r30.0.2 Changelog

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|   r30.0.2 Release - 202184    |
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Release day: November 20th 2024

In r30.0.1 and r30.0.2, RS streams cannot be received on Actor machines. Please revert your Designer version to r30.0 as the current workaround. This has been fixed in the next release.

Reminder: You can freely move a project from and r30.0.1 and r30.0.2 to r30.0 without consequence.

Fixes

- **DSOF-28555** - When not genlocked, setting the project to 59.94 FPS and applying feeds will no longer actually output at 60 FPS.

- **DSOF-28724** & **DSOF-28741** - Improved some internal logging.

- **DSOF-28726** & **DSOF-28731** - Various internal improvements to test systems.

- **DSOF-28751** - Changing Load Weight for a Workload assigner now correctly updates Pool usage and Bandwidth estimates.

- **DSOF-28757** - Double-clicking on a project folder in d3 Manager will no longer allow you to rename the project.