

Designer r32.4.18 Release Notes

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Full (Pro) build: 263185

Starter build: 263186

Released: September 23rd 2026

Items marked with a  are also included in [r34.1.2](#).

Fixes

- **DSOF - 30108** - Designer will no longer lose performance while it has a DMX device that cannot be reached on the network.
- **DSOF - 33652** - Designer will now interpret timecode correctly when a timeline's frame rate differs from the project clock's native rate, such as a 30 fps timeline in a 59.94 fps project.
- **DSOF - 33793** - Video inputs will no longer go black when GPU compute is unavailable. This typically would only happen on X Series machines.
- **DSOF - 33703** - Designer will no longer log excessively when an SDI input's geometry is not supported by the installed Deltacast hardware.
- **DSOF - 33643** - Designer will now discover RenderStream shortcut (.lnk) assets when an Unreal project is also present in the RenderStream Projects folder.
- **DSOF - 33204** - The RenderStream RTC license now correctly removes the RenderStream watermark on X Series machines running RenderStream Local.
- **DSOF - 33810** - Designer will no longer crash to desktop intermittently in rare circumstances.