

# Designer r30.8.2 Release Notes

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## r30.8.2 - Hotfixes

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*Full (Pro) build: 217911*

*Starter build: 217912*

*Released: May 21st 2025*

## Fixes

- **DSOF-30106** - The API endpoint `service/project/startlocalproject` will no longer fail to launch the project.
- **DSOF-29867 & DSOF-30020** - The API endpoint `/system/projects` now correctly returns the list of projects on a system, including .d3starter projects if they are present.
- **DSOF-30310** - Large projects will no longer drop frames when jumping on the timeline under within-spec load conditions if crossfade is configured anywhere on the timeline.
- **DSOF-30305** - Projects that include certain projector calibration configurations will no longer report an ACCESS\_VIOLATION on launch.
- **DSOF-30292** - Starter projects will no longer produce corrupted project files the first time they are saved. (The next time they are saved, they would save an uncorrupted file).
- **DSOF-30291** - Very long timelines will no longer sometimes degrade in performance when jumping to certain sections.
- **DSOF-30260** - Rendering the wireframe of a mesh projection is now slightly more performant.