

r18.0.3 Changelog

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| r18.0.3 Release - 78354 |
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Release day - 28th April 2021

Bug

- DSOF-16945 - Users BI opt out checkbox will now properly be set to your selected preference on remote install
- DSOF-16941 - colour calibration LUTs will now always get re-enabled after running a Pre-calibration capture
- DSOF-16937 - Update rivermax .lic files in new installers to be up-to-date and fixed an issue where the update button for rivermax licenses would download the wrong file.
- DSOF-16930 - Fix for "None type" notification when in a session and 1 machine doesn't have a valid feed scene
- DSOF-16923 - emoving tracking source and re-running spatial calibration will no longer give bad results
- DSOF-16921 - Fixes to improve our handling of errors thrown by the GPU.
- DSOF-16897 - Observation debugger lines will no longer all go to middle of screen when restarting after unticking observations
- DSOF-16876 - Fixed an error where the preview wouldn't appear after opening texture properties while ACES is active
- DSOF-16574 - XR calibration processes will no longer appear in the stage visualizer for independent editors.

RenderStream Plugin Fixes

Unreal Plugin 844

- DSOF-16670 CameraActors which are children do not respect hierarchy when used with 2D mappings
- DSOF-16649 RenderStream channels set up as children of an EmptyActor in UE do not respect the actors location