

1.0.3

1.0.3.12

- Added support for hardware (dongle) licenses

1.0.3.10

- Added support for LSB DPX and CIN files
- Fixed loading of some not-quite-correct DPX files

1.0.3.9

- Updated the RED SDK to 2.3
- Re-enabled the R3D color controls in the 64 bit version
- Enabled embedded frame number, timecode, edge code indicators for R3D files

1.0.3.8

- Disabled R3D color controls in the x64 version due to an issue with the 64 bit RED SDK

1.0.3.7

- Fixed a problem with 3D LUTs and R3D files
- Fixed a problem with the channel selector and CIN/DPX files
- Fixed a problem with relocating an R3D layer
- Added filmstream.cms, pdlog985.cms, rec709.cms, redlog.cms to the LUTs directory

1.0.3.6

- R3D tab added

1.0.3.5

- Updated the RED SDK to 2.2
- Changed the tooltip of the external output button to be more informative

1.0.3.4

- Added secondary/tertiary display as an external device

1.0.3.3

- Enabled internal and external alpha for the Decklink output

1.0.3.2

- Fixed an issue with alternate EXR layers with a data window

1.0.3.1

- Preliminary support for R3D via the RED SDK (2.0 beta)