

## Release Notes Evoke 1.4.1

### Changes

- Active smart objects are prioritized for pattern assignment over inactive smart objects.
  - A smart object is marked as active if it is enabled and each smart cluster slot is linked to a device.
  - Inactive smart objects are still assigned patterns if enough patterns are left after they have been assigned to the active smart objects.

### Fixes

- Fixed issue introduced in Evoke 1.3.0 that reduced tracking quality, particularly when reconstruction data is noisy.
- Fixed issue which could cause inability to delete objects assigned to a character after loading a tracking configuration.
- Fixed issue which could cause objects to be unassigned from a character after loading a tracking configuration.
- Fixed smart object patterns not being reassigned when an object is removed.
- Fixed user settings for Pulsar status lights being reset on device connection – you no longer need to resend API commands to override status light settings on every device connection.
- Fixed intermittent crash when calling SystemHealthReports.LatestReport.
- Fixed rare capture failure when capture is started soon after camera connection.
- Fixed log error when overwriting a view file.
- Fixed poor performance when enabling or disabling objects if disabled characters are loaded.

### Evoke API 1.7.4

- SmartObjectServices – added functions to get and set the user preference for automatic smart object pattern assignment.
- Added C# sample code for system health reports.