

Designer r33.2.2 Release Notes

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Full (Pro) build: 253427

Starter build: 253428

Released: June 24th 2026

Items marked with a ● are also included in [r32.4.10](#).

Improvements

- **DSOF - 32501** - Improved the reliability of timeline playback selecting the correct frames to display.
- **DSOF - 32935** - Reduced the Designer installer size by removing redundant files from the bundled web component (libcef).
- **DSOF - 32520** - d3 now warns you when more than 12 projectors are in use in a single dynamic blend, after taking the DynamicBlend exclude list into account.

Fixes

- **DSOF - 33085** - Expressions now recover automatically once the cause of a runtime evaluation error is resolved (for example, OSC array indexing), without needing to be re - edited.
- **DSOF - 32949** - The RenderStream JSON file is now created when saving from Unreal Engine on machines without a Designer Pro license.
- **DSOF - 32716** - Fixed an intermittent crash that could occur shortly after reopening a project and starting an RSUC workload.
- **DSOF - 33049** - RSUC output now stays correct when the mesh mapping render scale is changed.
- **DSOF - 32743** - Designer will no longer take a long time to launch on projects with lots of RenderStream layers.
- **DSOF - 33068** - d3 no longer crashes to desktop when an API client disconnects while unsubscribing from live updates.
- **DSOF - 32776** - Project files are now kept compact during auto and manual saving, so they no longer bloat in size to the point of becoming un - openable in very long editing sessions.
- **DSOF - 29827** - The `GET detectsystems` API endpoint now returns the accessing machine's real IP address instead of `127.0.0.1`.
- **DSOF - 32760** - Projector View Blending now no longer renders mask objects that are behind surfaces, as it did before r32.4.2.
- **DSOF - 27583** - The OmniCal report now explains why an OmniCal score was penalised and what can be done about it.
- **DSOF - 32941** - d3 no longer reports a spurious error when using Mesh Projection on project shutdown.
- **DSOF - 32965** - Moving vertices of a "Mesh Deform" feed warp no longer raises spurious notifications.
- **DSOF - 32565** - OCIO input transforms for Logical VideoIns can now be edited while in Quick Edit mode.
- **DSOF - 32961** - Project snapshots whose names contain spaces can now be recalled correctly.

- **DSOF - 32942** - Designer will no longer intermittently open to a grey screen and require a restart on rare occasions.
- **DSOF - 32574** - The OCIO transforms list now refreshes automatically when undoing or redoing transform deletions.
- **DSOF - 31786** - In OCIO mode, ” - Curve” working space transforms no longer throw errors.