Release Notes for Nuke 6.0v6

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

6.0v6

Version

Nuke 6.0v6

Release Date

20 May 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

There are no new features in this release.

Feature Enhancements

BUG ID 8429 - RotoPaint: Enabled correlating (with Ocula) for curves and curve points in stereo projects. For more information, see page 471 in the *Nuke User Guide*.

Bug Fixes

- BUG ID 8514 - Text node's text didn't update until you closed and reopened the control panel.
- BUG ID 8923 - Nuke crashed with a particular script when adding a curve to a LookupCurve_Knob.
- BUG ID 9116 - Keyframe markers in timeline disappeared when zoomed into a smaller frame range.
- BUG ID 9679 - CameraTracker: **Principal View** menu had a blank item which could cause a crash when used as the principal view in a stereo project.
- BUG ID 10011 - RotoPaint: Moving more than one feather point at a time caused them to be placed incorrectly.
- BUG ID 10014 - RotoPaint: Glitches occurred in the Viewer when the Viewer was docked back.
- BUG ID 10065 - Python: Knobs didn't have a method for getting the node they belong to.
- BUG ID 10164 - RotoPaint: Stroke/shape list didn't update when you changed frames.
- BUG ID 10353 - RotoPaint: Deleting a Curve Editor meta point after deleting non-meta points caused a crash.
- BUG ID 10635 - Python: Nuke Enumeration_Knob called **views** caused segmentation fault on setValues() call from Python.
- BUG ID 10664 - Selecting a region in the Viewer didn't draw a box until after the mouse button was released.

- BUG ID 10673 - Adding a bbox_knob in Python caused a crash.
- BUG ID 10707 - Curve Editor: Stereo view information was not always correctly retained after saving and re-opening a script.
- BUG ID 10753 - Nuke was able to write over files with locked permissions.
- BUG ID 10859 - RotoPaint: Bounding box of the RotoPaint node shifted position within the frame when you switched between full resolution and proxy.
- BUG ID 10866 - Python: Text_Knob did not update interactively in response to setValue().
- BUG ID 10914 - ReadGeo with bad OBJ file caused a segmentation fault when viewed.
- BUG ID 10949 - An FBX file with more than 10000 animated frames was taking long time to load.
- BUG ID 11017 - Rotopaint: Moving a Bezier shape with a wacom pen (using transform jack) was sticky.
- BUG ID 11057 - The hash on the GridWarp node could become unstable between Nuke sessions.
- BUG ID 11070 - The hash on the Noise node could become unstable between Nuke sessions.
- BUG ID 11134 - There was a bus error with Vectorblur when detaching multiple cards.
- BUG ID 11148 - Python: Nodes with Box3_Knob user knobs could lose some settings when the node was copied and pasted.
- BUG ID 11164 - Python: LayerContactSheets 'showLayerNames' knob was not initialised.
- BUG ID 11348 - Documentation for 'nuke.memory' was improved.

- BUG ID 11371 - There were some synchronization issues that caused random crashes when rendering certain scripts.
- BUG ID 11518 - Removed Boost symbols from DDImage.

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'.

DEVELOPER NOTES

Here are the changes relevant to developers.

Changes for Nuke 6.0v6

- BUG ID 10904 - NDK: Range_knob weirdness when passed float* rather than double*.
- BUG ID 11116 - DD::Image::PyPulldown_knob interprets script text as TCL (not Python)