

# Designer r32.1.4 Release Notes

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Full (Pro) build: 234042

Starter build: 234043

Released: *December 3rd 2025*

## Fixes

- **DSOF - 31456** - Audio Layers with At Endpoint set to Loop now loops correctly even when the timeline Playhead holds on a section break.
- **DSOF - 31703** - Projects upgraded from before r31.3.2 now correctly save Cue positions for all cues after project restarts.
- **DSOF - 29654** - Using a Mesh or Perspective Mapping in an RS layer using a UE workload no longer has a negative impact on workload performance.
- **DSOF - 31716** - ST 2110 capture of 1080p YCbCr signals no longer results in visual striping along the left side of the image.
- **DSOF - 30961** - ST 2110 video capture latency has been significantly reduced and now has parity with SDI video capture solutions on Disguise servers.
- **DSOF - 24743** - The IP Address of the Local Machine in the Machine editor no longer always displays 127.0.0.1 and instead shows the actual d3Net IP Address.