r30.2.2 Changelog

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|   r30.2.2 Release - 205609    |
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Release day: January 8th 2025

Improvements

- **DSOF-29041** - Designer API documentation now has a useful dropdown for selecting a scheme.

Fixes

- **DSOF-28368** - Changing camera render mode to Lux on a camera used in an MR set no longer affects the projected content in the MR set spatial map when using 2.5D assets.

- **DSOF-28522** - Mapping a RenderStream layer to a camera plate mapping targeting a camera that is currently the visualiser camera will no longer cause Designer to crash to desktop.

- **DSOF-28654** - Outputting Sockpuppet layer values with the option switch `isSockpuppetBidirectional` will no longer invert numerical properties.

- **DSOF-29019** - Texture parameters shared to Unreal via an uncompressed transport are now displayed in the correct colour space.