

1.0.5

1.0.5.35

- Add support for HTTP authentication via .htpasswd (#356)

1.0.5.34

- Enable Quicktime in Pdplayer 64 for Mac OS X

1.0.5.33

- Add support for 8 bit BMP files
- Detect audio decoding errors under Linux

1.0.5.32

- Enabled audio on Mac OS X and Linux (#350)

1.0.5.31

- Detect "access denied" error when setting a license server (hardware license, Pdplayer 64 on Vista/7) and offer the opportunity to run as administrator

1.0.5.30

- Fix "Open with" issue on Windows Vista/7
- Fix e-mail issue with Windows Live Mail

1.0.5.29

- Enabled the HTTP server on Linux and Mac OS X (#355)

1.0.5.28

- Display Quicktime codec in the layer tooltip

1.0.5.27

- Fix #252 (Saturation is not exported correctly to Nuke)
- Fix #253 (Hue is not exported correctly to Nuke)
- Fix #401 (Contrast is not exported correctly to Nuke)

1.0.5.26

- Updated RED SDK to 4.1, w/ Epic support, REDcolor2, REDgamma2, REDlogFilm (#370)

1.0.5.25

- Pdplayer 64 for Windows can now save Quicktime movies (#247)

1.0.5.24

- Pdplayer 64 for Windows can now open Quicktime movies (#245)

1.0.5.23

- Implemented Watch for New Frames on Linux and Mac OS X (#353)

1.0.5.22

- Add support for .mov files using libquicktime under Linux (#398)

1.0.5.21

- Nuke flipbook integration is now cross-platform and supports Nuke 6.2 (#382)

1.0.5.20

- Fix #354 (Frame buffer layers on Linux and Mac OS X)
- Fix #394 (Relative .pdpcmd filenames don't work)

1.0.5.19

- Added support for AJA Kona on Windows via DirectShow AJA DirectShow drivers are available from <http://www.aja.com/products/oem/directshow.php> Note that these drivers only support 32 bit applications at the moment
- Fix #241 (Scale is not exported properly to Nuke)

1.0.5.18

- Added WAV export (#376)
- Fix #379 ("Rescan for new frames" doesn't work after switching a version)
- Fix #383 (Versioned movies in the same directory don't work)
- Fix #392 (Add a command line option for PCM audio in MOV export)

1.0.5.17

- Fix #372 (DPX images with a certain size don't work over the network with an XP64 client)
- Fix #384 (Save Layer as... doesn't properly filter AVI codecs by the layer resolution (always uses mask))
- Fix #386 (No command-line option to set the layer audio volume)
- Fix #387 (No command-line option to set the global audio volume)
- Fix #388 (The layer volume is not exported to .pdpcmd)
- Fix #390 ("Position after Next Layer" should support multiple selection)

1.0.5.16

- Add --crop={left_half,right_half,top_half,bottom_half} (#385)
- Fix #389 (Display peak audio volume in the layer tooltip)
- Update software license server to fix an issue with single machine taking more than one license

1.0.5.15

- Fix #357 (No command-line option to set the alpha source)
- Fix #365 (Set Work Area to Selection doesn't work when multiple layers are selected)
- Fix #366 (Duplicate should add an apostrophe to the layer name)
- Fix #367 (Duplicate should work when multiple layers are selected)
- Add --layer_resize_to_mask (#368)
- Add --layer_align_to_mask (#369)

1.0.5.14

- Fix #378 ("Add Other Stereo View" doesn't seem to work properly with Quicktime movies)

1.0.5.13

- Add high quality hint to DV Quicktime tracks on export
- Always decode Quicktime at high quality on playback

1.0.5.12

- Fix #373 (Audio is not enabled after opening a composition containing audio tracks)

1.0.5.11

- Fix #371 (In some cases, enabling ext on secondary incorrectly uses the primary display)

1.0.5.10

- Add support for compressed .vrmg files (#364)
- Add support for the 720x486x23.98 Decklink mode (#363)
- Fix #358 (Arrow keys (nudge) don't work when multiple layers are selected)
- Fix #359 (The D hotkey doesn't work when multiple layers are selected)
- Fix #362 (Negative frames not supported)

1.0.5.9

- Minor video input enhancements
- Enabled TIFF support in the Mac version

1.0.5.8

- Fixed an issue with Add Other Stereo View and Rescan/Watch for New Frames

1.0.5.7

- Update the 32 bit vrlserver2.exe to not require SSE2

1.0.5.6

- Removed the target combo box from the save dialog
- Implemented Quicktime load and save in the 32 bit Mac version
- Added support for depth-only IFF images

1.0.5.5

- Mac OS X version
- Added --pp_tab option, --pp_next_tab, --pp_prev_tab commands

1.0.5.4

- '*' is now supported as a wildcard in addition to '?', '#' and '%04d'.
- Non-padded sequences (file.9.tga, file.10.tga...) are now supported. (#142)
- "Disable Caching by Default" option added to the Edit menu (#347)

- "Continue Playback after Scrubbing" option added to the Play menu (#348)

1.0.5.3

- Save Mask as Sequence now uses the frame numbers of the work area (#346)
- Save Mask as Sequence and Save Layer as now recognize filenames that already contain a frame number (f.ex. filename_0021.tga) and use it as a starting point

1.0.5.2

- --fcheck option added, for Maya compatibility (#345)
- Fixed #338 (%04d doesn't work correctly with --range=92014-92080)
- Floating point .3dl support (assumed linear by default) (#344)

1.0.5.1

- Linux version
- File names that end with ### are now supported on export, with the #'s being replaced with the frame number (#339)