



Designer r31.0.1 Release Notes

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Full (Pro) build: 222355

Starter build: 222356

Released: July 9th 2025

Improvements

- **DSOF - 26593** - Designer now logs which adaptors has been set as the **Preferred Sync Adaptor** of a cluster pool to the console to better assist with debugging.

Fixes

- **DSOF - 30655** - Linking a position receiver field to an open layer no longer causes Designer to CTD.
- **DSOF - 30642** - The `DisplayViewTransform` field in OCIO configs is now properly applied when used as an input transform.
- **DSOF - 30602** - Designer will no longer perform below specification when playing back many layers of video.
- **DSOF - 30308** - Project folders that have a **plugins** sub - folder can now be deleted properly without a permissions error.
- **DSOF - 28881** - Designer will not longer report an error when the project is saved if a RenderStream receive health widget is pinned.
- **DSOF - 30582** - Rendering a layer with a Mesh Projection mapping no longer causes a frame drop on the first frame of the layer.
- **DSOF - 30648** - Live update will not longer regularly become blocked when doing skeleton tracking across multiple machines.
- **DSOF - 30644** - Understudies no longer spuriously report that they cannot send OSC messages OSC when using projector calibrator devices.
- **DSOF - 30610** - RenderStream workloads will no longer fail to launch for all assets if a single asset with an invalid engine type is discovered on the network.
- **DSOF - 30581** - Compositor frames are no longer exported at proxy resolutions.
- **DSOF - 30609** - d3Manager's feature **Clear ingestion history** works as expected again.