

# Designer r32.2 Release Notes

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Full (Pro) build: 234682

Starter build: 234683

Released: *December 10th 2025*

## New Features

r32.2 brings with it a range of software features and fixes including additional capture capability as well as new VP and Sockpuppet workflows.

### HDMI Video Capture

The [EX 3+](#) and [EX 2C](#) machines now support 4K DCI HDMI capture, and an additional 12G channel over SDI.

That means the EX 3+ can support simultaneously:

- 1x 4K DCI HDMI 2.0 capture (HDMI connector)
- 2x 12G SDI inputs via Ports A and C (HD - BNC connector), **or** 4x 3G SDI inputs (HD - BNC connector)

That means the EX 2c can support simultaneously:

- 1x HDMI 2.0 capture (HDMI connector)
- 1x 12G SDI inputs via Ports A (HD - BNC connector), **or** 4x 3G SDI inputs (HD - BNC connector)

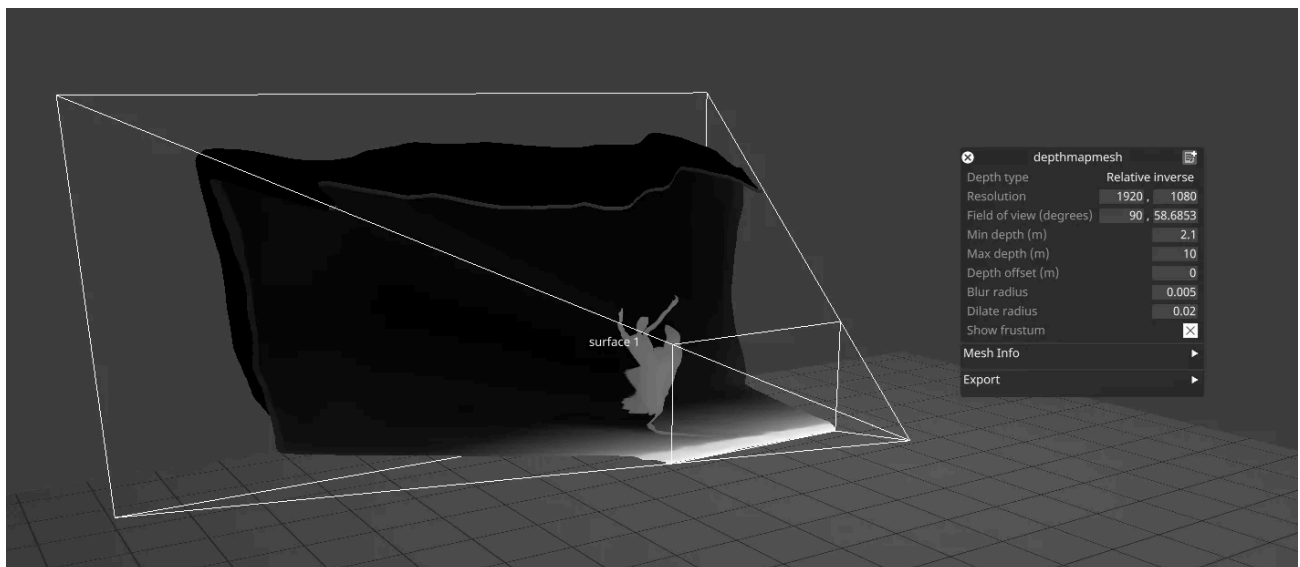
Note that to unlock this feature you will need to use r32.2 and above in conjunction with the appropriate 25Q3 OS image for the relevant server as outlined [here](#).

### Depth Workflows

There are new [Layer](#), [Mesh](#) and [Mapping](#) types which allow users to apply a Depth Video to meshes providing improved parallax effects in moving camera scenarios. This also integrates natively with [2.5D workflows](#). You can find more information about these new workflows [here](#).



Depth Video Layer



Depth Map Mesh

## Sockpuppet GDTF Export

Sockpuppet Personalities can now be exported as GDTF that can be read by GrandMA3. We have removed the ability to export MA2 XML formats as this seemed to be used exclusively to for converting to GDTF.

You can read more about how this feature works [here](#).

## Other Improvements

- **DSOF - 31360** - Spatial and Colour Calibration processes are now more performant and less likely to drop frames potentially causing failed calibrations.
- **DSOF - 31580** - Designer now supports additional verbose logging option switches for faster debugging of prefetch issues.
- **DSOF - 31495** - The timeline is now highlighted where Cues, Notes and Tags will be dropped on the timeline to add clarity when they are dragged.
- **DSOF - 31215** - When using a VR set to previsualise the scene you can now set a **User Parent** field which allows for the VR user to be the child of another stage object. You can read more about this new field [here](#).
  - There is also a new option switch `enableNullVRDriver` which allows the user to use the Steam VR “null” driver for testing.
- **DSOF - 26195 & DSOF - 31679** - Blackmagic Video Hub Matrixes can now be set to either 3G and 12G and will automatically update their delays appropriately, thereby removing the need to set `blackMagicMatrixSendDelay` manually. As a result this option switch has been deprecated.
- **DSOF - 31465** - Designer now supports OCIO v2.5. You can read more about OCIO v2.5 compatibility [here](#).
- **DSOF - 30936** - The `api/service/media/remove` endpoint will now unlock and remove the media specified even while Designer is running.
- **DSOF - 31274** - We now have a new [Fisheye Mapping](#) for simulating the effect of a hemispherical lens.
- **DSOF - 30870** - The **Generate Content Table** button will now properly show the correct content version even if a frame replacement from a newer version is in use.
- **DSOF - 31488** - Timeline zoom levels are now user - configurable so you can configure which zoom levels you would like to jump between in your project. You can read about how to configure this [here](#).
- **DSOF - 15273** - New tooltips have been added to the Observations Visualiser Control widget.
- **DSOF - 15274** - The **Labels** option in the Observations Visualiser Control widget is now a tick - box instead of a number.
- **DSOF - 31027** - Designer will now not allow the user to create invalid EX/VX/GX machine configurations in d3net Manager which would only report errors after their creation anyway.
- **DSOF - 31120** - Understudies with no valid targets are now helpfully highlighted orange in the d3Net Manager UI.
- **DSOF - 31609** - Cues, Notes and Tags used in the **Track Jump Layer** that are deleted will no longer silently stop working in the layer. Instead a useful notification is reported.
- **DSOF - 31281** - The Global **Enter** keybind now will always toggle playback on the timeline and to select an option using the keyboard the user will instead use **CTRL + Enter**.

We’ve also made a range of improvements to our Plugins API:

- **DSOF - 31482** - Transport Commands can now be created via the Designer [Plugins API](#).
- **DSOF - 31462** - It is now possible to get elapsed and remaining time left on layers from the Designer [Plugins API](#) new easily.
- **DSOF - 31262** - The Designer [Plugins API](#) now has better controls for [Layer Stacks](#).
- **DSOF - 31460** - The Designer [Plugins API](#) now allows you to remove and add time from tracks.

- **DSOF - 31026** - The Designer [Plugins API](#) now has better information about object Categories.

## Fixes

- **DSOF - 31694** - The **Screen fill factor** setting for XR Colour Calibration now works correctly again.
- **DSOF - 31509 & DSOF - 31546** - Multi - Dragging Notes/Tags/Cues/Sections no longer “Slide off” features that they should not.
- **DSOF - 31386** - When aborting a Colour Calibration in Write or Read mode Designer will no longer report a spurious error.
- **DSOF - 31380** - Scene origin in 2.5D layers now correctly works when the 2.5D asset is rendered in a **Stage Render Layer**
- **DSOF - 31096** - Custom ranges, default values, and step sizes in Sockpuppet personalities configured in projects created in versions below r31.0 will now correctly retain these changes when updating to r32.2 and above.
- **DSOF - 31056** - The Sockpuppet Personality GUI now allows multi - select editing again.
- **DSOF - 30994** - Manually adding assets to a 2.5D Layer no longer reports spurious errors.
- **DSOF - 30928** - Video with embedded audio in a quantised track with section breaks that cross the layer the video is sequenced in will no longer playback stutter audio.
- **DSOF - 31512** - You can now de - isolate isolated Sockpuppet fields properly after closing and re - opening a Sockpuppet widget editor.
- **DSOF - 31404** - Sockpuppet Patched fields isolate/de - isolate button now automatically changes its text based on whether the field is isolated or not.
- **DSOF - 31416** - d3Manager now has improved logging for better diagnostics.
- **DSOF - 31114** - The Floor mesh is no longer rendered on top of transparent screens even if the content on the screens is fully opaque.
- **DSOF - 31023** - HD ProRes video performance for the GX 3+ has been greatly improved. The updated performance results are available [here](#).
- **DSOF - 31599** - Files without the OCIO extension placed in the OCIO folder are no longer wrongly loaded as (broken) OCIO configurations.
- **DSOF - 31539** - Previews of 2.5D assets in “Metric” measurement mode no longer appear extremely small.
- **DSOF - 31535** - The “Maximum Depth” field in 2.5D assets now scales content correctly.
- **DSOF - 31510** - Understudy target filtering now correctly includes X1 machines.
- **DSOF - 31282** - Audio prefetch requests are no longer included in Video delivery prefetch graphs.
- **DSOF - 28967** - Selecting audio for the Tennis Layer now correctly displays the file extension in the Audio File selector.
- **DSOF - 31101** - EX 2C machines can now correctly be set as as Non - Dedicated Director with VX4+ Actors.
- **DSOF - 31362** - Duplicating time on timelines with many layers will no longer sometimes lead to a long hang.