



Designer r31.1 Release Notes

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Full (Pro) build: 224006

Starter build: 224007

Released: July 30th 2025

Improvements

- **DSOF - 30571** - Designer plugins can now check if a user is logged in to Designer Cloud via d3Manager.
- **DSOF - 30560** - Layers now have a “Luma Matte Mask” Blend Mode. You can read about how to use it [here](#).
- **DSOF - 26841** - 2.5D layers now can be played back locked to the timeline.
- **DSOF - 26908** - ReferencePoints manager now includes a list of TrackedPoints.
- **DSOF - 30671** - The default step value boxes in `SkeletalPointTrackingSource` is now 0.1.
- **DSOF - 30641** - The cue list widget now retains it's size after closing and reopening the widget.
- **DSOF - 30366** - The Media Provisioning API now only accepts absolute paths for file provisioning and removal.
- **DSOF - 30585** - Media Provisioning API endpoints can now be given a list of paths to files to provision and/or remove instead of accepting only 1 path at a time.
- **DSOF - 30555** - The RenderStream Latency graph has now has more details about what in the render pipeline is causing the latency.

Fixes

- **DSOF - 30470** - Designer will no longer occasionally experience video capture drops in rare circumstances.
- **DSOF - 30703** - Upgrading specific projects with specific expressions past r31.0 will no longer crash with an ACCESS_VIOLATION.
- **DSOF - 30369** - Remote textures shared with UE over RenderStream when UE is set to have a working colour space of ACEScg now have the correct colour response throughout the render pipeline.
- **DSOF - 30168** - SDP files placed in SDPFile folder now create an IP video input automatically.
- **DSOF - 30167** - Modifications to IP video capture streams now persist between reboots on Actors properly.
- **DSOF - 30003** - Remote textures shared over RenderStream whose sources are arrowed layers where the content in that arrowed layer is controlled by an indirection now respond properly to indirection changes.
- **DSOF - 30488** - Sending media management API calls in very quick succession will no longer sometimes fail.
- **DSOF - 30471** - Layers mapped to inactive screens but also arrowed in to layers with active screens now prefetch their content properly.
- **DSOF - 30698** - Using the “Find and Remove Programs” tool in Windows now properly lists Designer as “Designer” instead of “d3”.
- **DSOF - 30701** - Attempting to provision media via the Media Provisioning API using only the “transfers” element will no longer return a spurious failure message after the correct success messages.
- **DSOF - 30657** - A SkeletalPoint Tracking Source can no longer be selected for non - Skeleton objects.



- **DSOF - 30584** - Concurrent Media Provisioning API calls referencing the same file will no longer perform multiple unnecessary copies and will instead perform 1 copy and create multiple hard - links.