

Designer r34.0 Release Notes

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Full (Pro) build: 256372
Starter build: 256373
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Designer r34.0 brings a set of colour, lighting and workflow improvements including HDR / non-sRGB GUI support in OCIO colour-managed mode, custom DMX fixture types with new 16-bit monochrome channels, Anchor Layers, and faster remote diagnostics collection along with sequencing and RenderStream stability fixes.

Improvements

- **DSOF - 27510** - Added support for viewing the GUI on non - sRGB / HDR monitors when working in OCIO colour - managed mode.
- **DSOF - 7641** - DMX Screens now support custom fixture types built from any combination of supported channels, so you can match arbitrary fixture personalities.
- **DSOF - 32343** - Added 16 - bit monochrome (maximum and weighted - sum) channel types for DMX Screens, so all channel types now support both 8 - and 16 - bit output.
- **DSOF - 32714** - Added Anchor Layers: lock a layer's position on the timeline so it can't be dragged, while still allowing its parameters to be edited.
- **DSOF - 28790** - When you insert time before the playhead, the playhead now moves with it so the output stays on the same content.
- **DSOF - 33087** - Expressions now support string comparison equality and inequality (`==`, `!=`) as well as lexicographic ordering (`<`, `>`, `<=`, `>=`).
- **DSOF - 32846 - Create System Diagnostics** on remote machines can now download each machine's diagnostic zip straight to a folder you choose, instead of collecting them by hand.
- **DSOF - 32738** - Added MSAA anti - aliasing options to the 2.5D and Stage Render modules.
- **DSOF - 30790** - Reduced RenderStream Layer (RSL) latency when texture parameters are in use.
- **DSOF - 33168** - Genlock gain/loss on NVIDIA GPUs (GX 3 and GX 3+) is now detected automatically and reflected in Designer without a manual refresh.
- **DSOF - 20229 - Timeline Transport Speed Control (Prerelease)** change a track's playback speed via the Transport Manager, MIDI/OSC/DMX event transports, and the `/transport/speed` API. Enable it by turning on the `enableTransportSpeedControl` option in the d3Manager Preview tab (requires a restart).

Fixes

- **DSOF - 33095** - Designer will no longer report a cascade of errors when rendering the Layer Stack GUI (for example, the 2.5D plate editor).
- **DSOF - 31154** - Luma matte blend modes will no longer affect the entire layer stack above them.
- **DSOF - 31741** - Designer will no longer report an error during resource transport.
- **DSOF - 32969** - Designer will no longer report an error during sequence evaluation.

- **DSOF - 32705** - RenderStream Layer (RSL) streams will no longer jitter when multiple streams are running.
- **DSOF - 32532** - The HDMI RGB Full/Limited override is now available as a Video Input Patch Editor setting rather than a hidden option switch.
- **DSOF - 32674** - Saving a layer to the library will no longer flood the console with “Failed to get bandwidth estimation” warnings.
- **DSOF - 32868** - Bandwidth estimation for arrow texture parameters will now work when the playhead is outside the layer’s range.