Release Notes for Nuke and Hiero 15.2v2

Release Date

1 May 2025

Bug Fixes

3D

- **ID 585629** - ScanlineRender will no longer fail to render all geometry

BlinkScript

- **ID 275860** - Blinkscript node executed in parallel on a single host causes render fail with signal 11

Colorspace

- **ID 494532** - The Color Management knob default resets when clearing or closing a comp in Nuke

Conform

- **ID 502945** - Importing a track now moves soft effects along the other items in the sequence, and the action is reversible with undo.

LiveGroups

- **ID 426579** - LiveGroup updates users knobs correctly in opened scripts when using Reload button

Monitor Out

- **ID 588124** - Nuke's Viewer AJA monitor out values are not correct

Multishot

- **ID 585447** - Write node inside a VariableGroup is now using inherited variables when written out

- **ID 593786** - LiveGroup Group View resizes correctly when there is no Output node

Node Graph

- **ID 595430** - Postage Stamp updates when playback is stopped to match the current frame

Python

- **ID 135206** - Calling node.dependencies() or node.dependent() now returns consistent results for nuke.EXPRESSION in Terminal mode

- **ID 564904** - Nuke does no longer crashes in specific Nuke scripts when changing a Read nodes file path pythonically

Quick Export

- **ID 593515** - Change default audio values for Quick Export to be consistent with Custom export

- **ID 594591** - Disabling Audio Track item or Audio Clip item creates an empty track when export file is created.
   In Windows user may have to manually clear the audio cache to display correctly.

Shortcuts

- **ID 590814** - Node Graph shortcuts will sometimes apply with the timeline open

Soft Effects/Transitions

- **ID 550059** - Knob changes no longer reset after redoing cloned soft effects.

- **ID 568859** - The viewer is refreshed when a knob value changes on a cloned Soft Effect.

- **ID 593333** - The Viewer no longer flickers when typing on a text Soft Effect

Sync Review

- **ID 587459** - Clip Annotations don't sync between Sync Review participants when Track Item and Bin Item active versions are different

Timeline

- **ID 590394** - Video and Audio Tracks within Clips cannot be reordered

- **ID 593091** - The In/Out points are missing when duplicating a Sequence and viewing the timeline.

Known Issues

3D

- **ID 593942** - USD files dropped in to node graph default to ReadGeo node being used w/ the ReadGeo node placed in wrong location in node graph

- **ID 594827** - GeoPoints mat input is not labelled and is in the wrong place

- **ID 598532** - Removing all Variables in a Var set will remove the Variable set

Exporting

- **ID 593352** - H.264 export intermittent crash

File Import

- **ID 588371** - Loading files into new builds fails when having env variable set for FileIO

Link Nodes

- **ID 591095** - Primatte's colour picker shares data between linked nodes with enabled override

Monitor Out

- **ID 593376** - Monitor Out window introduces unremovable unnecessary grey space if resized horizontally

Multishot

- **ID 572587** - non-group nodes root item shows as unnamed

- **ID 577486** - Middle click changes the hit group

- **ID 584182** - Selecting a list option on an inherited variable will change the variable type to string

- **ID 584377** - The height of the Label input box is larger than elsewhere (see the same widget for editing user knobs to the right)

- **ID 587036** - Disabled GSV knob is not scrollable

- **ID 587589** - Cutting (CMD+X) a linked node, then cloning the parent and then pasting creates a cloned link

- **ID 587593** - Copy/Cut with nothing selected results in : 'Cannot copy/cut across multiple groups' error

- **ID 589109** - Nodes in an input tree of a var group should see the variables defined by it

- **ID 589706** - Updating variables using python does not update value until user clicks on the Variable panel

- **ID 590072** - Grouping a group with a child link node breaks link

- **ID 590243** - Variable Switch - Thumbnails will error temporarily before resolving with networked files

- **ID 591907** - Typo in Create Variant popup

- **ID 591987** - Variant switches when trying to adjust value of overridden knob for a first time

- **ID 592017** - Unable to remove "Divider Line" knobs from the panel

- **ID 592891** - Nuke will not recognize blank GSV on file paths

- **ID 593887** - Unnamed (default) GSV set not found for nested group path (python only)

- **ID 595095** - GSV Knob on Root Node does not display variables for VariableGroups which have been nested inside regular Groups

- **ID 595335** - Link node override knob requires hover away to reveal selection

- **ID 596622** - Reinstate the X icon properly to discard variable from panel

- **ID 597057** - Edit options on the Root row should be disallowed

- **ID 597058** - Removing all Variables in a Var set will remove the Variable set

Node

- **ID 591134** - HTML/ UTF-8 character sets in the text node no longer work

OpenAssetIO

- **ID 580110** - Knob values inherited from an asset are no longer highlighted after undoing a user change

- **ID 586349** - Knob values don't update on restart or clear caches

- **ID 586454** - Terminal warnings if OPENASSETIO_DEFAULT_CONFIG is set

Python

- **ID 595867** - Knobs containing GSVs do not always return the correct result when evaluated via Python

Quick Export

- **ID 589137** - Exporting shot directly from timeline will show both Quick and Custom export tabs.

- **ID 590316** - Incorrect pixel aspect ratio when exporting to PAL / NTSC

- **ID 591048** - Ranges is unavailable and will default to whole Sequence

- **ID 591049** - Include Annotations is unavailable

- **ID 591377** - Cancelling Quick Export is not deleting a file (Windows only)

- **ID 592312** - Quick export crashes if there is a offline media at the end

- **ID 593290** - Overwriting source file with Quick Export will crash nuke

- **ID 594146** - Issues when exporting sequence with audio track longer then video

- **ID 594590** - Encoders are flushed prematurely in the export process.

- **ID 598754** - Quick export will not export right side view.

Qualified Operating Systems

- Nuke 15.0 and later support Apple's silicon hardware.

- macOS Sonoma (14.x), or macOS Sequoia (15.x)

  For more information on Foundry products and supported macOS versions, see Foundry Knowledge Base article
  Q100592.

- Windows 10 (64-bit) or Windows 11 (64-bit)

- Linux Rocky 9.0 (64-bit)

  Nuke requires **libnuma** to run under Linux distributions, the library is required by the Nablet H264 Codec SDK.

  The currently supported version of VFX Reference Platform includes library versions that are only compatible with Rocky 9.0.

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

Requirements for Nuke's GPU Acceleration

If you want to enable Nuke to calculate certain nodes using the GPU, there are some additional requirements.

NVIDIA

An NVIDIA GPU with graphics drivers capable of running CUDA 11.8, or above. A list of the compute capabilities of NVIDIA GPUs is available at https://developer.nvidia.com/cuda-gpus

The compute capability is a property of the GPU hardware and can't be altered by a software update.

With graphics drivers capable of running CUDA 11.8, or above. On Windows and Linux, CUDA graphics drivers are bundled with the regular drivers for your NVIDIA GPU. Driver versions 522.06 (Windows) and 520.61.05 (Linux), or above are required. See https://www.nvidia.com/Download/Find.aspx for more information on compatible drivers.

We recommend using the latest graphics drivers, where possible, regardless of operating system.

AMD

Bitwise equality between GPU and CPU holds in most cases, but for some operations there are limitations to the accuracy possible with this configuration.

- On Windows and Linux, an AMD GPU from the following list:

    Other AMD GPUs may work, but have not been fully tested.
    - AMD Radeon PRO W7900

    - AMD Radeon PRO W6600

    - AMD Radeon PRO W6800

    - AMD Radeon Pro W5700

    - AMD Radeon RX 6800 XT

    For information on the recommended driver for each GPU, see https://www.amd.com/en/support

- On Mac, integrated AMD GPUs are supported on the following Intel CPU Macs:
    - Any late 2013 Mac Pro onward (including 2019 Mac Pro),
    - Mid-2015 MacBook Pros onward, and
    - Late 2017 iMac Pros onward.

    All supported Mac Pros include a multi-GPU support option, where applicable. Bitwise equality between GPU and CPU holds in most cases, but for some operations, there are limitations to the accuracy possible with this configuration.

Although AMD GPUs are enabled on other Mac models, they are not officially supported and used at your own risk.

Multi-GPU Processing

Nuke's GPU support includes an **Enable multi-GPU support** option. When enabled in the preferences, GPU processing is shared between the available GPUs for extra processing speed.

Multi-GPU processing is only available for identical GPUs in the same machine. For example, two NVIDIA GeForce GTX 1080s or two AMD Radeon™ Pro WX 9100s.

GPU Requirements for the Machine Learning Toolset

Training using the CopyCat node requires an NVIDIA GPU, with compute capability 3.5 or above; or MacOS Apple silicon integrated GPUs.

If an appropriate GPU is not available, Inference and other machine learning plug-ins can run on the CPU with significantly degraded performance.

Developer Notes

As Nuke develops, we sometimes have to make changes to the API and ABI under the hood. We try to keep these changes to a minimum and only for certain releases, but from time to time API and ABI compatibility is not guaranteed. See the following table for the situations when you may have to recompile your plug-ins and/or make changes to the source code.

Release Type	Example	Compatibility	Recompile	Rewrite
Version	14.0v1 to 14.0v2	API and ABI		
Point	14.0v1 to 14.1v1	API	●	
Major	14.0v1 to 15.0v1	-	●	●

Additionally, node **Class()** names occasionally change between major releases. While these changes do not affect legacy scripts, you may not get the results you were expecting if a node class has been modified. The **toolbars.py** file, used to create Nuke's node toolbar, contains all the current node class names and is located in **<install_directory>/plugins/nukescripts/** for reference.

As an example, between Nuke 13 and Nuke 14, the Axis node **Class()** changed from Axis3 to Axis4. In the **toolbars.py** file for the two releases, the entries for the Axis node appear as follows:

```
m3Dclassic.addCommand(
    "Axis",
    "nuke.createNode(\"Axis3\")",
    icon="Axis.png",
    tag=MenuItemTag.Classic,
    node="Axis3",
    tagTarget=MenuItemTagTargetFlag.TabMenu)

m3D.addCommand(
    "Axis",
    "nuke.createNode(\"Axis4\")",
    icon="Axis_3D.png",
    tag=MenuItemTag.Beta, node="Axis4")
```