



Designer r31.1.1 Release Notes

Download r31.1.1 Full (Pro)

Full (Pro) build: 225126

Starter build: 225127

Released: August 13th 2025

Improvements

- **DSOF - 29296, DSOF - 28954** - The EULA for Pro and Starter installers are now the same.

Fixes

- **DSOF - 30866** - Layers that are resized from the left will now properly report their content in Exported Content Tables.
- **DSOF - 30863** - Designer will no longer fail to import FBX meshes with null attributes, and will instead ignore the null attributes.
- **DSOF - 30826** - In performance - limited situations, XR colour calibration will no longer occasionally fail to capture all colours.
- **DSOF - 30785** - Mesh Mapping with 'Tiles' Splitting Type correctly warps DX12 RenderStream workloads again, as it did before r31.0.
- **DSOF - 30725** - The first VFC output of a VX4+ will no longer fail to framelock with the other outputs.
- **DSOF - 30784** - Viewing a video layer patch assignment in a Patch List or Global Patch List view will no longer report a spurious error.
- **DSOF - 30652, DSOF - 30873** - Director machines running large projects, especially with lots of projectors, will no longer suffer from performance issues.
- **DSOF - 30921** - Designer APIs are now case - insensitive to input option names, as they were before r30.8.
- **DSOF - 30681** - `SkeletalPointTrackingSource` now filters out duplicated tracking points for improved tracking stability.
- **DSOF - 30676** - `SkeletalPointTrackingSource` now correctly handle non - zero root node offsets from the FBX mesh.
- **DSOF - 30712** - Now RenderStream Projects network share settings will always be configured upon installation of Designer, same as the d3 Projects network share.