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## r30.6 Changelog

Release day: March 25th 2025

## **New Features**

With r30.6 we have introduced the new Starter version of Designer! With Starter you can use all the key features of Designer, for free! Starter is designed for learning and so it will always output with watermarks, but it will run on servers, laptops, PCs and can do full network and session control, including RenderStream and OmniCal. Starter comes with its own free perpetual license built in, but it does require that you log in to your Disguise Cloud account in d3Manager to launch projects.

Remember, Starter projects use the file extension: .d3starter and cannot be opened in the un-watermarked Full version of Designer, so if you're working on a production that will eventually output from a server, you'll need a Pro license and to use Full.

## **Improvements**

- DSOF-29226 d3Manager now highlights which projects were built with Starter and Full versions of Designer.
- DSOF-29231 We've improved the Help -> Disguise Licenses page within d3Manager to be more user friendly to view the status of all your licenses.
- DSOF-29313 & DSOF-29402 We've added additional details to our telemetry about how users use Designer. Remember, if you want to opt-out of telemetry you can do so in the installer or at any time in d3Manager by going to Help > About Manager. We still do not include whole project files or content.



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## **Fixes**

- DSOF-29304 VX 4+ servers will no longer struggle to maintain Genlock under certain uncommon Windows states.
- DSOF-29693 VX 3 servers now correctly map video capture inputs 11 and 12 to K and L when first configured.
- DSOF-29704 Keyframing a projection surface's Render layer parameter via an Open layer now works properly.
- DSOF-29774 Unreal assets running via RenderStream will no longer report
  multiple errors when they have multiple levels and a level using texture parameters
  is not the first level represented in the Schema.