director when deleting MidiNote or Playmode Module
- DSOF-23248 - Fixed an issue that occurred when the shelved packet debug widget was open, live update was blocked when splitting a rect in a feed map on editor
- DSOF-23254 - Fixed an issue where RT was blocked when importing a layer that overlaps the end of the timeline
- DSOF-23255 - Fixed Shader compile error when using Live Action Volume with virtual camera
- DSOF-23263 - Fixed an Access Violation when selecting none when importing feeds from table
- DSOF-23270 - Fixed an error when moving feed rectangles between output heads
- DSOF-23272 - Fixed an issue where quickly duplicating a text layer twice and then deleting one on an editor could cause Live Update to become blocked
- DSOF-23273 - DMX Sockpuppet: Fixed an issue where the patch assignment widget does not update after clicking "Unpatch All Layers" until the DMX patch settings widget was closed
- DSOF-23275 - Fixed an issue where Live Update was blocked after unpatching DMX sockpuppet layer
- DSOF-23242 - When Live Update is blocked on the director this error is now visible in the Actor Status Widget