Designer r34.2.5 Release Notes

Download r34.2.5 Full (Pro)

Full (Pro) build: *276483*
Starter build: *276484*
Released: *November 18th 2026*

Items marked with a ● are also included in r32.4.25.

Fixes

- **DSOF - 34534** - Splitting a group layer inside a Look will no longer lose the right - hand half of the group and the layers in it.
- **DSOF - 34470** - In a multi - machine session, duplicating a layer inside a group will no longer stop the track updating on the Director and other machines.
- **DSOF - 34107** - A Look layer's Playback mode or At end point driven externally to a value beyond its options will no longer log an error every frame.
- **DSOF - 34460** - A running RenderStream layer will no longer log a "not part of the track" error every frame while the current transport is playing a different track.
- **DSOF - 34608** - When usage sharing is turned off, d3service will no longer send small heartbeat messages to Disguise Cloud.
- **DSOF - 33274** - Designer will now correctly attribute third - party errors to third - party code in some rare cases where diagnostics would point incorrectly to Designer code. This should ease debugging certain rare problems.
- **DSOF - 34241** - Designer now has improved performance in projects that use reference points and QuickCal.
- **DSOF - 34100** - Designer now exchanges colour spaces with Notch correctly when Notch uses different layers with different colour spaces.
- **DSOF - 34305** - In d3Net Manager, an Understudy added when there is no Director or Actor will now report that there is no valid machine for it to take over, instead of a licensing restrictions error.
- **DSOF - 34588** - The third - party license acknowledgements shipped with Designer will now link to the source of the modified Zyre, CZMQ and ZeroMQ libraries that Designer ships.