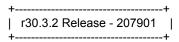
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r30.3.2 Changelog



Release day: February 5th 2025

Fixes

- DSOF-29205 Editing a ClusterPool on one RenderStream layer on top of other RenderStream layers will no longer report spurious notifications.
- DSOF-29216 Reduced idle traffic sent over d3Net while RenderStream layers are under the Playhead.
- DSOF-29219 RenderStream layers will no longer report a spurious error and fail to update properly when the cluster assigner of a texture parameter is set to a non-default value.
- DSOF-29324 Long-clicking on a project in d3Manager will no longer open a rename box over the project name. You have to rename from explorer.