Release Notes for Nuke and Hiero 15.0v7

Release Date

15 April 2025

Bug Fixes

3D

- **ID 546280** - Scale Transform Handles sensitivity now not dependant on viewer zoom level.

Colorspace

- **ID 494532** - The Color Management knob default resets when clearing or closing a comp in Nuke

Conform

- **ID 502945** - Importing a track now moves soft effects along the other items in the sequence, and the action is reversible with undo.

Exporting

- **ID 566536** - Hiero resolves relative paths correctly when using the 'Transcode Images' exporter
- **ID 592552** - Create Comp with custom preset resolutions no longer crashes Nuke Indie.

Monitor Out

- **ID 588124** - Nuke's Viewer AJA monitor out values are not correct

Node

- **ID 569186** - There is no longer a warning in the console when changing knobs in the Glint Node while upstream of a Merge node with the mask enabled for the Glint node
- **ID 588394** - Roto shapes are correctly selected when pressing Ctrl+A shortcut in the viewer.

Node Graph

- **ID 593291** - Setting a keyframe on a knob doesn't change the viewer.

PlanarTracker

- **ID 591727** - Executing planar track via Python doesn't crash.

Shortcuts

- **ID 590814** - Node Graph shortcuts will sometimes apply with the timeline open

Soft Effects/Transitions

- **ID 550059** - Knob changes no longer reset after redoing cloned soft effects.
- **ID 568859** - The viewer is refreshed when a knob value changes on a cloned Soft Effect.
- **ID 593333** - The Viewer no longer flickers when typing on a text Soft Effect

Sync Review

- **ID 587459** - Fixed: Clip Annotations don't sync between Sync Review participants when Track Item and Bin Item active versions are different

Timeline

- **ID 590394** - Fixed: Video and Audio Tracks within Clips cannot be reordered

Viewer

- **ID 583282** - Dragging with Transform handles in the Viewer can set Scale values to NaN

Known Issues

3D

- **ID 580101** - Textures created inside of nuke is no longer visible when exported and re-imported

BlinkScript

- **ID 594763** - Blinkscript doesn't create the correct variable type when mixing float2 and int, depending on the order in which they are called while GPU acceleration is enabled

Disk Cache

- **ID 551673** - Disk cache is not properly invalidated when expressions are used to link two soft effect values

File Formats

- **ID 592045** - Visual artifacts can occur when exporting H264 MOV files from Nuke or Nuke Studio on macOS Apple Silicon hardware

MacOS

- **ID 541985** - Viewer becomes a solid colour when changing Ultimatte 'Screen Colour' from non-default to default
- **ID 548082** - OFX Denoise and OFlow not supported natively on Apple Silicon

Monitor Out

- **ID 563868** - Floating Window sometimes not rendering when switching between Timeline and Node Graph
- **ID 595100** - Fixed: The Monitor Out floating window incorrectly displays premultiplied images.

Node

- **ID 581199** - The UnrealReader's Picker knobs do not Add or Remove items from the Layer List

Performance

- **ID 595766** - Nuke takes longer to load while NUKE_PATH or .nuke contains a large amount of files

Sync Review

- **ID 581464** - Adding soft effects will remove In and Out points from other session
- **ID 594417** - Adding an in/out ranged annotation removes in/out points of host during sync session

Timeline

- **ID 581186** - Clone soft effects do not update when the original is edited
- **ID 593091** - The In/Out points are missing when duplicating a Sequence and viewing the timeline.

Viewer

- **ID 592171** - The Viewer's playback range becomes locked when the Playhead is selected if the playback range was previously locked

Qualified Operating Systems

- macOS Monterey (12.x), or macOS Ventura (13.x). Nuke 14.1 is supported under Rosetta emulation on Apple's silicon hardware and M1 and M2 chips. Native support is available in Nuke 15.0 on Apple's M1 and M2 hardware.

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

- Windows 10 (64-bit) or Windows 11 (64-bit)

- Linux 7.6 to 7.9 (64-bit)

  Nuke requires **libnuma** to run under Linux distributions, the library is required by the Nablet H264 Codec SDK.

  The currently supported version of VFX Reference Platform includes library versions that are only compatible with CentOS/RHEL 7.6 to 7.9.

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 graphics drivers capable of running CUDA 11.8, or above. A list of the compute capabilities of NVIDIA GPUs is available at https://developer.nvidia.com/cuda-gpus

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 11.8, or above. On Windows and Linux, CUDA graphics drivers are bundled with the regular drivers for your NVIDIA GPU. Driver versions 522.06 (Windows) and 520.61.05 (Linux), or above are required. See https://www.nvidia.com/Download/Find.aspx for more information on compatible drivers.

We recommend using the latest graphics drivers, where possible, regardless of operating system.

AMD

Bitwise 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:

  Other AMD GPUs may work, but have not been fully tested.

  - AMD Radeon PRO W7900
  - AMD Radeon PRO W6600
  - AMD Radeon PRO W6800
  - AMD Radeon Pro W5700
  - AMD Radeon RX 6800 XT

  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.

  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.

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.

GPU Requirements for the Machine Learning Toolset

Training using the CopyCat node requires an NVIDIA GPU, with compute capability 3.5 or above; or MacOS Apple silicon integrated GPUs.

If an appropriate GPU is not available, Inference and other machine learning plug-ins can run on the CPU with significantly degraded performance.

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	14.0v1 to 14.0v2	API and ABI		
Point	14.0v1 to 14.1v1	API	●	
Major	14.0v1 to 15.0v1	-	●	●

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 13 and Nuke 14, the Axis node **Class()** changed from Axis3 to Axis4. In the **toolbars.py** file for the two releases, the entries for the Axis node appear as follows:

```
m3Dclassic.addCommand(
    "Axis",
    "nuke.createNode(\"Axis3\")",
    icon="Axis.png",
    tag=MenuItemTag.Classic,
    node="Axis3",
    tagTarget=MenuItemTagTargetFlag.TabMenu)

m3D.addCommand(
    "Axis",
    "nuke.createNode(\"Axis4\")",
```

```
icon="Axis_3D.png",
tag=MenuItemTag.Beta, node="Axis4")
```