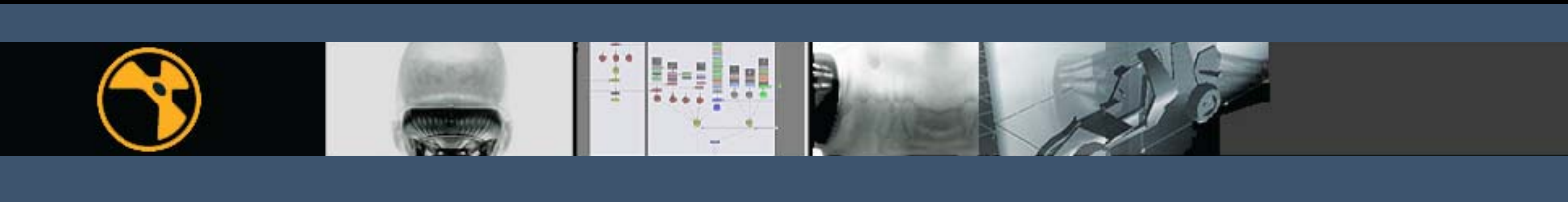


RELEASE NOTES FOR NUKE 5.2v3

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

5.2v3

Version
Nuke 5.2v3

Release Date
16 November 2009

Supported Operating Systems

- Mac OS X 10.5 "Leopard" and 10.6 "Snow 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
There are no feature enhancements in this release.

Fixed Bugs

- BUG ID 5179 - The User Guide could not be found in the **Start** menu on Windows.
- BUG ID 5709 - Extract on clones did not disconnect inputs.
- BUG ID 6196 - On first loading of a gizmo containing plug-ins, an errant popup 'no plugin named "OFXuk.co.thefoundry.<your_plugin_here>" found' appeared.
- BUG ID 6989 - When in proxy scale or downrez mode, sometimes the Viewer glitched and jumped to the wrong sized format.
- BUG ID 9175 - Viewer error when zoomed in: kept attempting to re-calculate frame when panning around.
- BUG ID 9284 - Monitor output - crashed when switching between inputs.
- BUG ID 9366 - Random failures while rendering with Keylight in stereo.

- BUG ID 9435 - Viewer cache was printing lots of messages on terminal.
- BUG ID 9496 - Viewer stopped caching when it reached the disk cache limit.

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'.

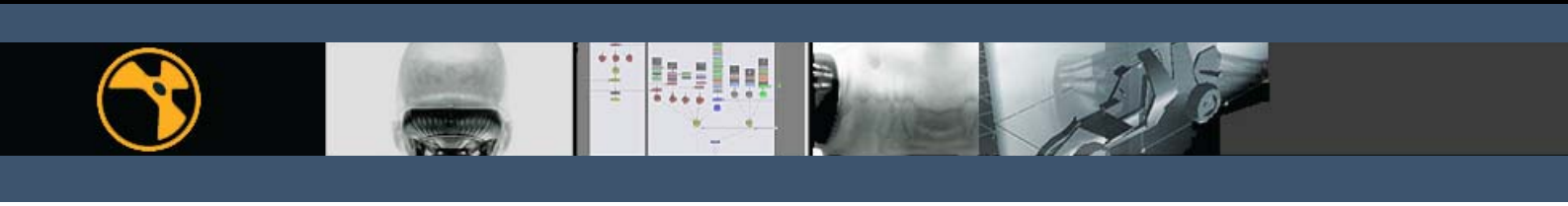
For example, this will give a syntax error:

```
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



DEVELOPER NOTES

Here are the changes relevant to developers.

Changes for Nuke 5.2v3

A simple GPU example plug-in called ChannelSelector has been added to the NDK to make GPU plug-in development a bit clearer for users.