



# Designer r31.3.2 Release Notes

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Full (Pro) build: 227560

Starter build: 227561

Released: September 10th 2025

## Fixes

- **DSOF - 31126** - Editing Cues on duplicated tracks will no longer be reflected across other duplicated copies, as it was before r31.3.
- **DSOF - 31118** - VX 1 and VX 4/4n/4+ servers with Matrox capture cards will no longer crash to desktop when capturing using certain input ports, as it did before r31.0.3.
- **DSOF - 30093** - Designer will no longer occasionally hang indefinitely on shutdown from handling API requests.

### Note

Frequent polling of API endpoints is discouraged. It can lead to reduced system performance. To receive real-time updates, we recommend using the Live Update API for streaming data from Designer. This ensures your app always has the latest data without extra overhead.

- **DSOF - 30931** - Duplicating time at the end of a track no longer reports a spurious error, as it did before r30.8.
- **DSOF - 31124** - Inserting time in **Layers, sections and audio** and **Layers and sections only** modes no longer leaves section breaks behind, as it did before r31.3.
- **DSOF - 31059** - HTTP Sockpuppet `listPatches` endpoint no longer returns an empty 'type' and `stringValue`. The type is now 'string', and if a value had been previously sent via the 'live' endpoint, `stringValue` now displays the last value sent. This restores the behaviour before r31.0.
- **DSOF - 30562** - RenderStream workloads using Texture Parameters no longer reports a spurious "RenderStream Send Failed" error.