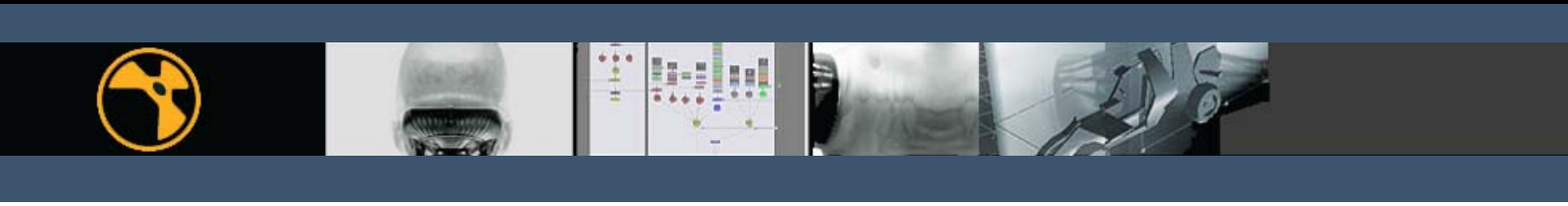


RELEASE NOTES FOR NUKE 5.2v2

This is a maintenance release of Nuke with a number of feature enhancements and bug fixes.

5.2v2

Version
Nuke 5.2v2

Release Date
16 October 2009

Supported Operating Systems

- Mac OS X 10.5 "Leopard" (32-bit only)
- Windows XP SP2, XP64
- Linux CentOS 4.5 (32- and 64-bit)

New Features
There are no new features in this release.

Feature Enhancements

- Added a preference **start file browser from most recently used directory**. By default, this is enabled and the File Browser will start in the last used directory even between sessions. If disabled, the File Browser will start from the current working directory.
- Updated the RED SDK to v2. Please note that as we have updated the RED SDK, some older .r3d files may not look as you expect them to. Please ensure to check colourspace settings and additional **Color Settings** in the Read control panel, including **kelvin**, **tint**, etc. and adjust them accordingly to produce the desired output image.
- Included a generic 1D LUT gizmo to more easily add 1D LUTs to Viewer Process list. Getting root LUTs into the Viewer still requires a line of Python, but you can now use the generic ViewerProcess_1DLUT gizmo rather than making a separate one for each LUT. For instance: nuke.ViewerProcess.register("Panalog", nuke.createNode, ("ViewerProcess_1DLUT", "current Panalog"))

Fixed Bugs

- BUG ID 4192 - TCL command window did not come up with the previous command filled in.
- BUG ID 4441 - Python: nukescripts.Autocrop failed when run.
- BUG ID 5890 - Problems using node selection functions through the right-click menu.
- BUG ID 6050 - Nuke crashed on exit on Mac OS X if it was closed while rendering a frame.
- BUG ID 7361 - Creating Read nodes with Python from Terminal caused instability.
- BUG ID 7829 - Nuke crashed when scaling an image placed on a 3D card to 0.
- BUG ID 8454 - Some node colour chips that indicate which channels are being processed or passed were not displayed.
- BUG ID 8518 - When loading LUTs, Nuke crashed if the File Browser preview was activated.
- BUG ID 8539 - Command-line rendering: Nuke returned an error message when rendering with -views if there was no file for a view that was not requested in the command.
- BUG ID 8591 - Progress bars: cancelling DiskCache sub task rendering continued to process.
- BUG ID 8617 - Vectorfield LUTs: Nuke crashed if in half-float/gpu mode and applying a 3D LUT on certain graphics cards.
- BUG ID 8640 - The Node Graph was not refreshing enough to redraw expression-based labels on nodes.
- BUG ID 8660 - TIFF image writer now includes XResolution, YResolution, ResolutionUnit, and RowsPerStrip header fields.
- BUG ID 8708 - Viewer: EXR channels in the dropdown list intermittently got removed from the list.
- BUG ID 8794 - EXR reader problems with a specific script.
- BUG ID 8816 - Alpha appeared grey when **use GPU for viewer when possible** was selected.
- BUG ID 8817 - **File** > **Save New Version** was stored as an undo event.
- BUG ID 8821 - Moved the **Select Connected Nodes** menu item from **Edit** > **Nodes** to the **Edit** menu under other select options.
- BUG ID 8830 - Broadcast monitor output: removed **simple device** from the list.
- BUG ID 8845 - Nuke crashed in PLE mode when trying to open Preferences.
- BUG ID 8847 - Bus error when using **Ctrl/Cmd+U** to toggle monitor output in PLE mode.
- BUG ID 8879 - 'NoneType' object has no attribute 'dependencies' when using some shortcut keys in PLE mode.
- BUG ID 8887 - Splitting a knob from stereo views produced a segmentation fault.
- BUG ID 8892 - String_Knob.value() now returns an empty string instead of None when the value is not set.
- BUG ID 8896 - Viewer always locked to the first camera of a Scene node during playback.
- BUG ID 8924 - Calling a pythonPanel caused script.modified to be changed.
- BUG ID 8925 - GPU processing system needed reliable fallback method if the graphics card does not have enough texture units available to do extra GPU processing (for example, mutiple vector fields).
  Nuke now correctly falls back to the CPU mode.
- BUG ID 8974 - Using very large expressions on knobs crashed Nuke.

- BUG ID 8977 - Performance improvements for Correlate Using Ocula.
- BUG ID 9206 - Python: nuke.filename(None) crashed Nuke.

Known Issues and Workarounds

- On 32-bit Windows XP, writing QuickTime files to UNC paths may not work if you are using an older version of QuickTime. This is due to a bug in QuickTime rather than Nuke. The solution is to use the latest version of QuickTime.
- QuickTime is not provided by Apple for Windows 64-bit applications and is not available in the Windows 64-bit version of Nuke at this time.
- On Mac OS X 10.5 (Leopard), when the Viewer is set to the **OpenGL stereo** stereo display mode, Nuke may trigger an OS X bug that causes a kernel failure. This is due to a bug in OS X 10.5 to do with stereo OpenGL support. For this reason, we do not recommend using the **OpenGL stereo** stereo viewing mode in Nuke on Leopard at this time. The bug has been registered with Apple as bug number 5897735.
- We direct FrameCycler to write to the user's Nuke temp directory (NUKE_TEMP_DIR) for its user settings files. You can redirect this by modifying the FrameCycler/settings/Global_Settings.xml file that can be found within your Nuke installation.
- If you have trouble with FBX files, it may be because they were written with an older version of FBX. If they load very slowly, it is also possible that they are ASCII rather than binary. To get around these problems, you can use the FBX converter on the Autodesk web site. It converts between various different formats, including older FBX versions, ASCII, and binary, and is available on Windows, Mac OS X, and Linux.

  To download the FBX converter:

  1. Go to http://usa.autodesk.com/adsk/servlet/index?siteID=123112&id=10775855.
  2. Scroll down to **FBX Converter** and click on one of the links to start the download.
- BUG ID 5063 - ScanlineRender: orthographic projection mode not working. This was fixed earlier, but the fix caused bug 5978 and so has been removed. The bug will be addressed more correctly in a subsequent release.
- BUG ID 5083 - Flipbooking the output of the Anaglyph node asks which view you want to render. This question is unnecessary as the result is an anaglyph image. Irrespective of what view you choose, the flipbook output will be the same.
- BUG ID 5690 - Windows run-time libraries were not packaged properly with Nuke.

  Nuke will now run correctly from a network install on Windows without specifically installing the run-time libraries, though we still recommend that you do so as there will still be some minor problems without them. For details, please see *Installation on Windows* in the *Installation and Licensing* chapter of the user guide.
- BUG ID 5922 - At the moment, cloning does not work properly with all OFX nodes. This affects, but is not restricted to, any nodes that have an analysis pass.
- BUG ID 6455 - You should not call the Python command nuke.restoreWindowLayout() from the Script Editor as that can cause Nuke to crash. Instead, you can use the same command from your menu.py, restore layouts by selecting **Layout** > **Restore Layout**, or use a custom menu or toolbar item.
- BUG ID 6896 - On Linux, UI corruption may occur if you are running Nuke under window managers that support OpenGL-based effects (for example, Compiz or Beryl) and the effects are turned on (that is, **System** > **Preferences** > **Appearance** > **Visual Effects** has been set to either **Normal** or **Extra**). The solution is to set **Visual Effects** to **None**.
- BUG ID 7964 - There is a Python syntax conflict when assigning knob names on the fly with **nuke.nodes.<node>()** if the knob is called 'in'.

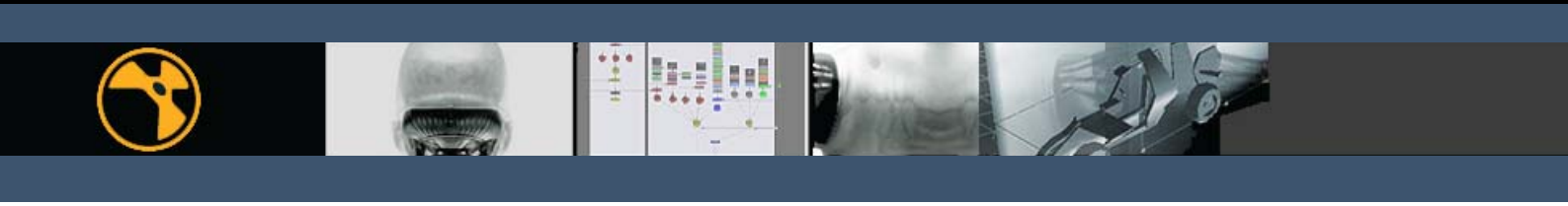
For example, this will give a syntax error:

```
nuke.nodes.Shuffle( in = 'depth')
```

while this works because 'in' is a string here and not a keyword:

```
sh = nuke.nodes.Shuffle()
sh['in'].setValue('depth')
```

- BUG ID 8063 - Creating many new nodes with *nuke.createNode()* and the inpanel argument at default (True) may crash when too many node control panels are created too quickly. The workaround is to pass the inpanel argument as False or else use *nuke.nodes.NodeClass()* (where NodeClass is the type of node to create) to create the node and then connect it to the currently selected node manually.
- BUG ID 8620 - On Windows, Tracker nodes can cause Nuke to crash with *OMP abort: Initializing libguide.lib, but found libguide40.lib already initialized*.
  The workaround is to add the following system variable (not a user variable):
  variable: KMP_DUPLICATE_LIB_OK
  value: TRUE
- BUG ID 9284 - Monitor output: crashes when switching between inputs.
  If you have multiple connections to the Viewer and enable monitor output and then swap between the outputs, Nuke may crash. As a workaround, enable monitor output before connecting the second input. This way, flipping between the inputs will work as expected.



DEVELOPER NOTES

Here are the changes relevant to developers.

Changes for Nuke 5.2v2

The use of DD::Image::Application::gui is now deprecated. We recommend that new plug-ins use the function DD::Image::Application::IsGUIActive() instead, as future versions of Nuke may remove the gui variable. See Application.h in the NDK for further details.