File I/O PLUG-IN GUIDE

VERSION v1

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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 v1 for more information about this release.

System Requirements

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

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.

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
arri	libArriRawSDK.6.dylib	arri
arriReader.dll	libArriRawSDK.dylib	arriReader.so
arriSDKLoader.dll	arriReader.dylib	arriSDKLoader.so
arxReader.dll	arxReader.dylib	arxReader.so
DNxHR.dll	libArriRawSDK.6.2.dylib	libArriRawSDK.so
FnNukeCodecs.dll	libcudart.8.0.dylib	libArriRawSDK.so.6
movReader.dll	libDNxHR.dylib	libArriRawSDK.so.6.2
movWriter.dll	libFnNukeCodecs.dylib	libDNxHR.so
mxfReader.dll	movReader.dylib	libFnNukeCodecs.so
mxfWriter.dll	movWriter.dylib	movReader.so
	mxfReader.dylib	movWriter.so
	mxfWriter.dylib	mxfReader.so
		mxfWriter.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 v1

Release Date

09 December 2020

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 (64-bit), or later

Note: The VFX Platform 2019 upgrade includes library versions that are only compatible with CentOS 7.4, or later. Nuke is qualified on the CentOS 7.4, 7.5, and 7.6 distributions.

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

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 resharpening option. This feature is intended for multi-camera productions.

Avid DNxCodec 2.6.2.31

An update to the latest SDK for reading and writing DNxHR and DNxHD (**.mov** and **.mxf**) files.

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

- Fixed an AMD segmentation fault when reading or writing using the DNxHD codec.