

r30.8.5 - Hotfixes

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Full (Pro) build: 220156

Starter build: 220157

Released: June 18th 2025

Fixes

- **DSOF-30453** - Text Layers now render correctly with text with carriage return characters.
- **DSOF-30233** - Designer no longer respond to transport commands slowly when out of focus.
- **DSOF-30337** - Changes to the Offsets in a `SkeletalPointTrackingSource` object are now properly reflected on actor machines in real time.
- **DSOF-30430** - VideoTrigger layers patched to Sockpuppet will now properly respect the **Speed** field before the video is re-triggered.
- **DSOF-30222** - Using a parallel mapping with transparent content will no longer display a ghostly diagonal line across content.
- **DSOF-30455** - MIDI sliders in the Designer GUI with midi input assigned no longer move jerkily.
- **DSOF-30320** - The Readout layer now displays the correct section note when chasing timecode.
- **DSOF-30312** - Designer will no longer report a spurious error when clicking on a missing media notification.
- **DSOF-28228** - The **Brightness** field on the Tracking Marker layer will now correctly dim the layer.
- **DSOF-29510 & DSOF-29512** - Certain cases where projects can become corrupted will no longer occur.
- **DSOF-30449** - On project close Designer will no longer throw a spurious error if a temporary file exists that begins with "d3".
- **DSOF-30454** - Designer will no longer report an Access Violation when creating a Virtual Camera or an MR Set under certain circumstances.
- **DSOF-30463** - FBX files with embedded textures will no longer cause Designer to create a sub-folder for every embedded texture sub-folder.

- **DSOF-30431** - Video Transition layers will no longer stop playing when holding on a section break when playback speed is patched to Sockpuppet.
- **DSOF-30444** - Video layers will no longer stop playing when holding on a section break when an expression is used to control their speed.
- **DSOF-30468** - HTTP Sockpuppet API endpoints now accept either a full 64-bit integer OR a hex value for the UID of the layer you want to control.