

Release notes Shōgun 1.8

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1 Shōgun Live 1.8

1.1 What's new

1.1.1 Manually add/remove prop markers

Users can now add individual unlabeled markers to a prop, or remove existing markers from a prop manually, without needing to create the whole prop from scratch. Previously, this could only be done in Shōgun Post and while it is still possible, the workflow is different from that of Shōgun Live.

1.2 Fixed bugs

- SDI performance and features:
 - SDI video not displaying when no Vicon system is attached
 - SDI cameras not linking to props
 - SDI calibration being lost after system restarts. The previous SDI calibration is now remembered on start up.
 - Selected SDI cameras not displaying their parameters.
 - Active video calibration and/or masking selected cameras causes system to hang.
 - Audio not working when reviewing captures.
- Agent info being added every time a user loads system settings. This no longer happens.
- Shōgun stopping responding when markers are recalibrated.
- Bone lengths changing during marker-only recalibration.
- Shōgun Live was preventing the last capture it previewed from being deleted, when browsed to in Explorer. All captures can now be deleted.
- Captures fail when video frames are dropped or are incomplete.
- Subjects exported as VSK version 3.5, resulting in them not being able to be reimported as new versions of the software only support 3.6.
- Live subject recalibration not displaying the same information as standard live subject calibration.
- After creating a cluster on a subject, the dots that show the cluster shape are not in the correct location.

2 Shōgun Post 1.8

2.1 What's new

2.1.1 Automatic retargeting setup

Automatic constraint creation now provides a fast default retargeting setup, reducing many of the manual steps that were previously required. We have also improved the retargeting UI to further streamline this process.

2.1.2 StretchSense support

Shōgun Post 1.8 marks the introduction of support for StretchSense, a motion capture solution dedicated to hands. The software comes with a series of robust, customizable scripts that can quickly import and merge Hand Engine data directly with Vicon skeletons, supporting Hand Engine 1.5.1 and 1.5.2.

2.1.3 Script commands

- `autoCreateRetargetingConstraints` - Uses sides and parts to automatically create a default retargeting constraint setup.
- `autoSetSideAndParts` - Automatically assigns the appropriate side name (left, right, or center) and part name (knee, head, etc) to each bone that has active DoFs.
- `compareXMLFiles` - Compares two XML files.
- `createSidesAndPartsScript` - Outputs a Shōgun Post script that creates sides and parts for the current subject.
- `objectTrackingOptions` - Enables you to control object tracking settings relevant to processing in Post.

For more information, see *HSL Scripting with Vicon Shōgun*.

2.2 Improvements

- Exposed object tracking settings – You can now adjust the settings of data captured using the object tracker in Shōgun Live, before processing.
- Auto-Skeleton – Reports of elbows sometimes having too much bend have been addressed.

2.3 Fixed bugs

- Export and import issues:
 - Linked camera data being broken in MCP files, preventing Shōgun Post from opening the files in question.
 - FBXs crashing on export when their frame rate is not PAL 25, 50, or 100. It is no longer possible to export at unsupported frame rates.
 - The 'Write unlabeled trajectories' option on TRC export not working.
 - C3D script blocked by a comment error.
 - saveFile -s for VDF files exporting all objects, not just those that are selected.
 - saveFile command -a argument fails.
- Scripts:
 - snapToLocal offset HSL command doesn't work when using rotationOnly.
 - createSolvingSetupFromLabelingSetup copies skeleton but not constraints.
 - HSL attach command with -parent argument causes crashes when used on VST. Shōgun no longer crashes and instead gives a log warning explaining why the action was unsuccessful.
- Auto-Skeleton: Clavicle rotations set incorrectly when actor stands in an A-pose.
- Animated constraint weights not displaying their value at the currently selected time.
- Volume visualizer not converting from 3D to 2D properly.
- Adding labels to velocities causes them to be applied beyond the total range.
- When filling frames in a scene that is set to 60hz but contains data shot at 120hz, the filled keys go off frame.
- Shelf buttons not working with Python scripts created after 2.7. Buttons now uses exec instead of execfile, which is compatible with Python 2.7 and 3.
- Default characters named 'BladeDefault'. Blade is the precursor to Shōgun and so references to it are gradually being removed and/or updated.
- Filtering bones possible via script but grayed out in the user interface. Bone filtering can now be performed without needing to use the script.
- Directory slashes facing the wrong direction depending on how they were added to Data Management.
- When 'Stream Data' is toggled, connected Data Stream Clients aren't displayed.
- Manipulation arrow not appearing when the mouse hovers over Data Health marker list, making it difficult to extend this area.
- Zoom selected keys zooming in too far when selecting keys on a single axis.
- On the time bar, 'Play Start' can be placed beyond the extents of the Start and End ranges. In either case, the Play Start now snaps back to where it was upon mouse release.
- Undo steps made to the A-pose reported as T-pose in the log.
- In the Marker List header, icon and title were being overlaid instead of sitting next to each other.
- Gray lines appearing in the log between entries. The text now wraps when the panel size is reduced.
- Save and Load calibration not using the Windows dialog.
- Error message that appears when farming with non-network paths isn't clear. This has been reworded.
- Incorrect colors assigned to constraints in the Attributes panel.
- Label Marker data not showing in the data stream.
- Undoing 'Detect Labeling Clusters' removes the reconstructions.
- 'Unlabel cliff tooltip' incorrect wording. Removed the implication that two markers need to be selected.
- Calibrating a single character's VSS forces the VSS of all characters to calibrate.
- Sorting items in the Health view does not update until a marker selection is made.
- Marker names are hidden in the Health view when subjects have long names.
- Rotating with edit base pose on doesn't work in local space. This is useful when creating custom skeletons and so is now supported.