r30.2.1 Changelog

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|   r30.2.1 Release - 205166    |
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Release day: December 18th 2024

Fixes

- **DSOF-23680** - Media distribution will no longer fail if the reg key for the d3 Projects folder path is changed.

- **DSOF-28232** - Running in windowed mode will now be more reliable in the following ways:
  - Framerates will no longer spike to very high values.
  - Machines will no longer intermittently fail to join sessions.
  - Moving the playhead will now respond immediately.

- **DSOF-28505** - Designer will no longer sometimes hang indefinitely after scrubbing the Playhead through many video layers with embedded audio.

- **DSOF-28859** - RenderStream texture parameters now work correctly with colour transforms in ACES and OCIO modes.

- **DSOF-28919** - Removing EDIDs via a Four Finger Salute shortly after applying feed settings will no longer result in black outputs on V1 backplane machines.

- **DSOF-28955** - Fields on a camera that were previously controlled by a tracking source are now editable again after the tracking source is removed.

- **DSOF-28995** - CDL layers now look correct in OCIO mode using the default transform.