

## **SPOUT UPDATE - 12th October 2014**

### **Problems found**

SpoutPanel disappears behind app window  
SpoutPanel shows corrupted string instead of sender list  
Freeze of receiving app after change of size in sender app

### **Solutions**

SpoutPanel problems

- SpoutSDK.cpp - show on top process repeated within SelectSenderPanel
- SpoutPanel.cpp - corrected un-initialized string used if no command line
- SpoutReceiver.cpp - arg was not const char so default NULL not used

Sender size change freeze

- SpoutSDK.cpp - UpdateSender corrected to re-initialize sender interop only
- SpoutSDK.cpp - DrawToShared texture corrected to resize sender shared texture
- SpoutGLDXinterop.cpp - CreateInterop cleaned up for sender texture size change

Revisions

- All apps recompiled for Spout 2 release.

### **Changes required**

If a sender changes size, the shared texture is now updated properly within "SendTexture" and "DrawToSharedTexture", so there is no need to release and re-create the sender, although this method remains satisfactory. Examine the openframeworks sender example "WindowSized" function.