

# 1.0.7

## 1.0.7.41

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- Add support for 8 bit DPX files

## 1.0.7.40

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- Display OpenColorIO settings dialog on .ocio import
- Add "Apply Default OCIO Configuration" to lookup table menu

## 1.0.7.39

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- Support .ocio config files as lookup tables, using Import... and  
--lookup\_table=my\_config.ocio or  
--lookup\_table=my\_config.ocio,color\_space,display,view

## 1.0.7.38

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- When a layer is rescanned for new frames and automatic preload is enabled, preload the modified frames

## 1.0.7.37

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- Fix handling of grayscale JPEG

## 1.0.7.36

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- Increase AIVF playback performance

## 1.0.7.35

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- Support more .3dl variations

## 1.0.7.34

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- Fix support for alternate license servers

## 1.0.7.33

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- Add support for packed 12 bit DPX files

### 1.0.7.32

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- Add both DWAA and DWAB compression; change default quality to 90
- Add write support for AIVF

### 1.0.7.31

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- Update LUTs to work consistently in log space regardless of input format
- Add support for LUT\_1D\_INPUT\_RANGE, LUT\_3D\_INPUT\_RANGE

### 1.0.7.30

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- Fix crash with Next/Previous Image when caching was disabled

### 1.0.7.29

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- Add support for bottom-up DPX files.

### 1.0.7.28

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- Add Disable Caching Globally instead of Disable Caching by Default
- Add Side by Side (Full), (Half) in Source > Target View

### 1.0.7.27

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- Enable saving .mov with alpha
- Recognize .vri as a VRIMG extension
- Add option for parallel (multithreaded) sequence preload

### 1.0.7.26

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- Add support for field expressions on the command line
- Add support for --name+=value, --name-=value

### 1.0.7.25

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- Update OpenEXR to 2.2.0.
- Add default filename to Save Frame As dialog

### 1.0.7.24

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- Add Copy Frame as Image
- Add a second frame/timecode indicator
- Add default filename to Save Layer As dialog

### 1.0.7.23

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- Add --print\_commands, which prints all commands
- Improve interactive performance when caching is disabled

### 1.0.7.22

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- Add read support for .aivf files
- Track metadata viewer state separately in full screen
- Change default audio sample rate from 44100 to 48000
- Declare DPI awareness to avoid scaling

## 1.0.7.21

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- Load audio in background

## 1.0.7.20

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- Fix "Set Checkerboard as Default"
- Write 444 .jpeg files instead of 420

## 1.0.7.19

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- Add "layer\_scan\_for\_new\_versions" command

## 1.0.7.18

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- Use EXR part names

## 1.0.7.17

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- Add support for multipart EXR files

## 1.0.7.16

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- Fix crash when "Frame from File Name" was selected on the info bar and the time slider was outside the selected layer

## 1.0.7.15

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- Add metadata viewer (hotkey M)
- Change the flip hotkey to F
- Read metadata from R3D files
- Read metadata from EXR files
- Read metadata from DPX files
- Fix --global:selection

## 1.0.7.14

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- Fix text layer center/right alignment

## 1.0.7.13

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- Add support for .MX .MY .MZ layers in EXR files

## 1.0.7.12

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- Add //-style comment support in pdpcmd files
- Fix "invalid option" errors on --attach, --attach\_nf
- Automatically enable console output under Windows

## 1.0.7.11

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- Enable "Duplicate" in menu on multiple selection

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## 1.0.7.10

- Add --stdout=, --stderr=, --print= options
- Print diagnostic messages to stderr
- Add support for %{scope:field}, --scope:field=value
- Add --print\_field=field, --print\_fields=scope (scope can be global, env, var, selected, or a layer set)
- Add support for id(5) in a layer set

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## 1.0.7.9

- Add support for secondary timecode
- Read timecode from DNG files
- Read timecode from MOV files
- Write timecode to MOV files
- Write timecode when saving mask

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## 1.0.7.8

- Improve DNG import performance and dynamic range
- Add support for WAVE\_FORMAT\_EXTENSIBLE PCM .wav files

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## 1.0.7.7

- Set initial directory of LUT import
- Add Undo Reset, ctrl+double-click to edit fields
- Add --temperature=K
- Fix temperature not being exported, copied and pasted
- Read DNG images as floating point
- Improve DNG import performance
- Add support for non-ASCII DNG file names

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## 1.0.7.6

- Add --export\_composition\_as=filename

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## 1.0.7.5

- Portability and performance improvements

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## 1.0.7.4

- Add support for RGBA .vring channels (generated by V-Ray 3.0)

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## 1.0.7.3

- Add temperature color control.

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## 1.0.7.2

- Update .nk export to handle per-channel color settings
- Load .vring images as floating point
- Load IEEE float TIFF images as floating point

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## 1.0.7.1

- Add per-channel exposure, brightness, contrast, hue, saturation.