Designer r32.2.3 Release Notes

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Full (Pro) build: *236414*
Starter build: *236415*
Released: *January 14th 2026*

Improvements

- **DSOF - 31885** – Designer now produces more detailed debugging information for a range of small Designer utility processes.
- **DSOF - 31784** – Sockpuppet layers with missing media in their banks now display useful tooltips about where the content is missing even if the layers extend beyond the extent of the GUI.

Fixes

- **DSOF - 31629** – Jumping in to a video layer that has a video keyframe before the start of the layer now correctly treats the keyframe as starting at the layer start.
- **DSOF - 31888** – Opening a project via d3Manager will no longer fail to open projects in rare conditions where user permissions are limited on laptops.
- **DSOF - 31867** – Designer now correctly composes multiple layers in **Mask** blend modes together like it did before r31.1.
- **DSOF - 31852** – Removing and re - adding a device to the devices list no longer incorrectly reports spurious errors.
- **DSOF - 31847** – Sending media remove requests via the remove media API will now always correctly remove the media even if Designer is operating under heavy load.
- **DSOF - 31799** – Remote transports that are engaged when they are removed from the remote transport list are now correctly disabled and no longer respond to transport commands.
- **DSOF - 25730** – You can no longer add new points by clicking on a vertex in "Line Up Points" mode when using QuickCal.
- **DSOF - 31873** – Writing feed movies now always starts with the playhead at the start of the selected area.
- **DSOF - 30193** – Removing the director from the d3NetManager of an actor will no longer cause the actor to hang indefinitely.
- **DSOF - 31886** – The Provision Media API endpoint now responds with the correct values for mediaPath and localPath.
- **DSOF - 31807** – Alembic meshes now load with everything calculated correctly before they are animated.
- **DSOF - 31532** – The orthographic camera render mode works again.
- **DSOF - 30677** – RenderStream local now correctly displays the graphs for texture parameters in the advanced debugging widget.