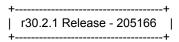


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r30.2.1 Changelog



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.