

RELEASE NOTES FOR HIERO 1.0v2

Release Date 28 May 2012

Supported Operating Systems

- Mac OS X 10.6 "Snow Leopard" and 10.7 "Lion" (64-bit)
- Linux RHEL 5.4 64-bit

Hiero for Windows won't be officially supported until later in the release schedule, but a beta version is available on our website:

<http://www.thefoundry.co.uk/products/hiero/beta/>

New Features

- BUG ID 22459 - Metadata burn-in and Viewer overlay during export has been added.
- BUG ID 24331 - You can now export directly from the bin view using **Process as Clips** from the **Export** dialog.
- Hiero now features a 3:2 Pulldown automated export function to convert 30 fps (or 29.97) to 24 fps, and vice-versa.
- Tokens from the Shot Template in shot or sequence exports are now added to a **ModifyMetadata** node with the clip(s) in the Nuke Node Graph.
- You can now export audio clips alongside video by checking **Include Audio** in the **Export** dialog.

Feature Enhancements

- BUG ID 21016 - Conforming now displays a progress bar with an approximate completion estimate.
- BUG ID 24774 - You can now re-order tracks on a timeline by dragging a track head up or down the track order.
- BUG ID 25266 - You can now select multiple bin clips and scan for new versions simultaneously.
- BUG ID 25432 - Version hotkeys now work on multiple selections in both the bin view and timelines.
- BUG ID 25668 - Autosaves are now delayed until all open Viewers are idle to avoid playback performance issues.
- BUG ID 25731 - During conform, identically named clips with the same conform score now use the best timecode match to determine the correct clip.

- BUG ID 25832/25838/25951/26004 - Memory use and reclaim during caching has been improved, including multi-Viewer sharing.
- BUG ID 25990 - A **Launch as NukeX** checkbox has been added to the **Preferences** dialog.
- BUG ID 26005 - **Python Dev Guide** and **Mailing Lists** links have been added to Hiero's **Help** menu.
- BUG ID 26063 - The relationship between available clip handles and dissolves has been improved when using **Build External Media Track**.
- Selecting **Reconnect Media** on a sequence relinks track items with the corresponding clip in the bin, ingesting the clip if necessary.

Bug Fixes

- BUG ID 21957 - It was not possible to slip clips when comparing against a Reference track.
- BUG ID 23967 - **File > Save As...** did not open the browser in the same directory as the current save file.
- BUG ID 24919 - The Viewer **Settings > Skip Frames** mode did not play back correctly.
- BUG ID 25279 - The Viewer playback shortcuts **J**, **K**, and **L** did not follow the standard implementation of most editors—holding down **K** and pressing **J** or **L** did not step through frames.
- BUG ID 25614 - Fade transitions were selected when the associated clip was selected.
- BUG ID 25734 - Restoring a Snapshot during playback could cause Hiero to become unresponsive.
- BUG ID 25829 - Tags added to bin clips were difficult to remove when the clip was added to a timeline.
- BUG ID 25990 - Linux only: It was not possible to launch NukeX during a **Send to Nuke** export.
- BUG ID 26039 - Mac only: The Hiero documentation links inside the application bundle were invalid.
- BUG ID 26448 - The Viewer **Gain** decrease arrow did not work.
- BUG ID 26569 - Setting Viewer masking before the aspect ratio produced unexpected mask results.
- BUG ID 26590 - **Import Track** did not set the expected timeline In and Out points, causing the active area to exclude later timecodes.
- BUG ID 26613 - Clicking **Reconnect Media** and selecting a folder caused Hiero to crash.
- BUG ID 26644 - Versions were not disabled for sequences.
- BUG ID 26662 - Selected objects in Hiero were not visibly highlighted.

- BUG ID 26749 - Custom Presets were loaded before Python scripts were executed at startup.
- BUG ID 26753 - Nuke Project File tasks in the shot template did not retain changes to Nuke read and write selections.
- BUG ID 26787 - Viewer, timeline, and spreadsheet titles didn't update to reflect changes to the sequence name.
- BUG ID 26823 - Pressing **delete** twice on a track header caused Hiero to crash.
- BUG ID 26843 - Hiero's Viewer guides were not consistent with Nuke.
- BUG ID 26913 - Thumbnail generation occasionally caused Hiero to crash after the Thumbnail cache was cleared.
- BUG ID 27011 - Cutting and pasting a clip from one track to another and then moving between timeline tabs was causing Hiero to crash.
- BUG ID 27015 - It was not possible to cut and paste a clip from one track to another.
- BUG ID 27077 - Monitor output options appeared in the **Preferences > Colourspace** menu. Monitor output is scheduled for a later release.
- BUG ID 27117 - Hiero occasionally produced corrupt MOV thumbnails in the bin view.
- BUG ID 27213 - Selecting individual tagged tracks in the Viewer A/B compare mode occasionally caused Hiero to crash.
- BUG ID 27220 - Conforming a customer EDL caused Hiero to crash.
- BUG ID 27302 - Attempting to undo deleting all video tracks in a sequence caused Hiero to crash.
- BUG ID 27386 - Workspaces containing multiple Viewers were not restored correctly from saved projects.
- BUG ID 27452 - Loading a custom workspace occasionally disabled the **File > Save** and **Save As...** menu options.
- BUG ID 27489 - The **Process as Clips** exporter did not produce audio.
- BUG ID 27492 - The **Process as Clips** exporter did not respect the specified **Reformat** options.

Known Issues and Workarounds

- Linux only: Hiero does not currently support any QuickTime audio. Support for audio on Linux is scheduled for a later release.
- Linux only: HD Quicktime H.264 playback performance is not optimised, but will be addressed post Hiero 1.0v2.
- On low-specification machines, closing the scopes can improve playback performance.
- BUG ID 20891 - Certain clips with a pixel aspect ratio other than 1:1 are displayed with the wrong aspect ratio once they are placed in the Viewer.

- BUG ID 21305 - TIFF and IFF files only: Ingesting 32K or 2-channel RG files causes Hiero to crash.
- BUG ID 21454 - Python: It's possible to import the same clip twice.
- BUG ID 21504 - 2-channel RLA format clips are not supported.
- BUG ID 22461 - Using Hiero with a Wacom tablet is very sensitive when zooming in and out on the timeline.
- BUG ID 23250 - Copy and paste of transitions doesn't work as expected.
- BUG ID 23285 - Retime percentages lose precision when calculated.
- BUG ID 23396 - Viewers not in use continue buffering in the background when multiple Viewers are open.
As a workaround, close any Viewers that are not in use.
- BUG ID 23455 - Hiero's scopes are not consistent with the equivalent Apple Color values.
- BUG ID 24942 - During startup, the OpenGL extensions check doesn't include the NVIDIA Quadro 4500 FX and GeForce 7300 GT graphics cards.
Users with these cards may experience issues with thumbnails and Viewer functionality.
- BUG ID 26870 - Mac only: Projects containing large amounts of R3D media may exceed the number of available file handles per process, causing problems opening new files or projects.
As a workaround, increase the limit on file handles by entering the following command from the terminal:

```
ulimit -Sn 2048
```


Run Hiero from the same terminal session to use the new limit, for that session only.
- BUG ID 26883 - Linux only: Using the timeline right-click menu option **Build External Media Track** occasionally causes Hiero to crash.
- BUG ID 26940 - Linux only: When loading an existing project, the **Restore autosave** dialog displays behind the startup dialog.
Click on the startup dialog banner to display the autosave options.
- BUG ID 27004 - 3:2 Pulldown: Converting EDL frame rates can result in incorrect Source timecodes when changing frame rate from 29.97 to 23.98.
- BUG ID 27534 - Importing EDLs with unsupported fields currently fails without providing a meaningful error message.
- BUG ID 27680 - Linux only: Certain combinations of graphics card and NVIDIA driver 285.05.09 occasionally cause Hiero to crash during thumbnail generation.
To avoid this issue, update to NVIDIA driver 295.33.

- BUG ID 27847 - Audio Export: WAVE files exported from Hiero cannot currently be read into Nuke via the AudioRead node. Hiero currently exports audio as 32-bit PCM WAVE files. Nuke's AudioRead node currently only supports 16-bit PCM.
- BUG ID 27851 - Transcoding: Exporting as shots with handles can produce erroneous black frames.

Developer Notes

Here are the changes relevant to Python developers and pipeline engineers.

New Features

- BUG ID 26872 - You can now derive a Python reference from bin items by dragging them into the Script Editor.

Feature Enhancements

- BUG ID 26177 - More event listeners have been added, including Export dialog display events.
- BUG ID 26317 - New methods to access and edit snapshot comments have been added, **Snapshot.comment()** and **Snapshot.setComment()**, respectively.
- BUG ID 26901 - You can now add notes to a tag using the **Tag.setNote()** method.
- Methods for the following have been added:
 - Events can now be triggered at the start and end of a clip. See **play-back.py** in the Python examples folder.
 - It's now possible to return mixed-down audio from a sequence. See **conformRules.py** in the Python examples folder.
 - You can now toggle conform rules on and off at startup.
 - Tags applied using **Tag this Frame** now include **start()** and **end()** methods.
 - You can now return mixed-down audio from a sequence or clip using the **writeAudioToFile()** method.

Note See *Help > Python Dev Guide* from the Hiero menu bar for more information on the Python API.

Bug Fixes

- BUG ID 24538 - The method **trackItemAt()** was missing for multi-track objects.
- BUG ID 24539 - The method **binItem()** was missing for sequences.
- BUG ID 26605 - Matching media to a single path always reconnected, even if the path did not exist.

RELEASE NOTES FOR HIERO 1.0v1

Release Date 8 March 2012

Supported Operating Systems

- Mac OS X 10.6 "Snow Leopard" and 10.7 "Lion" (64-bit)
- Linux RHEL 5.4 64-bit

New Features This section will describe new features in later versions.

Feature Enhancements This section will describe feature enhancements in later versions.

Bug Fixes This section will describe fixed bugs in later versions.