

r30.5.3 Changelog

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| r30.5.2 Release - 212395 |
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Release day: March 25th 2025

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.