

Designer r33.1.2 Release Notes

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Full (Pro) build: 248549

Starter build: 248550

Released: May 13th 2026

Items marked with a ● are also included in [r32.4.5](#).

Fixes

- **DSOF - 32723** - When upgrading projects from r33.0 or earlier to r33.1 or above, only layers that were muted while the editor was set to **Locked to Director** are now converted to [Disabled](#). Layers muted on editors while in **Independent** transport mode are no longer disabled on upgrade.
- **DSOF - 32489** - [RenderStream](#) workloads no longer occasionally display an INVALID scene and fail to load all remote parameters when they are first detected.
- **DSOF - 32670** - Launching [RenderStream Local](#) workloads no longer significantly degrades Designer performance while the project is launching in projects with arrows and mesh projections.
- **DSOF - 32595** - Track rendering performance is improved, especially for large projects.
- **DSOF - 32676** - Pressing **Enter** to stop the track now works correctly after the playhead has reached the end of the track. See [Transport Player Controls](#).
- **DSOF - 32693** - [System diagnostics](#) generated through d3manager now correctly include the Mellanox `Mlx5_Dump_Me_Now - *` dump folders, which are useful when troubleshooting network adaptor faults.
- **DSOF - 32550** - The `profileGPUPoolFromLaunch` [option switch](#) now produces more detailed and accurate output, with properly balanced events and correctly labelled buffer entries.
- **DSOF - 32651** - Projects that used the legacy virtual camera workflow prior to r25.0 no longer fail to upgrade when opened in a newer version of Designer.