▐▶ DISGUISE

r30.3.2 Changelog

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|   r30.3.2 Release - 207901    |
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Release day: February 5th 2025

Fixes

- **DSOF-29205** - Editing a ClusterPool on one RenderStream layer on top of other RenderStream layers will no longer report spurious notifications.
- **DSOF-29216** - Reduced idle traffic sent over d3Net while RenderStream layers are under the Playhead.
- **DSOF-29219** - RenderStream layers will no longer report a spurious error and fail to update properly when the cluster assigner of a texture parameter is set to a non-default value.
- **DSOF-29324** - Long-clicking on a project in d3Manager will no longer open a rename box over the project name. You have to rename from explorer.