



Designer r31.2 Release Notes

Download r31.2 Full (Pro)

Full (Pro) build: 225152

Starter build: 225153

Released: August 13th 2025

Improvements

- **DSOF - 30700** - Tracked points in SkeletalPointTrackingSource are now bound between settable upper and lower limits.
- **DSOF - 30613** - The Chromium Embedded Framework (CEF) package, used for the web layer and plugins, has been updated to version 132.3.2.0, which contains chromium version 132.0.6834.161.
- **DSOF - 30587** - Notch layers now have Padding X and Padding Y fields to help remove screen - space effects e.g. vignettes. See the [Notch layer](#) page for more details.
- **DSOF - 30684** - In Stage Render Settings for a Camera, users now have the option to hide skeletons on stage. See the [Stage Render Settings](#) page for more details.
- **DSOF - 30649** - Projector objects now have a mask field to apply a mask to the projection surface(s) it hits. See the [Editing Projectors](#) page for more details.
- **DSOF - 30400** - IP - VFC cards will now behave more reliably on machine boot when they are configured to use external Genlock but are currently not receiving an external Genlock signal.
- **DSOF - 30804** - Sockpuppet patch widgets are now titled with their owning layer or object, and the name of the patch, instead of generic names 'DMX Patch' or 'OSC Patch'.
- **DSOF - 30803** - Users are now notified when there is a DMX channel conflict without needing to open the DMX Patch Assignment Widget.
- **DSOF - 2970** - Track zoom in/out buttons now have tooltips explaining the keyboard shortcuts to perform the same actions.

Fixes

- **DSOF - 30929** - Luma - Matte and Inverse - Luma - Matte blend modes, added in r31.1, are now moved to the end of the list of blend modes, which restores the original order of modes for DMX personalities. See the [Blend Mode](#) page for more details.
- **DSOF - 30694** - Skeletons now stay in place when individual points rejoin after losing tracking.
- **DSOF - 30739** - RenderStreamLocal now supports Front Plate mappings.
- **DSOF - 30573** - Skeleton points no longer suffer from gimbal lock when objects rotate through 360 degrees.
- **DSOF - 30530** - Multi - machine sessions now are better synchronised when the director is not genlocked.
- **DSOF - 27407** - Machines that failed to join a session no longer spam RenderStream error notifications.
- **DSOF - 26254** - Changing a project between 8 - to 10 - bit output modes will now wait to configure the GPU with the correct bit - depth until feed settings are applied (like all other feed settings).
- **DSOF - 24103, DSOF - 21289, DSOF - 30714** - RenderStream workloads no longer reports spurious errors when removing channels or changing mappings.



- **DSOF - 30661** - SkeletalPointTrackingSource tracking is no longer influenced by the initial pose of the Skeleton.
- **DSOF - 25852** - Tooltips for Fade Up/Fade Down/Hold are now corrected.
- **DSOF - 24383** - Feed rectangle tooltips are now corrected.