

Designer r32.1.3 Release Notes

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Full (Pro) build: 233619

Starter build: 233620

Released: *November 26th 2025*

Fixes

- **DSOF - 31635** - Selecting a MIDI device in an MTC layer no longer reports an error on X1 machines.
- **DSOF - 31439** - Video is now correctly prefetched before the start of a layer which should stop rogue black flashes when jumping the playhead or playing in to layers.
- **DSOF - 31643** - A new option “No Clamp” has been added to the **Tonemapping** field of the **Colour Profile** object which allows for users to disable clamping in the colour pipeline when using Gamma Space colour management. Please note that if you set this option in r32.1.3 and roll back to r32.1.2 or below it will revert to “Filmic Grain” in the tone mapping field and you will need to manually set it again upon rolling back up to r32.1.3 or above.
- **DSOF - 31550** - Telnet transport commands now respect the **transition** field again and will fade over that transition period instead of snapping.
- **DSOF - 31516** - RenderStream, Video and Legacy Video layers with certain fields patched to Sockpuppet will no longer fail to populate their Sockpuppet personality editors properly when upgraded from older versions of Designer before r23.1.
- **DSOF - 31664** - Using the `POST /media/provision` API now returns a correct matching UID so you can subscribe to the task progress.
- **DSOF - 31606** - Designer now reads OSC messages even when the address omits the null - terminator (which is non - standard OSC).
- **DSOF - 29913** - Sending an MSC command to jump to a cue that does not exist will no longer report an unhelpful error.
- **DSOF - 31353** - Certain API endpoints will no longer fail if there is a mixture of d3 machines from before and after r26.0 on the network.
- **DSOF - 31260** - HDR Textures sent as texture parameters to RS workloads where the working space is ACEScsg are no longer clipped and now properly reflect the full HDR range.