

r29.2.2 Changelog

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| r29.2.2 Release - 200373 |
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Release day: October 30th 2024

Fixes

- **DSOF-25006** - Shortcuts in the d3 project folder now show content in sub-folders.
 - **DSOF-28214** - These objects are also correctly considered for missing media notifications and highlighting
- **DSOF-25713** - Designer no longer fails to process multiple Midi notes controlling an event transport if the notes are sent very close together.
- **DSOF-27426** - FBX skeletons with multiple root bones now load correctly. (A root bone is automatically added as the parent of all roots).
- **DSOF-28041** - The expressions "self.min" and "self.max" no return the min and max values of a Metafield correctly again.
- **DSOF-28208** - RenderStream: channel mappings list now automatically updates when adding and removing channel mappings.
- **DSOF-28224** - Controlling an Open Layer field by pick-whipping another field to make an expression will now work correctly again.
- **DSOF-28290** - In OCIO mode, arrowing a Layer in to a LUT layer and then undoing the creation of the arrow will now correctly break the link and un-apply the LUT.
- **DSOF-28423** - OCIO options are no longer visible in the PreComp Texture Widget when in Normal Gamma Colour Space mode.
- **DSOF-28456** - Renderstream assets that are configured to have a custom gamma in ACES mode, and then are turned back to gamma mode will no longer spam the console.
- **DSOF-28460** - Editing multiple layers at once now correctly displays OCIO fields and the fields

correctly affect the layers.

- **DSOF-28539** - Certain 2.5D assets when updated from r29.1.1 to r29.1.2 will no longer render in GUI colour space when it should be rendering in working space.
- **DSOF-28590** - Spatial mapping outlines now correctly turn invisible when their editors are closed.