



Designer r31.0 Release Notes

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Full (Pro) build: 221477

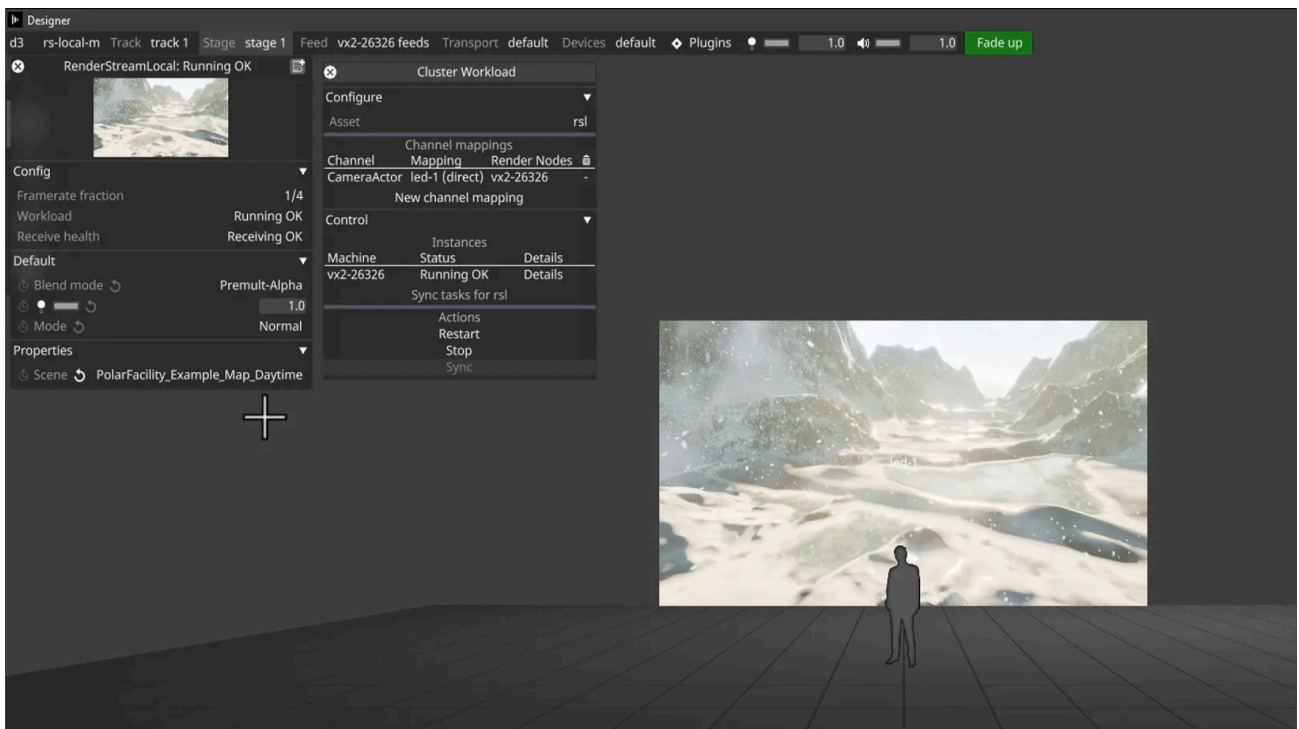
Starter build: 221478

Released: July 7th 2025

New Features

RenderStream Local

We are releasing a new content layer called the **RenderStream Local** layer, which allows the user to run any RenderStream asset on the same server as Designer. This functions like the existing RenderStream layer, but rather than sending the rendered frames over the network, the frames are accessible to Designer in the shared GPU memory.



RenderStream Local layer using the Unreal Engine integration on a VX 2 media server

RenderStream Local layers are watermarked by default if no RenderStream License has been applied to the server. RenderStream Local is supported on the VX and GX ranges only.

VX 4 and VX 4+ servers do not support the RenderStream Local layer due to technical limitations with AMD GPUs. EX range servers can use RenderStream Local for TouchDesigner only with the purchase of an optional, perpetual Real-Time Connector License. Read more about optional EX range licenses [here](#).



Read more about the RenderStream Local layer in our new documentation [here](#).

TouchDesigner - EX Range

The EX range now supports the TouchDesigner RenderStream plugin via the RenderStreamLocal layer. This is enabled with the [optional EX Real-Time connector \(RTC\) license](#), which also enables users to run a Notch block on the EX range. The Real-Time Connector license is purchased as a one-time cost. There is no need for a RenderStream license to enable this functionality. TouchDesigner using the RenderStream layer (where the RenderStream workload is deployed to an RX server) is not supported on the EX range.

Sockpuppet Patch Improvements

We've overhauled the Sockpuppet Patch UI, which will allow you to more easily view, modify and export your Sockpuppet Patches. You can read more about these changes [here](#).

Camera Depth of Field Simulation

Cameras now have the capacity to simulate a *depth of field* effect that is physically accurate. You can find more information about this feature [here](#).

This is especially useful when paired with **Stage Render Layers** and **2.5D Assets**.

Legacy Designer License Deprecation

From r31.0 onwards, the Disguise Designer software will no longer support Designer Legacy licenses. Only Designer Pro licenses are now supported. Users will continue to be able to use both Designer Pro and Designer Legacy licenses to run versions prior to r31.0.

We have also removed support for shared Educational Licenses. If you are interested in teaching Disguise, we can distribute a range of appropriate licenses for you if you contact us [here](#). For more information, see [Educational Licenses](#).

Improvements

In r31.0 we have made a range of improvements across several categories of the software.

General Improvements

- **DSOF - 30315** - Transports can no longer be Engaged/Disengaged by pressing **Enter** after toggling Engage/Disengage.
- **DSOF - 30313** - Plugins are now available in Starter versions of Designer.
- **DSOF - 30227** - We now offer an optional Colour Management (ACES & OCIO) unlock license for the EX range. You can find more information about how to buy this license by contacting the [sales team](#).
- **DSOF - 30550** - Undo will now undo and redo the creation and deletion of whole objects, not just edits to objects.
- **DSOF - 29784** - During [XR Colour Calibration](#), you can now optionally choose to pre - generate your LED screen Mask and visualise it to help with debugging.
- **DSOF - 29624** - During [XR Colour Calibration](#), old LUTs are now automatically backed up in a backup folder and can be restored by undoing the previous calibration.
- **DSOF - 30001** - Expressions now support negative array indexing to index from the last element, like Python.



- **DSOF - 27140** - The **De - Isolate Sockpuppet** toggle on Sockpuppet fields now returns the layer to the state before the field was isolated instead of simply re - patching all fields.
- **DSOF - 30382** - Graph legends font size is now large enough to be seen with the naked eye.
- **DSOF - 30314** - A new **Zero Pose** Button in the Skeleton editor, which will set all the joint poses to 0.

API Improvements

You can visit our Developer documentation [here](#).

- **DSOF - 26991** - Designer now responds with more useful error messages when it receives an unsupported API request.
- **DSOF - 30461, DSOF - 30460, DSOF - 30459 & DSOF - 30458** - A range of improvements have been made, including the ability to subscribe to live Graph data.
- **DSOF - 29293** - There is now a new API endpoint for changing the **Cluster pool** of a RenderStream workload.
- **DSOF - 30288** - The plugin API for accessing Indirections is now simpler to use.
- **DSOF - 30265** - The Designer API now accepts UUIDs in both Hexadecimal and Decimal formats.
- **DSOF - 30180** - A new Service API endpoint is now available for deleting media on disk.

Error Message Improvements

- **DSOF - 29559** - Error messages reported when Invalid Arrows are created are now more detailed.
- **DSOF - 30348** - Designer now has better debug logging to detect issues with bulk modifications of QuickCal Reference Points.
- **DSOF - 30224** - Designer now has more detailed and helpful error messages when Starter projects are opened in Full versions of Designer.
- **DSOF - 29397** - Designer now has more useful error notifications of certain errors, including when meshes are missing in OmniCal environments.
- **DSOF - 29328** - Designer now has more descriptive error logs in the consoles if getting or saving information about the d3Net adaptor fails. This enables quicker debugging.

Fixes

- **DSOF - 30492** - Using the colour checker in OCIO mode no longer erroneously reports small errors in some colour responses using the standard MacBeth ColorChecker chart.
- **DSOF - 30427** - Designer will no longer sometimes CTD with an audio error after playing video with embedded audio for many hours.
- **DSOF - 29659** - If the network adapter profile of a NIC is set to **Public** in Windows. Designer will now report a useful error when starting RenderStream, directing the user to change the setting, rather than allow the workload to sometimes get stuck on **Starting**.
- **DSOF - 29726** - Dragging a section with a custom **Fade Duration** set no longer reverts the section's Fade setting to **Global**.