



File I/O PLUG-IN GUIDE

VERSION V2

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File I/O Plug-in Updates

Updates to various file I/O SDKs can be installed to override the SDK version shipped with a particular Nuke build. This allows you to install updates to SDKs for ARRIRAW, Avid, and so on, without updating the version of Nuke you're running under.

The updates ship as **.zip** files by operating system, which can be downloaded from our website at: <https://www.foundry.com/products/nuke/download/sdk>



Warning: Plug-in updates are for Nuke 12.2v4, or later. If you run an incompatible version, such as Nuke 12.1v3, reading in **.mov**, **.mxf** and ARRIRAW files will not work as expected. To run an earlier version of Nuke, remove the plug-in files from your **.nuke** directory before launching Nuke.

Plug-in Versions in File I/O v1

SDK	Current Version	Update Version
ARRIRAW	6.2.1.0	6.2.3.0
Avid DNxCodec	2.3.1	2.6.2.31

See [Release Notes for File I/O Plug-ins](#) for more information about this release.

System Requirements

Plug-in updates are supported by Nuke 12.2v4, or later, on Windows, macOS, and Linux.



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Warning: Plug-in updates are not supported in Non-Commercial versions of Nuke and may cause the application to become unresponsive.

Installing File I/O Plug-ins

1. Download the correct package for your operating system from our website:
<https://www.foundry.com/products/nuke/download/sdk>
2. Unzip the plug-in package and verify the contents by OS:

Windows	macOS	Linux
<ul style="list-style-type: none">arriarriReader.dllarriSDKLoader.dllarxReader.dllDNxHR.dllFnNukeCodecs.dllmovReader.dllmovWriter.dllmxfReader.dllmxfWriter.dll	<ul style="list-style-type: none">libArriRawSDK.6.dyliblibArriRawSDK.dylibarriReader.dylibarxReader.dyliblibArriRawSDK.6.2.dyliblibcudart.8.0.dyliblibDNxHR.dyliblibFnNukeCodecs.dylibmovReader.dylibmovWriter.dylibmxfReader.dylibmxfWriter.dylib	<ul style="list-style-type: none">arriarriReader.soarriSDKLoader.soarxReader.solibArriRawSDK.solibArriRawSDK.so.6libArriRawSDK.so.6.2libDNxHR.solibFnNukeCodecs.somovReader.somovWriter.somxfReader.somxfWriter.so

3. Copy the correct OS contents to your **.nuke** directory. The location of **.nuke** differs by operating system:
 - Windows: `C:\Users\login name\.nuke`
 - macOS: `/Users/login name/.nuke`

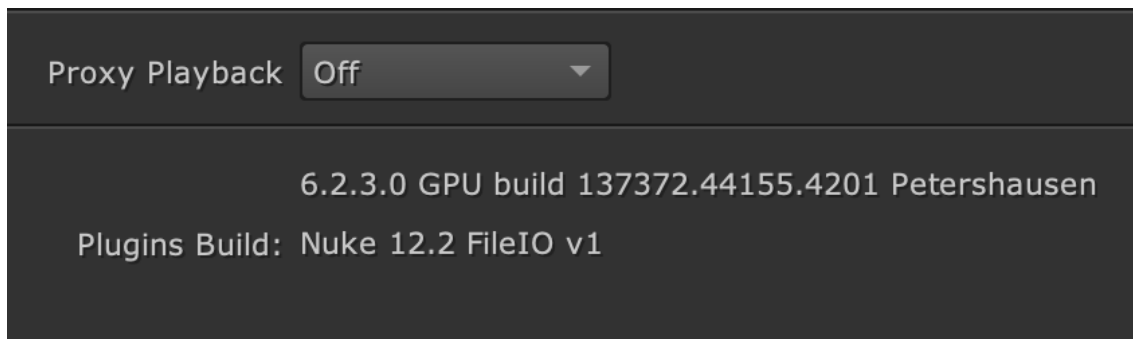
- Linux: `/home/login name/.nuke`



Note: Ensure that the contents are copied directly into the **.nuke** directory, not into a sub-directory.

4. Launch Nuke and read in a file.

The bottom of the Read node **Properties** panel shows you the **Plugin Build** if you have installed the SDK correctly. For example, a Read node referencing an **.ari** file appears as follows:



Release Notes for File I/O Plug-ins

File I/O Plug-ins V2

Release Date

22 February 2021

Qualified Operating Systems



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- macOS Mojave (10.14) or macOS Catalina (10.15)



Note: We recommend macOS Mojave customers update to 10.14.6 to take advantage of performance enhancements.

- Windows 10 (64-bit)
- CentOS 7.4, 7.5, and 7.6 (64-bit)



Note: The VFX Platform 2019 upgrade includes library versions that are only compatible with CentOS 7.4, or later.

Other operating systems may work, but have not been fully tested.

New Features and Enhancements

- BUG ID 426404/466457 - Avid DNxHR: This version of the File I/O plug-ins adds Nuke and Nuke Studio support for reading and writing alpha channels in DNxHR **.mxf** and **.mov** files.

Bug Fixes

- BUG ID 463545 - Avid DNxHR: Exporting from Nuke Studio using an 8-bit **Codec Profile** displayed an **ERROR: Write_mxf: Avid DNxHR (null) encode failed** message.
- BUG ID 467022 - Avid DNxHD: Writing **.mov** files with an alpha channel using the Avid DNxHD **Codec** displayed an obscure error message. The error message now displays **Failed to encode frame, DNxHD alpha writing not supported**.

New Known Issues Specific to SDK Update 12.2

This section covers new known issues and gives workarounds for them, where appropriate.

File I/O Plug-ins V1

Release Date

09 December 2020

Qualified Operating Systems



Warning: Plug-in updates are for Nuke 12.2v4, or later. If you run an incompatible version, such as Nuke 12.1v3, reading in **.mov**, **.mxf** and ARRIRAW files will not work as expected. To run an earlier version of Nuke, remove the plug-in files from your **.nuke** directory before launching Nuke.

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New Features and Enhancements

ARRIRAW SDK 6.2.3.0

The sharpening range from -5 to +5 has been extended to +35 and offers a stronger sharpening option. This feature is intended for multi-camera productions.

Bug Fixes

ARRIRAW SDK 6.2.3.0

- Fixed symbols that were not exported in Linux and Mac builds.
- Fixed bug in processing ALEXA Mini footage with input container format 16:9.
- Fixed usage of cuda function when rendermode isn't GpuCuda.
- Fixed possible OpenCL crash in clEnqueueReleaseGLObjects.

Avid DNxCodec 2.6.2.31

- BUG ID 357576 - DNxHD: Using AMD CPUs to read and write DNxHD **.mov** files caused Nuke to crash.

New Known Issues Specific to SDK Update 12.2

This section covers new known issues and gives workarounds for them, where appropriate.