

# Designer r33.1 Release Notes

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Full (Pro) build: 247072

Starter build: 247073

Released: April 29th 2026

## Improvements

- **DSOF - 28802, DSOF - 28801, DSOF - 28447, DSOF - 32365 & DSOF - 32496** - [Mesh Mappings](#) have received a comprehensive update:
  - New methods to control resolution (Scaling, Fixed, or Pixels - per - Degree), independent of the projected screen.
  - An optional **No Warp** mode that sends the stream without warping content to UVs, so screen - space effects from RenderStream sources render cleanly without seams.
  - Per - axis **Overscan X** and **Overscan Y** fields for additional pixels of render area on the seams between meshes.
  - New cross - projection blend modes.
  - Performance improvements.
- **DSOF - 29986** - Three new [option switches](#) ( `renderstreamActiveLatencyPercentile` , `renderstreamActiveLatencyOffset` and `renderstreamBufferSize` ) let users tune RenderStream active latency to address intermittent dropped frames caused by variable RenderStream sync timing. See [Tuning RenderStream Active Latency](#) for guidance.
- **DSOF - 31998** - The [Receive Health widget](#) now lists incoming **RenderStream** texture parameter streams alongside frame streams, with sent and received rates available per stream.
- **DSOF - 31948** - [RenderStream](#) workloads no longer intermittently crash when texture parameters are switched between sources (e.g. between a precomp and another texture) while the workload is running.
- **DSOF - 31834 & DSOF - 31719** - The Bandwidth Estimation widget now reports outgoing [RenderStream](#) texture parameter bandwidth against the network adaptor that will actually be used (instead of an “Automatic” category), and reports incoming bandwidth for subscribed RenderStream streams.
- **DSOF - 32190** - [RenderStream](#) asset sync tasks now display progress feedback, indicate when a task has stalled, and can be interrupted with a confirmation prompt.
- **DSOF - 32188** - The [RenderStream](#) asset list now distinguishes between assets of the same name in different folders by surfacing the full project path.
- **DSOF - 32263** - The [OpenVPCal Plugin](#) now disables the Designer GUI during capture to reduce the chance of dropped frames during the calibration process.
- **DSOF - 32451** - The [OmniCal Plan Camera Stats](#) window has been reorganised — bandwidth is now reported in Mbit/s for easier comparison against configured network bandwidth, and the columns most useful for troubleshooting (such as missed packets and packet errors) are visible by default.
- **DSOF - 32243** - The Live Update API has been extended to expose the same data points found in the [Proof of Play](#) .csv file in real time, enabling integration with content management systems. Note that **Proof of Play currently only supports Video Layers**.

- **DSOF - 32570** - The [Designer Plugins API](#) now provides scoped authentication tokens for cloud - aware plugins instead of giving them access to the master Auth0 token, improving security in multi - plugin environments.
- **DSOF - 31949** - Designer now displays a helpful notification when an audio input device (e.g. a USB device used for timecode) is unplugged.
- **DSOF - 23055** - The [audio waveform view](#) now supports the audio of video clips on **Video Layers**, in addition to **Audio Layer** tracks.
- **DSOF - 29318** - DMX screens now support 8 - bit and 16 - bit **CMY** drivers in addition to RGB.
- **DSOF - 30285** - You can now force - break references when importing packages, allowing imports to skip dependencies you know aren't needed.
- **DSOF - 25386** - Layers now have a project - level **Disable** option that persists across track jumps and saves, replacing the legacy `allowPersistentMute` debug option. Disabled layers display dimmed with a `[DISABLED]` label and are excluded from sequencing, rendering, and prefetch. Mute remains a per - machine session - level toggle that resets on track jumps.
- **DSOF - 30338** - Pressing **ESC** repeatedly now progressively closes layer editor widgets in the same way it works for normal widgets — once for the current widget, twice for all widgets in view, three times for all layer widgets on the track.

## Fixes

- **DSOF - 28848** - [Mesh Mapping](#) resolution and the resulting RenderStream stream resolution no longer change with local LOD when zooming in or out of the stage on the projected screen on Dedicated Director Machines.
- **DSOF - 32351** - Render nodes no longer occasionally fail to render the scene (with receive health dropping to 0) when using compressed [RenderStream](#) texture parameters in setups with mixed controllers.
- **DSOF - 31723** - [RenderStream](#) texture parameter bandwidth is no longer counted multiple times when several texture parameters on the same asset share a single arrowed - in stream.
- **DSOF - 32274** - The [Python plugin API](#)'s `loadOrCreate` on Display subclasses (e.g. `LedScreen`, `Screen2`) now creates a default DirectProjection automatically, matching the result of creating displays through the UI.
- **DSOF - 32459** - **ObjectView** widgets can no longer be resized smaller than their content on higher - DPI screens.
- **DSOF - 32290** - The Surface masks menu now scrolls when there are more options than fit on screen, allowing access to all entries on HD monitors.
- **DSOF - 27478, DSOF - 31969, DSOF - 31968 & DSOF - 17067** - List Editor improvements:
  - Custom columns now respect Separator Groups and only appear in the **Default** group, instead of being shown in every group.
  - The **Default** Category is now always the initially opened category, including in the Projector List Editor.
  - Importing CSVs exported from non - default categories now works correctly.
  - Importing a CSV no longer creates a duplicate title row.
- **DSOF - 32037** - The [OSC Event Transport](#) field order has been restored to OSC Device → Input → Output → Behaviour, matching its order before r31.0.
- **DSOF - 30252** - The **Join Session** prompt in d3 Manager now reappears after the second time of joining a session from the same Editor.

- **DSOF - 32288** - The Designer installer no longer reports timeout errors when network shares take longer than 20 seconds to respond.