



RELEASE NOTES FOR NUKE 6.0v4

This is a maintenance release of Nuke with new features, feature enhancements and bug fixes.

6.0v4

Version

Nuke 6.0v4

Release Date

08 April 2010

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

The Nuke Plug-in Installer has been added to the Nuke installation package. The Nuke Plug-in Installer is an application that gives you easy access to a large selection of useful plug-ins to use with Nuke. It is installed with Nuke, so you don't have to download or install it separately. The application will open up after you have installed Nuke. For

more information on the Nuke Plug-in Installer, see the *Nuke Plug-in Installer* chapter in the Nuke User Guide.

Note *The Plug-in Installer for **Windows Vista** and **Windows 7** will not run when your User Account Control (UAC) settings are set to notify when installing new programs. See "Known Issues and Workarounds" for more information.*

Feature Enhancements

- DepthGenerator 1.0v2 includes a new parameter **Mark Bad Regions**.

With certain camera motions, it is not possible to define the depth at all pixels in the image. For example, if the camera only moves forward, there is no parallax between the pixels at the center of the image in successive frames. This means that it is not possible to triangulate the depth of the 3D point for those pixels.

Pixel matches between frames can also be incorrect and can result in a 3D point that lies behind the camera.

These regions are now marked in the image using the new **Mark Bad Regions** parameter. The output is set to maximum corresponding to a depth of zero.

- Newly applied RotoPaint nodes will correctly obey the pixel aspect ratio for transforms applied when rotating shapes and curves on the **Transform** tab.
For example, if your pixel aspect ratio is 2 and you rotate a square, it will remain a square when rotated rather than becoming a rectangle.

Note *Old Nuke scripts will continue to render as per pre-6.0v4 (ignoring pixel aspect ratio) unless you set the hidden knob (`aspect_ignore_compatibility11`) on the RotoPaint node from **False to True**.*

Bug Fixes

- BUG ID 9728 - RotoPaint: It wasn't possible to change the motion blur of groups in the curves list.
- BUG ID 9821 - DepthGenerator: A crash would occur with certain camera inputs when viewing the depth channel.
- BUG ID 10003 - RotoPaint: Deleting meta curve points in the Curve Editor didn't delete the keyframes.
- BUG ID 10033 - An issue with customized LUTs was fixed.
- BUG ID 10051 - The view information in metadata was not written correctly when writing multiple views at once.
- BUG ID 10165 - RotoPaint: Use of **set key on all knobs** managed to set keys on the toolbar.
- BUG ID 10277 - RotoPaint: Adding points to a shape could take a long time when lots of keyframes were set.
- BUG ID 10279 - RotoPaint: Undo after painting a clone stroke was affecting other clone strokes.
- BUG ID 10365 - RotoPaint did not take into account pixel aspect ratio for transforms (see "Feature Enhancements").
- BUG ID 10402 - When the ColorLookup node was renamed as VIEWER_INPUT, a crash occurred or an expression was corrupted.
- BUG ID 10496 - Bezier: Transform jack manipulation was very difficult when the **handle pick size** preference was set to certain values.

- BUG ID 10534 - RotoPaint: The smoothing of points in the Curve Editor was slow with certain scripts.
- BUG ID 10634 - Python: AnimationCurve.setKey() caused Nuke to crash.
- BUG ID 10651 - Python: A crash occurred using AnimationCurve.setInterpolation() with a non-key list.
- BUG ID 10658 - A crash occurred when viewing the output of a **Vectorfield** node with certain 3D LUTs.
- BUG ID 10695 - RotoPaint: Multiple keyframes were being set on a number of shapes when changing the shape of a single bezier.
- BUG ID 10708 - RotoPaint: Undo could make the meta curve disappear from the curve editor.
- BUG ID 10729 - The responsiveness of the **Properties** panel for OFX nodes with a large number of group knobs was very slow.
- BUG ID 10739 - Licensing Task: Now able to issue licenses that can exclude **Primatte** and **Framecycler**.
- BUG ID 10749 - OFX: Enabled OFX extension for groups as tabs.
- BUG ID 10847 - RotoPaint: Undoing changes made in the curve editor could undo several steps.

Known Issues and Workarounds

Plug-in Installer

- BUG ID 10939 - The Plug-in Installer for Windows Vista and Windows 7 will not run when your User Account Control (UAC) settings are set to notify when installing new programs.

Note *This issue does not affect Windows XP users.*

To modify UAC settings for Windows Vista and Windows 7:

1. Navigate to **Control Panel > User Accounts and Family Safety > User Accounts > Change User Account Control Settings**.
2. Adjust the scroll bar on the left to the lowest setting, **Never notify**, and click **OK**.

This allows the Plug-in Installer to run.

RotoPaint

- The foreground onion skin overlay updates as you paint. This will change so the overlay only updates with the new stroke on pen up.
- It is not currently possible to clone RotoPaint nodes.
- BUG ID 9238 - Painting on Mac OS X and Linux is slower when the paint cursor is near the edges of the screen.
- BUG ID 9782 - Drawing slows down when multiple layers have been created and motion blur is enabled.

Other Known Issues

- A bug in earlier versions of Nuke 6.0 (prior to 6.0v4) meant that some custom LUTs (when applied) would cause color artefacts. If you are working on scripts simultaneously in Nuke 6.0v4 and earlier 6.0 builds, you may still experience these artefacts in 6.0v4 due to caching of the Viewer data. To overcome this in your Nuke 6.0v4 session, choose the 'Clear Disk Cache' and 'Clear Buffers' options from Render menu.
- File types in Windows and Mac OS X are associated with standard Nuke by default, so if you save a script on NukeX using features that are only included in Nuke (such as CameraTracker or FurnaceCore) and then double-click on

the script icon to open it, it will open in standard Nuke instead of NukeX.

- 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.

- 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 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 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 9150 - Python: `fbx_node_name` knob enumeration items are only populated when used in the GUI.
- BUG ID 9151 - Setting values on enumeration knobs for FBX nodes via Python in the GUI does not update the knob correctly.
- BUG ID 9521 - Currently, the Nuke Viewer cannot cache very large plate sequences in float. The limit per frame is

50MB. If your frames are larger than this, you may need to switch to proxy mode for the caching to work.

- BUG ID 9851 - Windows file permission error on render: "Can't rename .tmp to final, File exists". This was fixed earlier, but the fix introduced bugs 10288, 10292, and 10304 and so has been removed. This file permission error can appear for a variety of reasons, but usually means that the final output file is in use and can't be overwritten. Sometimes this is due to Nuke itself accessing the file for the current script. If the message appears, check if another node in Nuke or another application could be using the file at the same time.
- BUG ID 10048 - With some larger scripts, playback performance of cached frames will be improved by turning off the Viewer overlay. This currently means that Viewer playback performance may be faster when turning off the overlays in the Viewer, by pressing 'O'.