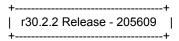


London SE1 8HA United Kingdom info@disguise.one www.disguise.one

## r30.2.2 Changelog



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.