

## r26.2.1 Changelog

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| r26.2.1 Release - 173945  
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Release day November 22nd 2023

### Fixes

- DSOF-23262 - Fixed an issue where the Bank Editor widget resized when adding a new bank, hiding all of the slots in the top half of the widget
- DSOF-24284 Fixed an issue where the RenderStream Assets List text was drawn partly outside of widget
- DSOF-25151 Fixed an issue where using some blend modes while SLC was active stretched and compressed the content
- DSOF-25644 Fixed audio not looping when Locked and Paused At end point
- DSOF-25685 - Fixed API issue where a malformed d3 version would cause an internal error
- DSOF-25701 - Fixed an issue where a brighter line of content showed in some SLC configurations
- DSOF-25711 Fixed an issue where Mesh Policy rendered black frames when the Unreal Project in film/video & live events mode



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