



## RELEASE NOTES FOR ROLLINGSHUTTER 1.1

This document describes the requirements, new features, improvements, fixed bugs and known bugs & workarounds for each release of RollingShutter.

### 1.1v3

This release adds support for After Effects CS5.5.

#### **Release Date**

April 2011

#### **Requirements**

1. Windows 7 64-bit or Mac OS X 10.5.8 64-bit.
2. After Effects CS5 or CS5.5 on Windows or Mac OS X.
3. Foundry FLEXIm Tools (FFT 5.0v1 or later) for floating licenses.

#### **New Features**

There are no new features in this release.

#### **Improvements**

Added support for After Effects CS5.5.

#### **Bug Fixes**

There are no bug fixes in this release.

#### **Known Bugs and Workarounds**

There are no known bugs in this release.

## 1.1v2

This release adds 64-bit support for Adobe After Effects CS5.

### Release Date

April 2010

### Requirements

1. Windows 7 64-bit or Mac OS X 10.5.8 64-bit.
2. After Effects CS5 on Windows or Mac OS X.
3. Foundry FLEXIm Tools (FFT 5.0v1 or later) for floating licenses.

### New Features

There are no new features in this release.

### Improvements

- Added 64-bit support for Adobe After Effects CS5. Due to this update we changed some underlying parameter types which broke compatibility and thus required a minor version number update (that is, the change from 1.0v1 to 1.1v2). The underlying algorithm is the same, so no new build is required for CS3 or CS4. Due to this version number shift, when opening projects saved from CS3 or CS4 in CS5 you will need to reapply RollingShutter in the relevant places.
- The RollingShutter plug-in now appears under a menu item named **The Foundry** in the **Effects** and **Presets** panel.

### Bug Fixes

There are no bug fixes in this release.

### Known Bugs and Workarounds

There are no known bugs in this release.

## 1.1v1

Internal release only.

## 1.0v1

This is the first release of RollingShutter for After Effects.

### **Release Date**

August 2009

### **Requirements**

1. After Effects CS3 or later on Windows or Mac OS X.
2. Foundry FLEXIm Tools (FFT 5.0v1 or later) for floating licenses.

### **New Features**

There is one plug-in in this release.

### **Improvements**

This section will describe new features in later versions.

### **Bug Fixes**

This section will describe fixed bugs in later versions.

### **Known Bugs and Workarounds**

BUG ID 8356 - Memory Considerations : RollingShutter is a memory intensive plug-in and will use a lot of RAM during processing. This can raise issues on Windows 32-bit machines where memory management can get fragmented. If processing a 4K plate on a Windows 32-bit machine, you may find that RollingShutter easily runs out of memory. There is currently no solution to this.