

Designer r32.4.3 Release Notes

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Full (Pro) build: 247061

Starter build: 247062

Released: April 29th 2026

Items marked with a ● are also included in [r33.0.3](#).

Improvements

- **DSOF - 32580** - The `GuiSystem` is no longer marked as Internal, so its functions are now available to plugin developers via the [Designer Plugins API](#).

Fixes

- **DSOF - 32581** - Projects with the `enableSLC` Option Switch enabled and using SLC - sized precomps no longer fail to upgrade properly to the latest gold from r20.0.3 or earlier.
- **DSOF - 32428** - Crossfading between sections that use a [Precomp Mapping](#) no longer fades through black. Precomp crossfades now match the behaviour of direct mappings.
- **DSOF - 32099** - Video content no longer skips or jumps when a [speed keyframe](#) lands on a section break, restoring the behaviour from before r32.2.
- **DSOF - 32610** - [RenderStream Local](#) layers no longer suffer latency spikes of up to 6 frames when the **Frame Fraction** field is set below 1. Latency now stays consistently at 1 - 2 frames as expected.
- **DSOF - 32611** - Users can now set Min and Max metafields on exposed Unreal Engine parameters on [RenderStream Local](#) layers without the value of the field reverting back to the default once these have been edited.
- **DSOF - 25822** - Designer no longer reports a spurious error and prevents the user from selecting assets in the [RenderStream](#) workload editor under rare circumstances.
- **DSOF - 32540** - Designer and d3service now correctly report when their HTTP servers fail to bind their configured ports - for example when WSL2 with mirrored networking ghost - reserves them - rather than continuing to run with a silently unreachable [API](#).