Release Notes for Nuke and Hiero 13.2v9

Release Date

06 March 2024

Qualified Operating Systems

• macOS Big Sur (11.x) or macOS 12.x (Monterey). Nuke is currently supported under Rosetta emulation on Apple's new Apple Silicon hardware and M1 chips. Native support is not currently available and Foundry is planning to support the Nuke family natively on Apple's M1 and M2 hardware at a later date.

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

• Windows 10 (64-bit)
• CentOS 7.4 to 7.6 (64-bit), or later

> **Note:** The currently supported version of VFX Reference Platform 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.

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 compute capability 3.0 (Kepler) or above. A list of the compute capabilities of NVIDIA GPUs is available at https://developer.nvidia.com/cuda-gpus

> **Note:** 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 10.1 or above. On Windows and Linux, CUDA graphics drivers are bundled with the regular drivers for your NVIDIA GPU. Driver versions 418.96 (Windows) and 418.39 (Linux), or above are required. See https://www.nvidia.com/Download/Find.aspx for more information.

> **Note:** We recommend using the latest graphics drivers, where possible, regardless of operating system.

AMD

> **Note:** Bit-wise 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:

> **Note:** Other AMD GPUs may work, but have not been fully tested.

- AMD Radeon PRO W6600
- AMD Radeon PRO W6800
- AMD Radeon Pro W5700
- AMD Radeon Pro WX 9100
- AMD Radeon RX 6800 XT

> **Note:** 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.

> **Warning:** 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.

> **Note:** 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.

New Features

There are no new features in this release.

Feature Enhancements

There are no feature enhancements in this release.

Bug Fixes

• ID 407519 - [PUBLIC] Nuke crashes when Cloning in a Rotopaint node with stereo and multiple viewers open.

• ID 565898 - [RotoPaint] Paint strokes are painted in the wrong view, when changing frame with views set to stereo.

• ID 513053 - [PUBLIC] BlinkScript functions fail to compile for the GPU in Nuke 13.2.

• ID 564372 - [PUBLIC] Nuke crashes on launch due to OpenCL Error.

New Known Issues Specific to Nuke 13.2

This section covers new known issues and gives workarounds for them, where appropriate.

• ID 568322 - Licensing checkbox has no checkmark - 13.2 only.

• ID 546280 - [PUBLIC] Scale Transform Handle sensitivity is dependent on the geometry's scale.

• ID 546181 - [PUBLIC] Precision is inaccurate when using Rotation handles with larger scaling in the 3D Viewer.

• ID 544165 - [CopyCat] steps don't update when epochs are changed training in terminal.

• ID 537358 - [CopyCat] Dataset of different sizes error when training with large dataset.

• ID 534260 - [MO SDI] AJA 10bit output with legal range enabled in node graph wrong (Nuke).

• ID 524273 - [CopyCat] Contact sheet gives black images when training after hitting an error.

• ID 524096 - [MO] BMD Cards don't output 8bit signals to the Phabrix (see comments).

• ID 523669 - [Deblur] using with 3D nodes causes nuke crash.

• ID 522688 - [PUBLIC] Nuke Indie can't render container files (.mov/.mxf) in the background.

• ID 522427 - [AIR Nodes] When screen sharing AIR tools hang.

• ID 519874 - [3D Arch][3D UX] Non-Uniform scale values will warp 3d handles in screenspace mode.

• ID 519224 - [MO NDI] Stream name not shown on project opening.

• ID 518254 - [CopyCat] Preview error when shuffle has layers from both A and B pipe.

• ID 514351 - [PUBLIC] Two Sample Interleave (TSI) is missing from BlackMagic 8K SDI Mapping monitor outputs.

• ID 511886 - The Help > Documentation page contains broken links..

• ID 510063 - [3D Arch] [3D Pivot Point] Pivot point snapping doesn't work as expected if we snapping geometry with very small or very big scale.

• ID 509066 - [PUBLIC] Monitor out drops frames when playing back 4K in Nuke with AJA T-Tap Pro.

• ID 508661 - [CopyCat] MacOS Having reads with environment variables as inputs causes Nuke to crash.

- ID 508116 - [3D Arch] [3D Pivot Point] Drag rotate when geometry has big scale value doesn't work as expected.
- ID 507327 - [CopyCat] Preview cannot be fetched if preview is connected to a remove node.
- ID 507325 - [CopyCat] Channels set to none for input causes seg fault.
- ID 506965 - [MO NDI] Long NDI sender names get truncated.
- ID 506918 - [CopyCat] Resuming after changing cropsize makes contact sheet wrong size.
- ID 506360 - [CopyCat] Resuming with different model size throws wrong error.
- ID 506004 - [Arriraw 7] When legacy mxf file is loaded with SDK7, some knob values do not match SDK 6.2 version.
- ID 505687 - [3D Pivot Point] Match Geo to selection ignores and overrides the pivot point transformation.
- ID 504819 - [PUBLIC] The pivot point of the geometry is affected by downstream scale changes.
- ID 504645 - [IV & MO] NDI signals are seen twice by the NDI receiver app.
- ID 504406 - [CopyCat] Error in the viewer stays on when training.
- ID 504191 - [IV & MO] Crash when closing while playing back with NDI active.
- ID 504013 - [3D Transform Handles] Negative Scaling on TransformGeo affecting ParticalEmmiter: intermitant incorrect scales on other axes.
- ID 503829 - [3D Transform Handles] Card3D screen space handles change alignment in 2D view when rotating the camera on Z axis.
- ID 503687 - [IV & MO] Not all of the knobs on the Monitor Out strip show their knob name in the tooltip.
- ID 503684 - [IV & MO] Monitor Out strip shows stereo controls on launch.
- ID 503338 - [3D Pivot Point] Geo position + orientation has inconsistent behavior.
- ID 502942 - [IV & MO] User needs to expand the Viewer MO panel to reveal options.
- ID 502843 - [IV & MO] Use Viewer Gamma/ Gain displays on in the MO strip when disabled in properties.
- ID 502793 - [IV & MO] Loading an .nk file doesn't open all floating windows.
- ID 502404 - [IV & MO] MO viewer list does not update when a viewer node is copy/pasted.
- ID 502395 - [IV & MO] Viewer list doesn't appear to be in a logical order.
- ID 502394 - [IV & MO] Output is not sent to MO device unless the related viewer is visible.
- ID 502226 - [IV & MO] Floating windows open in same position and size as the most recently closed floating window.
- ID 501785 - [BM RAW] Incorrect Color space and gamma in attached project.
- ID 501700 - [3D Pivot Point] Object jumps when drag rotating pivot in non-default transform order.
- ID 501442 - [3D Pivot Point] Scale affects the pivot drag rotate algorithm.
- ID 501261 - [macOS Monterey] Nuke Studio Qt windows slow to update upon resize.
- ID 500138 - [3D Transform Handles] Rotating in screen and world space after scaling in screen space doesn't work as expected.
- ID 499468 - [PUBLIC] 3D transform handle size is affected by downstream scale changes.

- ID 499442 - [3D Transform Handles] Translating rotated pivot point if the geometry was scaled or rotated doesn't work as expected.
- ID 499383 - [3D Transform Handles] Rotate doesn't work as expected if the geometry has small scale.
- ID 498948 - [Cryptomatte] not highlighting crypto select when there are 3 backslashes.
- ID 498754 - [PUBLIC] Nuke will sometimes fail to launch due to installed software or external hardware connected to the Windows machine.
- ID 498140 - [3D Pivot Point] Snap_menu options don't work in EditGeo node.
- ID 498139 - [3D Pivot Point] Match selection doesn't work as expected when Pivot Point is not default.
- ID 497459 - [3D Transform Handles] pivot compensation not being respected when changing values directly inside knobs.
- ID 497372 - [MO NDI] Monitor Out metadata - frameIndex does not work.
- ID 496332 - [3D Transform Handles] Changing toolbar/handles mode via python doesn't update handles in the viewer on Linux.
- ID 495515 - [3D Transform Handles] Negative scaled parent transformation breaks the orientation of handles.
- ID 493569 - [MO SDI] Inverted Colours with 10 bit on Blackmagic.
- ID 493567 - Nuke and Studio apply Legal range differently with AJA cards.
- ID 492637 - [3D Transform Handles] Free rotate shrinks/grows during rotation in 2D view.
- ID 492582 - [OCIOv2] Wrong values when exporting a .cc where the "invert" direction on the OCIOCDLTransform node is checked.
- ID 491143 - [MO NDI] - Horizontal flop in the MO Node DNW (Nuke).

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	13.1v1 to 13.1v2	API and ABI		
Point	13.0v1 to 13.1v1	API	●	
Major	12.0v1 to 13.0v1	-	●	●

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 9 and Nuke 10, the CameraShake node **Class()** changed from CameraShake2 to CameraShake3. In the **toolbars.py** file for the two releases, the entries for the CameraShake node appear as follows:

```
m.addCommand("CameraShake", "nuke.createNode(\"CameraShake2\")",
icon="CameraShake.png")
m.addCommand("CameraShake", "nuke.createNode(\"CameraShake3\")",
icon="CameraShake.png")
```