

Designer r32.2.1 Release Notes

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Full (Pro) build: 235248

Starter build: 235249

Released: December 17th 2025

Fixes

- **DSOF - 31720** - Missing media Layer highlighting will now be more accurate.
- **DSOF - 31551** - Moving machines in and out of session and changing machine roles while ingesting media can no longer very occasionally lead Designer to CTD.
- **DSOF - 31759** - Designer now loads all FBX Skeletons with bones correctly regardless of the coordinate space of the bones in the FBX file.
- **DSOF - 31841** - The `/service/media/remove` API endpoint will now correctly work after Designer has been closed.
- **DSOF - 31823** - Using the `/service/media/provision` API endpoint with a **mediaPath** field for a file that does not exist on disk will now report “Failed” rather than “Succeeded” when subscribed to the Task Status Streaming API.
- **DSOF - 31744** - d3service will now set Nvidia Power management mode to **Prefer Maximum Performance** on GX 3+ machines to improve FPS reporting and playback.
- **DSOF - 31731** - Multi - editing in the Feed view now correctly shows output heads of EX range machines.