

Designer r32.4.6 Release Notes

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Full (Pro) build: 249734

Starter build: 249735

Released: May 20th 2026

Items marked with a ● are also included in [r33.1.3](#).

Improvements

- **DSOF - 32061** - Changing the [project refresh rate](#) now better aligns layers, cues and keyframes to the new framerate.
- **DSOF - 32858** - The `Null handle when setting texture parameter` console message is now rate - limited and includes the affected texture's path, description, status, and rendering context. Previously, this error was emitted unconditionally every frame with no information beyond the shader sampler slot, making the underlying issue difficult to diagnose from logs alone.

Fixes

- **DSOF - 31070** - Active [IP Video Capture](#) sources are now preserved across Designer project restarts. Previously, the patched IP video - in resources could be missing on reopening the project, leaving the inputs inactive with `unable to create video capture stream` errors.
- **DSOF - 30503** - The video delay calibration widget now reports realistic values for **ST 2110** video inputs. Previously, the widget produced delays of several thousand seconds due to a unit mismatch in the receive timestamp.
- **DSOF - 32434** - [HDMI capture](#) inputs reporting RGB Limited — including **Nvidia GPU** outputs that incorrectly advertise their RGB Full streams as Limited — now produce an image instead of a black screen. The Limited - to - Full conversion is now performed by a Designer shader rather than by Deltacast hardware, where it was unreliable for these sources.
- **DSOF - 32814** - [TransportControl Layers](#) now reliably issue timeline jumps on other tracks when their containing track is jumped to via timecode.
- **DSOF - 32370** - Designer no longer logs `The given index isn't a section; please check your logic!` to the console when dragging [keyframes](#) on a track that also contains note or tag cues, and snapping a keyframe to a section boundary now correctly finds the next section break when there are intermediate non - section cues. This restores the behaviour from before r31.3.
- **DSOF - 32448** - [RenderStream](#) streams no longer stop after a secondary render machine is marked as failed using the [Mark as Failed](#) failover method. The understudy now takes over and continues rendering the stream as expected.
- **DSOF - 32688** - When the [d3Net](#) connection to a peer briefly drops and recovers, the Director now automatically re - admits the peer to the session. Previously, the peer remained offline in the [Network Status widget](#) and the Director's console accumulated `has already exited` warnings every few seconds until the show file was restarted.

- **DSOF - 32271** - The [Network Status widget](#) on Editor machines no longer randomly reports remote machines as `- - -` or “not present”. The widget now correctly subscribes to and displays the remote frame rate and machine status for every machine in the session.
- **DSOF - 32686** - Machines will no longer occasionally fail to launch when launched remotely from the director.
- **DSOF - 32857** - When Designer fails to start due to a subsystem exception (for example, when the display manager cannot enumerate the local display adapters), the startup - failure dialog now includes the originating exception’s message and any context - aware remediation steps the subsystem has authored. Creating a diagnostic is no longer the default action — the operator must opt in — and when opted in, a faster system diagnostic is created instead of a full project diagnostic. This restores the behaviour from before r31.3.1.
- **DSOF - 30200** - The console on an Editor running in **Solo** mode is no longer spammed with `updateDirectorBlockedState()` messages, making genuine errors easier to spot during troubleshooting.
- **DSOF - 31218** - Designer no longer logs `New resource actions haven't been unsubscribed` and `Remove resource actions haven't been unsubscribed` warnings during shutdown. This may also resolve rare hang - on - shutdown behaviour observed in busy projects.
- **DSOF - 30782** - Driver - update notifications in the console (for example, the Matrox driver/SDK mismatch warning) now link to the correct download pages on the Disguise website.