Designer r30.8.4 Release Notes

r30.8.4 –Hotfixes

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Full (Pro) build: 219136
Starter build: 219134
Released: June 4th 2025

Fixes

- **DSOF-29712** – RenderStream workloads will no longer intermittently get stuck in *Awaiting requests (not requested)* on launch if packets are dropped on startup.
- **DSOF-30414** – Performance has generally been improved when modifying objects. (no more small hangs while editing!)
- **DSOF-30374** – Designer will no longer report an Access Violation when creating an MR set for the first time.
- **DSOF-30344** – Intermittent video input signals on Matrox machines will no longer lead to performance stutters.
- **DSOF-28436** – Newly created reference points will now appear on the actor's feed view immediately upon creation.
- **DSOF-30377** – Disguise servers equipped with Bluefish capture cards will no longer excessively log errors in rare scenarios when dropping frames.
- **DSOF-30413** – Designer will no longer trigger OSC events multiple times if their addresses start with the same string of characters.