

Designer r30.8 Release Notes

r30.8 - Coloured Layers, Sockpuppet Sync and ST.2110 Capture Pre-release

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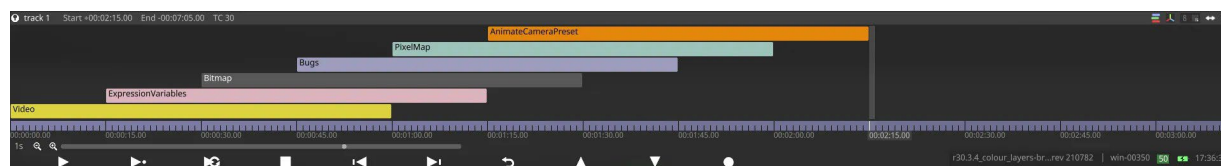
Full (Pro) build: 216685
Starter build: 216683
Released: May 7th 2025

New Features

r30.8 adds support for several new features:

- **Coloured Layers**

Layers on the timeline and in layer stacks can now be coloured based on a range of user-definable criteria. You can read more about this feature [here](#). There are several more improvements to the look and feel of the timeline including a new highlighting look to better distinguish selected layers. Keyframes are now also visible directly on the timeline.



Example of Coloured Layers

- **Sockpuppet Synchronisation**

We can also now guarantee synchronisation in a Sockpuppet workflow for the first time! Now even if machines drop frames, when they recover from frame drops, Sockpuppet layers will return to an in-sync state regardless of what transport commands have been sent.

- **ST.2110 Network Video Capture (Prerelease)**

Finally, we're releasing our first beta test for ST.2110 network video capture! You can access this feature in Gold by turning on the option switch `enableIPVideo`. Please do reach out to us if you'd like to use it on a show so we can help support you and gather any feedback. You can read more about the workflow [here](#).



Improvements

- **DSOF-29743** - The ColourAdjust layer now has several new fields to allow for output clamping. More information on these fields can be found [here](#).
- **DSOF-29610** - VP and XR Colour Calibration performance has been slightly improved.
- **DSOF-29843** - The 'About Designer Starter' popup will now only display once on first install.
- **DSOF-30014** - Plugins opened inside Designer will default to a dark mode scheme if one is available.

We've made a range of improvements in this release to the plugin developer experience to increase the power and usability of Designer plugins:

- **DSOF-29967** - There is now a new plugin function available for evaluating expressions: `evaluateFromString` which enables expression evaluation of any string.
- **DSOF-30111** - There is now a new plugin function to access domains via `domain:<type>` to access things like mapped media or shadow resources.
- **DSOF-30087** - The plugins live update API now allows users to subscribe to custom dictionaries.
- **DSOF-29981 & DSOF-30005** - Plugin authors can now provide a json file to share metadata about their plugins. This can also be configured to be fully DNS-SD compliant. You can read more about how to setup this meta-data [here](#)

Fixes

- **DSOF-30161** - Designer will no longer sometimes CTD after editing lots of cameras or spatial maps after a very long time.
- **DSOF-30072** - Expressions now allow access to resources in folders and with dots in their name.
- **DSOF-29870** - Launching starter projects via the `/project/startlocalproject` API now always requires the user to be logged in in d3manager before launching.
- **DSOF-29822** - The MultiTransportManager now allows you to select "None" as a transport (and will no longer highlight in red if None is selected).
- **DSOF-29816 & DSOF-29815** - The Web layer now allows you to select "None" as a bookmark or command keyframe (and will no longer highlight in red if None is selected).
- **DSOF-15283** - The control points when warping in a feed mapping now always warp the correct part of the image.
- **DSOF-29856** - Launching a Pro project with Starter via the `/project/startlocalproject` API now correctly transforms Pro Projects into Starter Projects (instead of failing to open the project).
- **DSOF-29984** - It is now possible to drag the scrollbar in the plugin launcher.
- **DSOF-29927** - Plugins launched via the plugin launcher now launch close to the mouse cursor.
- **DSOF-29354** - Switching colour management modes while the colour inspector is open no longer reports notifications until the inspector is closed.
- **DSOF-28303** - Layers now properly apply the content input transform of source textures whether a texture is manually set or arrowed in to the layer.
- **DSOF-30162** - Plugin Launcher text no longer overflows if plugin names are long.
- **DSOF-29886** - Improved some logging around RenderStream workflows for quicker debugging.