

r27.3.1 Changelog

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| r27.3.1 Release - 183598 |  
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Release day March 27th 2024

Notice

The size of the Designer installer for r27.3 (build number 183205) and a number of custom branches exceeded the available RAM permitted as part of the reimaging process. This caused the reimaging process to stop and prevented the user from booting the Disguise media server into Windows.

We removed r27.3 (build number 183205) from our website. This has now been resolved in r27.3.1, which is otherwise identical to r27.3.

New Features

- DSOF-9390 Lux Transparency Support

Non-opaque blend is now supported in Lux mode.

- DSOF-24027 TCP Indirection Controller

There is now a TCP variant of the Indirection Controller, in addition to the existing variant which uses UDP. It works like a UDPIndirectionController with a key value pair list and when the user sends a TCP message with a new key it causes the indirection to switch.

- DSOF-24933 HTTP Sockpuppet

In addition to control via OSC, Sockpuppet now supports control via the HTTP protocol. This makes Sockpuppet more easily controllable by web-based control interfaces and other networked components that utilize HTTP protocols.

The sockpuppet commands are sent to the director, from which the animation values are applied in sync across all machines in the session.

Patching a layer

1. Create a layer in d3 that you wish to patch.
2. Right click layer and select Patch to HTTP

API Overview

HTTP sockpuppet exposes the following HTTP API endpoints, currently under the experimental namespace which is not documented at developer.disguise.one. See <http://127.0.0.1/docs/experimental> for the Swagger documentation. Note that as these APIs are in the experimental namespace, they may be subject to change before promotion to the non-experimental namespace.

API Usage Workflow

Expected usage of APIs are as follows;

1. Call `sockpuppet/easingfunctions` to get list of possible easing functions
2. Call `sockpuppet/patches` to get list of possible patches
3. Using data from `sockpuppet/patches`, use `/sockpuppet/live` to make changes to the patch, and therefore the layer. Send to the director only, or controlling understudy.

Live changes sent to the director will be played back in sync across the session with a 2 frame delay.

Improvements

- DSOF-4156 Shortcut to Expand all/Collapse all groups

The following keyboard shortcuts expand and collapse all groups:

CtrlAlt= (expand)

CtrlAlt- (collapse)

In addition, there is a new Collapse All Groups button in the right click menu of the track which collapses all supergroups and smart groups.

- DSOF-19079 Make strobe layer less intense when created

When a strobe layer is created the rate is now 1hz by default.

- DSOF-23033 Sequencing: Add hot key for layer 'fit to contents'

When a layer is selected using the key bind 'CTRL + SHIFT + F' it will fit layer to contents

The key bind is noted in the 'F1' Shortcut menu.

- DSOF-23439 FolderWatcher abort logs are unclear (e.g. if d3service fails to clean up)
- DSOF-25049 Add text to manual observation alignment widget explaining initial alignment

We have added text in the Manual Observation widget that explains to users that if a wireframe is not visible, then the user should increase the Stage Render Opacity and adjust the Solved Position and Rotation until the alignment objects are in view.

- DSOF-25224 DSE accounting for surface normal relative to projector

We have added functionality to the Dynamic Blend workflow which accounts for the surface normal relative to the projector. When users edit the 'Cutoff angle' in the Dynamic Blend section of each projector and the relative angle of the projector and the surface normal exceeds this value, then we remove the contribution of that projector and use projectors with a better view instead.

- DSOF-25614 DSE: promote "dynamicSoftEdgeFullRes" to user-editable per-projector option

The option switch `dynamicSoftEdgeFullRes` has been promoted to a user-editable per-projector option. This enables the soft edge resolution to vary per projector rather than set across the whole project. In the projector settings, the "Dynamic Blend" section has a "Resolution factor" field 1/16, 1/8, 1/4, 1/2 and Full. 1/16 is the default for best performance. The "Resolution factor" changes DSE resolution, affecting blend quality (it is visible).

- DSOF-25623 DSE: re-organise Dynamic Blend section to hide less-used settings

The Projector Dynamic Blend section now has an Advanced Blend Setting sub-section with less frequently used options, to save on screen real estate.

- DSOF-25657 Make crash reporting disabled by default

Crash dumps are created when an unhandled exception occurs. This incurs a brief stall while the dump is generated. This behaviour is now opt-in and disabled by default. It can be enabled by one of the following two methods:

1. Option in Designer. d3 > Advanced > Enable Crash Reporting > On / Off

When On, it generates a dump file on the local machine when an Access Violation thrown.

When Off, it doesn't generate a dump file on the local machine when an Access Violation thrown.

2. Advanced Project Setting > Option Switch: enableCrashReporting is Project Wide and depending which machine has the Access Violation thrown, it will generate a dump file on that specific machine.

- DSOF-25922 Keyboard modifiers for fine and coarse control of feed warp points

When on a KVM or on a laptop trackpad it tends to be easier to use a keyboard than use the cursor.

Using the keyboard means the points move really slowly though. Adding modifiers means easier control of points without the movement being forced to be one slow speed. The following modifiers have been added:

- Holding Ctrl while moving feed warp points with arrow keys causes them to move in smaller increments

- Holding Shift while moving feed warp points with arrow keys causes them to move in larger increments

- DSOF-26395 Allow users to use field of view for XR calibration when focus encoder unreliable

If a tracking system is not sending a reliable focus encoder value, it can be preferable to disable it and use the field of view instead as a basis for XR calibration. Now, when the focus encoder value in the camera tracking source is disabled, it will be overwritten by the horizontal field of view if the focal length value is enabled

This value is shown as the zoom value when doing XR spatial calibrations, and is also used as the zoom encoder value when interpolating calibrated lens poses during operation

When overriding, the field in the tracking source is highlighted red, with the help text explaining why it is overridden. Similar highlighting and help text is also shown when the field is locked from the spatial calibration. All the equivalent of above is also true for focus encoder, overriding with focus distance where available.

Fixes

- DSOF-7470 Removing resources doesn't work in session (previously Remove missing media on editor machines resets on reconnecting to session)
- DSOF-8134 - Fixed an issue where population masks with alpha gradients were not respected in the Lux renderer
- DSOF-23636 - Dynamic Soft Edge: Fixed an issue a banding effect on blended region when brightness changed
- DSOF-23747 - fixed a CHECK_LOGIC error when launching RenderStream for mesh mapping with no screens
- DSOF-23788 - Fixed an issue where mesh mapping frustum jitters when following a camera
- DSOF-24891 - Fixed an issue where Tracking History would cast time to float and back, potentially causing minor issues for long running projects
- DSOF-25012 Fixed an issue where the installer had no 25G/100G rivermax licence files if offline
- DSOF-25036 - Fixed an issue where mesh projection would give strange viewpoints when a camera is very close to screen
- DSOF-25046 - Fixed an issue where graphics semaphores would not be released properly on

Nvidia machines.

- DSOF-25101 - Fixed an issue where 'StageEditor' object had no attribute 'onResourceChanged' error when opening Stage Editor Menu.
- DSOF-25157 - Fixed an issue where the QuickAlign/AR alignment tool would inaccurately select vertices
- DSOF-25195 - Arri Lds driver: removed "sensor height" field to avoid overwriting aspect ratio
- DSOF-25358 - Fixed TrackedPoint labels being incorrectly offset
- DSOF-25576 Dynamic Soft Edge: Fixed an issue where a profile would not be created if the empty project was created after d3 version was updated
- DSOF-25648 - Fixed an issue where OscDevice 'receiving' attribute did not match the true state
- DSOF-25856 - Fixed GraphicsDebugger log missing newline
- DSOF-25859 - QuickCal: Fixed an issue where rendering lineup was very slow for large meshes
- DSOF-25871 QuickCal: Fixed an issue where occlusion calculation for hidden markers was incorrect
- DSOF-25878 QuickCal: Fixed an issue where mouse-over help text was not shown for some settings
- DSOF-25919 - d3service: Fixed an issue where getThisMachine() would mix up machine Range and Model in API v1 response
- DSOF-25940 - Improved the resolution of the disguise logo in the installer
- DSOF-26162 - Quest 3 headset now works properly with d3
- DSOF-26199 - Improved performance of DMX screen
- DSOF-26580 - Fixed a RenderStream workload crash on launch with Exception: ILLEGAL_INSTRUCTION