



Designer r32.1 Release Notes

r32.1 - Partial IP-VFC Support for GX 3+

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Full (Pro) build: 231132

Starter build: 231133

Released: October 22nd 2025

Improvements

- **DSOF-31053** - The GX 3+ now has partial IP-VFC card support for specific output formats. You can find these formats listed [here](#).

Fixes

- **DSOF-31321** - When a Video Clip has Frame Blending enabled and a non-zero Loop-In Frame, video playback now correctly loops back to the Loop-In Frame, not the first frame of the Video Clip.
- **DSOF-31313** - RenderStream receivers no longer send redundant network messages to other receivers, greatly reducing overall network traffic over d3net when running RenderStream with many actors.
- **DSOF-31376** - Changing the Video Clip of a Sockpuppet Video Layer when Brightness is 0 no longer starts playback automatically in the background. Instead, playback now starts only when Brightness is raised above 0.
- **DSOF-31352** - When a DMX signal is lost for more than 10 seconds, DMX event transport no longer reverts to 0, which could cause unexpected behaviour e.g. jumping back to CUE 0.

Triggering failover via DMX is also modified to now only work when the value is first set to 0 and then set to the configured value for failover triggering. e.g. if you need to send 20 for failover you will need to set the channel to 0, then 20. If you sent it from 0 to 10 and then to 20, Failover will not trigger.
- **DSOF-31305** - Creating new tracks no longer erroneously adds broken Cues to the track list.
- **DSOF-31265** - Sockpuppeted effects layers no longer duplicate the content source texture property in their personality on project restart. This restores behaviour before r31.0.

For customers with projects that have already experienced this problem, you can find instructions for how to reset your personalities to their defaults [here](#).

- **DSOF-31234** - OSC drivers (used for e.g. tracking encoders) now support parsing messages without trailing slashes again.
- **DSOF-31283** - Setting the output mode to Hold no longer flickers between two frames but outputs the last frame properly. This restores behaviour prior to r31.2.