

Designer r32.4.17 Release Notes

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Full (Pro) build: 932

Starter build: 933

Released: *September 16th 2026*

Items marked with a  are also included in [r34.1.1](#).

Fixes

- **DSOF - 33203** - A Matrox capture input will now be picked up when its video signal is connected after Designer has started, rather than staying black until Designer is restarted.
- **DSOF - 33444** - Deltacast capture channels will now keep running normally after an SDI signal is lost and restored, rather than dropping frames on the other channels of the same card.
- **DSOF - 33730** - A video layer that spans a section break will now show the correct frame when you click back into an earlier section, rather than jumping backwards.
- **DSOF - 33620** - The Legacy Video Layer will now hold the last decoded frame when a frame arrives too late, rather than showing black.
- **DSOF - 33510** - Video prefetch now looks ahead by a fixed length of time, rather than by a window that grew and shrank with the project tempo.
- **DSOF - 33626** - HTTPSockpuppet will now only adjust layers that are under Sockpuppet control, even if layers with the same name exist elsewhere on the timeline.
- **DSOF - 23825** - Restoring a Snapshot that uses different tracks will now display the correct layers for those tracks, rather than reporting an 'm_track' error.
- **DSOF - 33628** - The Cue List will no longer repeatedly report "list index out of range" after you change set list and resize it.
- **DSOF - 33728** - The **Get Pro Version** button in the About Designer Starter dialogue now links to the correct page.
- **DSOF - 33721** - Multi - machine sessions will no longer build up increasingly long frame stalls as the media registry grows.
- **DSOF - 33515** - Rendering a text layer will no longer report an access violation under rare circumstances.
- **DSOF - 33199** - Designer is now less likely to report errors when hot plugging monitors after start up when not in Application Mode.
- **DSOF - 32491** - Feed detection and configuration are now more reliable.
- **DSOF - 33348** - Designer will no longer fill the console with "Invalid target to resolveAt" messages when using an Undistorted Frontplate spatial map.