

Designer r32.4.21 Release Notes

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Full (Pro) build: 270590

Starter build: 270591

Released: October 21st 2026

Items marked with a ● are also included in [r34.2.2](#).

Fixes

- **DSOF - 33851** - Projects containing many [RenderStream layers](#) and assets will now launch more quickly.
- **DSOF - 34144** - When the project refresh rate is set to 23.98 Hz, the [EDID](#) generated for a Quad - SDI VFC card in Quad mode will now include 23.98 Hz, so the GPU output feeding the card runs at 23.98 Hz instead of 60 Hz.
- **DSOF - 33459** - [d3Manager](#) will no longer ask you to choose a d3projects folder every time it launches when one is already configured.
- **DSOF - 33600** - [System diagnostics](#) will now include more CodeMeter license information for easier diagnosis of licensing issues.
- **DSOF - 33479** - Designer will now more intelligently clean up old log files, making sure all logs within 7 days are retained as well as the 5 most recent copies of older logs, even if they are older than 7 days.
- **DSOF - 34192** - [OmniCal RigCheck](#) will now correctly work out the age of previous RigCheck results when cleaning them up on machines set to a time zone other than UTC.
- **DSOF - 34150** - The [Object List](#) will now show its vertical scrollbar whenever the list is longer than the panel.
- **DSOF - 32850** - The `sockpuppet/easingfunctions` endpoint of the HTTP API will now include the standard `status` field in its response, like every other endpoint.
- **DSOF - 33046** - The third - party license acknowledgements shipped with Designer are now complete and up to date.