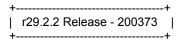
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r29.2.2 Changelog



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

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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.