1.0.4

1.0.4.17

- Fixed #343 (Border, Safe Area are disabled for adjustment layers)
- Updated manual to cover 1.0.4 features.

1.0.4.16

- Minor DirectShow improvements
- Added instructions on how to reprogram the dongle to the "License not found" dialog in the hardware license build (#340)
- Fixed #341 (EXR images with Cyrillic names do not open)
- Fixed #342 (TIFF images with Cyrillic names do not open

1.0.4.15

- Fixed an issue with the Validate button in the license dialog

1.0.4.14

- Added Name and Group ID fields to the Placement tab. (#330)
- (Border and Safe Area have been moved to the Effects tab.)
- Added Select Group and Assign New Group to the Edit menu, and the corresponding --layer_select_group and --layer_assign_group commands. (#331)
- Double-clicking a layer number now selects the layer group.
- Improved menu.py, the Nuke flipbook integration script in the extras/nuke directory, to support stereo.

1.0.4.13

- Added DCI_XYZ.cms to the LUTs directory (#332)

1.0.4.12

- Added a {set::property} syntax that selects the first layer in the set for which the current time is within the in:out points (#328)

1.0.4.11

- Fixed #256 (AVI export should save an audio track)

1.0.4.10

- Fixed #257 (MOV export should save an audio track)

1.0.4.9

- Fixed #250 (Pdplayer cannot play audio from Quicktime files). Note that audio will not load if the movie is longer than 30 minutes
- Added s-log.cms to the LUTs directory (#333)

1.0.4.8

- Fixed #249 (Pdplayer cannot play audio from AVI files). Note that audio will not load if the movie is longer than 30 minutes

1.0.4.7

- Updated the RED SDK to 3.0
- Replaced the Exposure control with FLUT
- Added REDcolor
- Added a gamma space control and REDgamma

1.0.4.6

- Fixed #316 (Copy/paste color corrections doesn't transfer all settings)
- Fixed #317 (EXR .r .g .b [.a] layers not displayed)
- Fixed #324 (Support for incomplete VRIMG files)
- Fixed #293 (Copy Layer as .nk should work when multiple layers are selected)
- Fixed #292 (Image layer not exported to Nuke)
- Fixed #312 (The initial ~0.2s of a WAV file aren't played)

1.0.4.5

- Added support for text fields, such as {timeline:timecode} and {selection:path}. (#322) See pdplayer.textfields.txt for a description.
- Moved offset in perfs to the end of the edgecode format (#325).
- Fixed #320 ("Composition Timecode" doesn't respect the frame base)
- Fixed #321 ("Composition Timecode" doesn't handle 29.97 drop frame properly)

1.0.4.4

- Fixed #323 (Exporting a 3D LUT w/ color corrections should produce a LUT tailored to the layer type)

1.0.4.3

- Improved accuracy of 3D lookup tables

1.0.4.2

- Fixed #319 (The frame base context menu doesn't work)

1.0.4.1

- Internal portability improvements