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## APPENDIX A

### Release Notes

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

### RollingShutter 1.0v2

This is a maintenance release of RollingShutter for Nuke.

#### Release Date

October 2010

#### Requirements

- Nuke 5.1 or later on:
  - Windows XP SP2, XP64
  - Mac OS X 10.5 "Leopard" and 10.6 "Snow Leopard" (32- or 64-bit)
  - Linux CentOS 4.5 (32- and 64-bit)
- 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.

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## 1.0v1

This is the first release of RollingShutter 1.0 for Nuke.

### **Release Date**

August 2009

### **Requirements**

1. Nuke 5.1 or later on Windows, Mac OS X, or Linux.
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.