

Designer r34.2 Release Notes

Download r34.2 Full (Pro)

Full (Pro) build: 266739

Starter build: 266740

Released: October 14th 2026

Designer r34.2 introduces Looks, reusable compositions of layers that you build once and play anywhere on the timeline. It also adds a prerelease Rivermax upgrade for ST 2110 capture and RenderStream, which improves performance and adds ST 2022-7 redundant streams to ST 2110 capture.

Improvements

- **DSOF - 27169** - Added [Looks](#). A Look is a self - contained composition of layers, built once on its own Look track and reused by placing a [Look Layer](#) on any track. Expose the layer fields you want to control to the Look and they appear on every Look Layer that plays it, organised by group in the Look Builder, ready to keyframe, drive with an expression or patch to Sockpuppet. Existing layers can be converted into a Look in one step, Look Layers have their own playback mode, end - point behaviour, render mode and keyframeable brightness, and the available Looks and their exposed fields can be listed with the `/api/session/looks` endpoint.
- **DSOF - 32430** - A Prerelease Upgrade for Rivermax to 1.90.18 for [ST 2110 video capture](#) and RenderStream is available to test. This improves performance and adds some additional features when enabled. See the details [here](#).
- **DSOF - 33233** - Video prefetch is now aware of changing play modes and at - endpoint behaviour of the layer.
- **DSOF - 33608** - [Fisheye mapping](#) now shows the diagonal field of view alongside the horizontal one, so you can match the figure quoted on a fisheye lens spec sheet.
- **DSOF - 28248** - The [Tennis layer](#) now has an option to reset the score.
- **DSOF - 31608** - Matrix routing strings now accept spaces anywhere, not only around the `|` separator.
- **DSOF - 31907** - The [Cue List](#) has a new **Shift focus to timeline on jump** tick box. Leave it ticked to move focus to the timeline when you jump to a cue, for editing, or untick it to keep focus in the Cue List, so you can step through and fire cues from the keyboard.
- **DSOF - 33456** - A new option, `forceDirectShowEnumeration`, makes Designer find Bluefish, RGBEasy, Deltacast and Matrox capture cards through DirectShow instead of their own SDKs. This is useful on X Series machines, where a capture card's driver may need a different SDK version from the one built into Designer.

Fixes

- **DSOF - 33989** - Unreal RenderStream workloads using a compressed transport which also have NVCodecs enabled via another plugin will now produce an image in Designer, rather than no usable output and a CUDA peer - access error every other frame.

- **DSOF - 33763** - When using the prerelease [Transport Speed Control](#) feature, the speed channel will now stay on the DMX Transport personality in projects made before r34.0, so timeline speed can be patched to DMX.
- **DSOF - 34020** - Setting a Red, Green or Blue **Min** value to 1 in Colour Shift's **Separate** mode will once again isolate that channel instead of blacking out the whole layer.
- **DSOF - 33747** - [OmniCal](#) will now warn you if you start a capture before [applying pending feed settings](#).
- **DSOF - 33605** - [Fisheye mapping](#) will no longer improperly stretch content whose aspect ratio is not square.
- **DSOF - 32996** - An IP video input will now accept [NMOS](#) sender connections and disconnections from control systems more gracefully.