Release Notes for Ocula 3.0v4

These notes describe the requirements, new features, improvements, fixed bugs, known issues, and workarounds for this release of Ocula.

Ocula 3.0v4

This release adds support for Nuke 8.0 and includes a bug fix.

Release Date

January 2014

Minimum System Requirements

• A version of Nuke 7.0 on:
  • Windows XP Professional x64 Edition or Windows 7 Home Premium x64
  • Mac OS X 10.6 "Snow Leopard", 10.7 "Lion", or 10.8 "Mountain Lion"
  • Linux CentOS/RHEL 5 or CentOS/RHEL 6
• A version of Nuke 8.0 on:
  • Windows 7 64-bit or Windows 8 64-bit
  • Mac OS X 10.7 "Lion", 10.8 "Mountain Lion", or 10.9 "Mavericks"

> **NOTE:** Nuke is expected to function correctly under Mac OS X Mavericks (10.9), but we are seeing UI performance degradation compared to previous OS X versions. We are working on resolving these issues.

  • Linux CentOS/RHEL 5 or CentOS/RHEL 6
• Foundry Licensing Tools (FLT 7.0v2 or later) for floating licenses.

New Features

• Ocula is now supported on Nuke 8.0 for all platforms.
• The End User Licensing Agreement (EULA) that accompanies all The Foundry products has been amended. Please see the *User Guide Appendices* for more information.

Improvements

There are no improvements in this release.

Fixed Bugs

BUG ID 39980 - O_Retimer: Setting **Warp Mode** > **Simple** when rebuilding views in Ocula caused Nuke to crash if the input had an expanded bounding box that forced the bottom left of the image away from (0,0).

Known Bugs and Workarounds

BUG ID 22755 - O_Solver: Feature selection does not work with multiple Viewers.