

Jaleo 2.6

Release Notes

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1. Introduction

Jaleo 2.6, the new version of Jaleo that is accompanied by these release notes, contains a lot of new functionality, both visibly and invisibly. Much of the visible new functionality is packed into new effect PlugIns.

Please read these release notes before you install the update. We know, nobody likes to read release notes – but if you don't, you will never know what you missed, and then, what are you going to tell your grandchildren during long and cold winter nights?

As always, this version comes to you with the best wishes from the development team. We hope you will be able to produce successfully, and most of all, happily, with Jaleo. So please have a good time with Jaleo 2.6.

2. Cosmo Compress / Galileo Users

Jaleo Composite 2.6 does *not* support Cosmo Compress and Galileo hardware any more. All functionality associated specifically with Cosmo compress is not available in Jaleo Composite 2.6. Movie files are still supported, but all compression and decompression is done in software. Real time capture using Cosmo and Galileo/Indy Video is not available in this version.

If you are using Jaleo Composite with Cosmo Compress, you should *not* update to Jaleo 2.6.

3. Updating from Jaleo 2.1

If you update from Jaleo 2.1, special precautions must be taken, as the Raw disk mode in Jaleo 2.6 is not compatible with Jaleo 2.1. If you already have Jaleo 2.5 installed, there are no further precautions required, as Jaleo 2.5 and 2.6 are compatible as far as the Raw disk management is concerned. Please follow the instructions given in the Jaleo 2.5 Release Notes.

4. General Advice

As always, DO NOT UPDATE to Jaleo 2.6 while you are in the middle of a production. Select a spot in your schedule where you have some spare time, and possibly a rather empty raw storage, so that the risk that comes with every change can be minimized. You will possibly need a bit more time to upgrade, as Jaleo 2.6 requires IRIX 6.2, and an operating system upgrade needs more time than just installing a new Jaleo version.

5. Requirements

Jaleo 2.6 requires IRIX 6.2. You can *not* run Jaleo 2.6 on an IRIX 5.3 installation. Currently, no patches are required on IRIX 6.2. However, there are various versions of IRIX 6.2 out in the world; we know at least two.

Jaleo for Impact users: You must have the version that says “IRIX 6.2 with R10000”, even if you do not have an R10K based machine. On older versions you can not run the ImpactVideo software required to run Jaleo.

Jaleo for Impact users: You must have ImpactVideo software version 2.1.

Important Note to Clients Updating to R10K Impact Machines:

If you have a Ciprico UltraSCSI controller originally manufactured for an R4K Impact you may need to have a chip replaced on the controller card. You will also, in any case, need special software to control the Ciprico on R10K machines. Please contact your dealer or Ciprico representative for more information on how to obtain the software and chip updates.

We strongly recommend to install IRIX 6.2 on a fresh root file system. In our experience, SGI's update procedures do not always lead to a truly stable system configuration. If you have any way of making a backup of all your data for Jaleo and other applications, and if you can save or recreate your other system configuration files, please do so. Then install after making a fresh file system. If you feel you wish to install on top of your old system, you can do so, but there may be undesired side effects.

Making a new root file system will delete all data on the disk. Make sure you backup all important data before you attempt to do so. **In general, a fresh install should only be attempted by experienced users.**

The basic procedure for creating and installing on a fresh file system is (please see the SGI installation manuals for details):

- Switch on the machine and go to the PROM monitor
- Use the option to install operating system
- Boot to miniroot using the IRIX 6.2 CDs
- After entering the installation program, go to the admin menu
- Use the sh command to get to a shell
- Unmount the system disk (type `umount /root`)
- Make a filing system on the root disk. Normally, the partition for the root disk would be `/dev/dsk/dks0d1s0`. However, it may be a different one. *Make sure you use the right one* for the following command! These commands **completely erase the partition**, so *make sure you have backed up all data* before you do it!
 - If you want an xfs filesystem, which we recommend under IRIX 6.2, type:
`mkfs_xfs /dev/dsk/dks0d1s0`
 - If you want the traditional efs filesystem, type:
`mkfs_efs /dev/dsk/dks0d1s0`
- Remount the partition. Type `mount /dev/dsk/dks0d1s0 /root`
- Return to the install program. Type `exit`
- Return to the main install menu by typing `return`
- Proceed by installing the desired OS subsystems as usual

6. Raw Mode Compatibility

Raw disk storage in Jaleo 2.6 is fully compatible (in both directions) with raw storage in Jaleo 2.5. When you switch to Jaleo 2.6, Jaleo will be able to use existing raw disk content.

However, this should not lead you to ignore the normal safety procedures when updating to new software, which is to *backup everything that is important* before you do it.

Important Note to Beta Users:

In some beta versions of Jaleo 2.6, Raw storage was *not* compatible with neither Jaleo 2.5 nor with the final Jaleo 2.6 release. If you have been using a Jaleo 2.6 beta version, please follow the following steps *before* you install Jaleo 2.6. Again, this is only necessary if you have used a beta version before:

- Backup important image material stored on raw. Whatever was stored on the raw disk will be lost.
- Log in as root.
- `cd` to `/usr/local` (type `cd /usr/local` in a shell).
- remove the directory `jaleoHeaders`. Type `rm -r jaleoHeaders` in a shell.
- Proceed with installing Jaleo 2.6.

7. Installation and License

Make sure that your system is configured according to the requirements section above before you install Jaleo 2.6.

Jaleo 2.6 is delivered on tape or CD. If you have a CD media, installation is initiated slightly different than with a DAT tape. DAT installation of Jaleo 2.6 is identical to a Jaleo 2.5 installation.

If you are a new customer, please follow the instructions given in the Jaleo 2.6 installation manual. If you already have installed Jaleo before, please have a look at the installation guide anyway, although there are no major changes in installation.

CDROM Installation

If you have a CD, installation can be started by running the script `install.sh` in the top-level directory of the CD. You can double click on it (logged in as root) from a directory window, or use a shell:

- `cd` to the directory where you mounted the CD ROM (`cd /CDROM` normally)
- Run the install script: `./install.sh`

License

You will need a new license for Jaleo 2.6. To obtain it, please contact your dealer or representative.

8. Configuration

There are the following new configuration options for Jaleo 2.6:

8.1 JALEO-ENC/.jaleorc:

For Jaleo for Impact systems, there is a new setup option controlling the GL hardware rendering.

- `GL_RENDERING_FLAGS`. The default value for this is 35. You should not change it.

8.2 JALEO-ENV/etc/devices/RtVideo.cfg

The following new setup options are available in the configuration file for `RtVideo.cfg`. `RtVideo.cfg` is now also used to configure the VLAN:

- `RING_BUFF_SIZE`

The size of the capture buffer for Impact Video catch and playout applications. The default value is 48; the minimum size is 32. The maximum size you could use depends on your main memory size; each buffer takes up a bit more than half a megabyte. Normally the default value should be fine.

- `PORT`

The serial port to be used for the VLAN. Default is `/dev/ttyd2`.

- `NODE`

The node number used by VLAN. Default is 1.

- `TIMEOUT`

The timeout used in VLAN commands, in milliseconds. Default is 20.000 (20 seconds).

- `PREROLL`

Preroll time to be used in edit operations. Default is 5 seconds. Careful: You may need some experimentation to find a value that works well with your VTR.

8.3 Vlan.cfg

This configuration file does not exist any more. VLAN configuration is now contained in RtVideo.cfg.

9. New Features

9.1 Internals

A major change in Jaleo 2.6 is that the underlying graphics software on the SGI is no longer GL, but OpenGL. This is a change that is of little direct interest to the end user though. It is important, as SGI, originally supporting GL as a native format on all machines, have by now finished the transition to native (read: full-performance) use of Open GL. In short, whereas earlier machine generations (roughly pre-Impact) were built around GL, with OpenGL on top of it, now the base machine runs OpenGL, with GL added for backward compatibility. The better performance on new machines comes with OpenGL, and we have adapted Jaleo to make use of this fact. On older machines OpenGL is also fully available with IRIX 6.2.

9.2 Online Documentation

The complete Jaleo documentation is now available as Adobe Acrobat 2.1 files. It is included on the release tape and installed with the software. The files are accessible from the SGI Toolchest under the entry Jaleo Docs, when logged in as Jaleo. From there, further information on the documentation and its access is also available.

9.3 Reel Changes

In the reel, the number of changes is not big. Basically, there are the following news:

9.3.1 Effect Creation

When creating effects with two overlapping clips selected, as required for a wipe or fade, Jaleo now by default creates the Wipe or Fade aligned to the overlap. Before, you had to hold shift to achieve this effect. However, as this is almost always what you want, we made it the default. Now, if you hold shift, the effect will be created for each selected clip.

9.3.2 Edit Menu

There are two new functions in the Edit menu:

Edit>Trim>SplitBoth will use the edit marks to split the selected clips at both the mark in and mark out position.

Edit>Move>Active will move the selected clip to the horizontal position of the active monitor, if a monitor is set to active.

9.3.3 Select Menu

In the select menu, two new functions have been added: Select>Get>Size and Select>Get>Position. These functions work with a single selection and transfer the size or position of the selected reel object to the value window. They can then be used in subsequent edit commands. This is a helpful short-cut in many situations.

9.3.4 Rendering

The Render Selection dialog now has a new option, permitting you to render effects only. This will also create a job list file that can be used in RtVideo to send a production where only the effects have been rendered to tape.

9.3.5 Trim Monitor

The reel now features a Trim Monitor window (to be found in the Tools menu). The Trim Monitor gives you a standard two-window view of the clips you are working on, permitting you to adjust the trimming of clips much more easily, with greatly improved visual control.

9.3.6 Flipbook and Gallery

Flipbook and Gallery can now be run from the Tools menu.

9.3.7 EDL Export supports Audio

The EDL export feature now also supports audio.

If you select “GVG-SE” from the menu as type of EDL, the audio function changes as follows:

You can now use the vertical position of the marks used to specify the reel area to export to select which tracks are to be exported. The first four tracks from the upper mark position are used, and the position in the list determines the audio channel for the EDL (A1 to A4). This makes it possible to create proper 4-track EDLs for use with an audio post production system.

9.3.8 Audio Channels can be flipped / Dual Mono support

The time editor for clips containing audio now has new options that permits flipping audio tracks (i.e. interchanging right and left track).

Also, the tracks can be set up for Dual Mono. In dual mono mode either the right or the left audio information is played on both channels of a stereo pair.

Note: The new audio features will only appear if you import new audio material. Loading old environments or .scfp files written with older Jaleo versions will not provide the new functions.

9.3.9 Render Monitor

On Impact, Reality Engine and O2 systems, the render monitor now shows images while rendering. This is a more interesting display than the old progress indicator has shown, and it provides better feedback. On Impact systems with Impact Video, the result is also output to the video screen.

On all other graphics, the display is as it was in Jaleo 2.5; a simple progress indicator.

9.3.10 High Res Support

If the resolution in Jaleo is set to a size larger than screen size, the Jaleo editors now support to zoom down the original image. This allows for editing of high resolution formats. Although rendering and processing of large images has been possible before, the editor limitation did not make it practical in many situations.

Note that operation in high res needs a lot of memory. For high res operation, we do recommend at least 256 MB of memory. Also you should provide your machine with an extreme amount of swap space, at least the double of memory size.

9.3.11 Hardware Support for Rendering

Jaleo 2.6 makes use of available hardware to accelerate rendering of certain effects. This currently works on all High Impact machines with 4 MB Texture RAM extension. Other machine types may be supported in the future; please check our website for more information, or contact support@jaleo.idecnet.com.

The hardware rendering is concentrated in a number of PlugIn effects (see the section on new effects, below). That is, if you use any of the effects outside the PlugIn menu, you will get exactly what you got before. Some effects, like the 3D DVE, have new versions that support hardware rendering.

All PlugIns that support hardware rendering automatically switch to software mode if no hardware is available. Your environment files thus stay compatible across machines.

IMPORTANT NOTE:

Hardware rendering always requires a visible rendering area. When previewing using a monitor, hardware rendering results will only be correct if the monitor, be it low res or high res, is not obstructed by another window on top of it. When rendering with Render Selection, the display area of the new render monitor window will be used, so you must not iconify or obstruct this window when rendering a stack that contains hardware effects.

The reason for this problem comes from a lack of off-screen memory buffers in the High Impact machines. There simply is not enough space in graphics memory to do offscreen rendering, so a visible screen area must be used.

IMPORTANT NOTE:

On machines that support hardware rendering, you should set up the desktop (use the SGI control panel from the toolchest menu) to permit auto-positioning of new windows. Otherwise, a render that uses any of the hardware PlugIns will wait until you position the window with a mouse click before it even starts. This holds for both Single Frame/Field windows as well as for a Render Selection.

9.3.12 Monitor

There are two new options in the Monitor Pop-up menu to ensure proper scaling of monitor windows with hardware rendering present.

Monitor>Zoom>NoviceMode disables all Zoom options that can produce undesired result when rendering.

Monito>Zoom>FastHardware will resize the monitor to a size that is appropriate for hardware rendering in the current mode (low res or full res).

9.3.13 PlugIn Behaviour

PlugIns now behave like other effects, adapting themselves to the length of other selected objects when created.

9.3.14 PlugIns with Interface

Many PlugIn effects now have interfaces of their own. These interfaces in general are available through the time editor, by using the PlugIn entry from the View menu. This is similar to the 3D View for the 3D DVE. If an effect does not have a private interface, the menu entry is greyed-out.

9.3.15 Export Filters

The EDL menu now contains an entry that allows to run external PlugIn filters for export purposes. Export filters are generally unsupported software that comes without any warranty or guaranteed functionality.

Check the directory JALEO-ENV/etc/filters to see if there are filters present with your version of Jaleo 2.6. If you do not have any, also check our website. We will post filters once they become available.

9.3.16 Autosave

Autosave behaviour has been changed. Autosave now stores to the name `jaleo%.env` as long as the environment has no name. Once you give a name to the environment (by saving it explicitly), the name for the autosave will be `name%.env`, where `name` is the name you gave to the environment when saving.

9.4 RtVideo

RtVideo now supports a variable preroll time. The default preroll time is 5 seconds; many VTRs support shorter preroll times. However, do not make the value too short, as this will impair proper VTR operation.

Also, RtVideo does not go to Stop mode between edits any more. Instead, it stays in Pause.

9.5 RotoPaint

Ooops, the RotoPaint application has vanished. No more painting? Yes, MORE painting. RotoPaint, following public demand, has been integrated into the Reel as a PlugIn effect.

This has a number of important advantages:

- You can paint in the reel, and you can use paint on sequences without being forced to render and store for a preview.
- You can use paint inside of a compositing stack, and immediately see the results, without rendering.
- RotoPaint can now be used as very quick generator for travelling mattes or garbage mattes, inside of any compositing stack.
- RotoPaint now has a composite mode that allows you to directly create a composite with the effect. This allows for extremely quick matte retouching, or painting, directly seeing and manipulating the composite.
- The new PlugIn allows the use of PostScript fonts.

In short, the new RotoPaint PlugIn is very, very helpful and we believe it is a major improvement.

9.6 Warping and Morphing

Due to strong public demand, Jaleo now contains a built-in, grid based warp and morph effect. The module is implemented as a PlugIn effect, and is controlled with an interface of its own.

The effect is supported by hardware rendering, that is, on suitable machines a great deal of speed is achieved.

A second morphing system is available as a third party PlugIn from 5D in London. Their Morpheus PlugIn is an advanced outline (feature) based morphing system.

9.7 Third-Party PlugIns

With Jaleo 2.6 there is a significant collection of 3rd party PlugIns available. Please contact 5D in London for more information:

Steve Hayes; email sparks@five-d.com, Tel. + 44 1798 874425

Web site: www.five-d.com/5d

Please see the folder 5D-PlugIns in the Jaleo home directory for more information. There is a readme file with a list of PlugIns and additional international contact information.

9.8 New or Improved Effects

The list of new effects in Jaleo 2.6 is long, and includes highlights like **Warping and Morphing**.

The PlugIn menu has been restructured, so that it now features submenus, made as tear-offs. This makes the PlugIns more accessible. The PlugIns now behave much more like standard effects, in that they snap to the length of the selection, or the overlap, in case of a multiple selection with Shift, just like all other effects do.

Our own list of improved effects include the following:

- All Wipe effects have been accelerated significantly
- The CombKey PlugIns have been improved. They now also support difference keying and transparency processing. These PlugIns now are the most versatile and powerful keys available in Jaleo. They do key extraction, color filtering and mask processing in one go. Whenever you need a powerful chroma key, these should be your first choice.

- The 3D DVE contains a new option for doing rotations using a variable center of rotation, and it now permits global transformations. Also, there is a version available that uses hardware rendering on High Impact Machines with texture memory extension. See the section on new effects below.
- RotoPaint now is an effect (see above).
- AutoPaint. The autopaint effect now has a number of new options. Also, there is now a hardware accelerated version that also features a few new parameters. This new version can also operate in software.

New Effects are:

- 3D DVE with hardware support. This is a new PlugIn that can be used instead of the software 3D DVE from the DVE menu. It contains the same feature set as the software DVE plus Motion Blur. As described before, in this version of the DVE 3D (both soft- and hardware) global transformations and variable center of rotation have been added.

The 3D DVE has time curves for the new functionality, as well as new manipulators in the 3D View.

If no hardware is present, this PlugIn will automatically switch to software operation, so you can use it on all machines. Especially with DVEs with deformations or displacement mappings with high subdivisions, the performance increase is dramatic.

- Warping and Morphing. A new PlugIn that provides grid-based morphing and warping, with hardware support for rendering. The PlugIn has an editor of its own.
- Title. This PlugIn now allows to use PostScript fonts to quickly generate static and animated Title sequences. The effect basically has the same controls as a 2D DVE, with the text rendered on the fly. Multiple fonts, text attributes etc. can be used in a single effect. Short-cut functions allow you to create simple Rolls and Crawls with one button press.
- Kaleidoscope. A simple Kaleidoscope effect, with hardware acceleration were available.
- NewBump. A greatly enhanced bump. Now the bump can have rounded or bevelled edges, and there are refraction and reflection capabilities.
- Channels. Allows to create computation expressions for image channels. Basically, it is all the Boolean effects and much more in a single effect, controlled by a user interface of its own.
- SlopeBlur. A blur along gradients. Very neat.
- DirBlur. A directional blur.
- CenterBlur. A radial blur.

- SlopeDistort. Don't use this one with a photo of your boyfriend or girlfriend.
- TrueMosaic and AutoMosaic. New mosaic effects, giving much more interesting patterns than the traditional square-mosaic in the base Jaleo. The new ones can look for example like real irregular stone mosaics.
- Equalize. An effect that works on images like an equalizer on audio equipment does for audio.
- NoisePattern. Generates a coloured noise.
- Outlines. Generates outlines using a filter.
- QuadTree. Subdivides an image using a quadtree subdivision.
- SpotPosterize. A different posterization effect.

10. Unsupported Functionality

Functionality described in this section of the release notes is unsupported. We explicitly refuse any warranty or liability for this functionality, or for its availability in future releases.

10.1 Templates

Jaleo now contains a mechanism to create templates, that is, group-like entities that almost behave like normal Jaleo effects. Templates permit you to set up an effect stack using dummy, or placeholder, clips instead of real material. For creating templates, all elements of the stack must have the same length (select the stack and use ForceSize to make sure).

After grouping, these templates appear as a group with an added effect extend rectangle. You can now add inputs to such a template group, as if it was an effect. Templates can be stored to disk to create a library of often used effect setups that make it very easy to work with different material. See the readme file in the directory `JALEO-ENV/extern/dummy.clip` for more information.

The current implementation of templates is useful, though far from complete. Because it is useful as is, we have decided to leave it in version 2.6 as an unsupported feature – you are free to use it as it fits, and we will be happy about any suggestions you may have. However, we do not warrant any of the functionality of Templates in this versions. Expect far more of this in a future release.

10.2 PAL - 16:9 Aspect Ratio Correction

Jaleo, if configured for PAL can now display 16:9 images stored in CCIR video format with proper aspect ratio correction. This function is available if you set the environment variable `PAL_PLUS`. To do so,

- Log in to your Jaleo account
- Open the file `.cshrc` in an editor, by typing `jot .cshrc` in a shell
- Add the line
`setenv PAL_PLUS`
to the end of the file
- Save the file
- Log out and log in again.

If you run Jaleo, in the monitor and single frame windows the option “NTSC Aspect Ratio Correction” will be available. However, with a PAL setup and the `PAL_PLUS` variable set this option will not correct for NTSC, but for 16:9 material.

In correction mode, Monitor playback will be slightly slower than normal.

10.3 Oversized Images in 3D DVE

The 3D DVE can operate on images larger than the resolution set up for Jaleo operation. This allows, among other effects, to zoom on to large images, or to create smooth quality pans over a background.

To load in a large image, use drag&drop to the reel. The reel will not crop an image which is too large if the resulting clip is stored on a normal filesystem. You can NOT store oversized clips on raw, unless you reconfigure Jaleo’s default resolution.

All effects except the 3D DVE will perform a crop when the image is used. The 3D DVE, however, by default zooms the oversized image so that it exactly fits the monitor. This is not reflected in the 3D VIEW.

To see a part of the oversized image so that one pixel of the image is placed on one pixel of the monitor, you must set a scale factor in the 3D DVE which is equivalent to the ratio of the large image to x and y resolution set for Jaleo. For example: If the large image has a resolution of 1440 times 1152 pixels, a zoom factor of 2 for x and y will get a section from the image without any scaling to the monitor. There is then ample space available for panning, for example. Also, this means that for an image of the resolution mentioned above you can perform a zoom up to factor 2 in each axis without any loss of quality. With larger images, the maximum zoom without quality loss can even be higher, and usually much larger zoom factors are possible before the quality loss becomes noticeable anyway.

11. Known Problems and Bugs

11.1 Reel

Insert does not work with partially overlapping clips (PR-# 70)

The Insert command in the Edit menu does not work properly if applied to a stack where the clips to be inserted are positioned so that they overlap the target clip only partially. Before using insert, make sure that the clip to be inserted does not extend over the end of the target clip.

Edit>Move>Position with invalid input behaves inconsistently (PR-#73)

The command Move>Position from the edit menu behaves incorrectly if used with an invalid input value (i.e. a value that does not consist of a valid timecode).

Workaround: Make sure the input field contains a valid timecode before using the command.

Monitor cursors sometimes vanish on reel open (PR-# 83)

When loading a reel, monitor cursors present in the reel before opening the new one sometimes vanish and can not be found any more.

Workaround: Close the monitor windows and open new monitors.

Short monitor loops do not always playback in real time (PR-#360)

Jaleo for Impact systems may not give real time from the reel (in high res/live video mode) if you attempt to play back a very short reel segment in a loop.

If clip creation by drag&drop fails, no error message is given (PR-#413)

If you import images by drag&drop, and the process fails for whatever reason (given the image files are OK, most likely wrong file permissions), no error message is given, Simply, nothing happens.

New audio parameter for flipping does not appear on scpls or environments from older versions

The new audio parameter for flipping and dual mono does not appear when loading in .scpl files or environments written with older versions. You have to either capture material with Jaleo 2.6, or you must re-import the .aiff file to have the audio parameters available.

Edit>Move>Active may produce undesired results if no active monitor is present

If no monitor is present, or no monitor is set to Active mode, Edit>Move>Active will simply center the selected clip(s) in the current reel. This is probably not what was desired by the operator.

Workaround: Make sure Active Monitor is activated in one of the open monitor windows before selecting this option.

Render Monitor shows black when copying images

If you only copy images from one location to another, without applying an effect, the render monitor shows black only. The reason for this is that the image display during copy is very inefficient.

11.2 Effects

Reel modified state is not set after time editor change (PR-# 12/170)

If you work on an environment, and you change a parameter only in the time editor or a PlugIn editor, without making a change in the Reel (i.e. you are not even moving a clip cursor), the Reel modified state will not be set. As a result, if you use Save, the reel will not be saved.

Workaround: Either use Save As... and save to the same name, or do a minimal change in the reel, like moving a clip cursor, and then choose Save.

DVE 3D may create rendering errors with two or more intersecting image channels with key (PR-#364)

If two or more input channels, each with alpha, are intersecting in the 3D DVE, rendering errors (crop-like effects around the intersection zone) may occur.

Hardware rendering needs a free screen area for rendering

Hardware rendering, to produce proper results, needs an unobstructed monitor area to function properly. While it normally is not difficult to keep a monitor unobstructed in LowRes mode, in FullRes mode this can be difficult. The reason for the problem is that the HighImpact machines do not provide sufficient texture memory to do the rendering off screen. Therefore, a part of the visible screen needs to be used as render buffer.

When performing a render, the new render monitor screen is used as render area. Do not obstruct the display area while rendering.

Morph does not update monitor windows on change

If you apply changes in the morph window, there is no immediate automatic update of monitor windows in the reel.

Morph LowRes Render with 8 by 8 grid shows artifact sometimes (PR-#530)

Low resolution rendering with the morph causes black line artifacts to appear in some grid resolutions (8 by 8 in particular) while the grid is in default position. As soon as vertices are moved, the artifacts disappear. Full res rendering is not affected.

11.3 RotoPaint

Reduce sometimes creates wrong end point tangents (PR-# 60)

The Reduce command in RotoPaint in some situations creates wrong tangents for the end points of the shape to which Reduce is applied.

Workaround: Adjust the tangents per hand after the reduce process.

Closing a window that obscures RotoPaint can cause shape creation (PR-#292)

If you close a window with a double click which is positioned over the paint canvas area, it can happen that the second click is interpreted as a paint action by the paint.

11.4 RtVideo

Filename drag in ClipToVideo mode

If you drag an aiff or aifc file to the clip name line of RtVideo for playout, the name will only be accepted if the field is empty. If there is a name already present in the field, it will not be deleted.

Workaround: Delete the existing name before dragging a new one, for example by selecting the name with a double click and pressing delete.

Changing desk or iconifying RtVideo while creating preview images

If you change the desk, or iconify RtVideo while it is in the process of creating preview images, the creation process will stop while the application is in iconified state, or while it is placed on a non-active desk. After you de-iconify RtVideo, or switch back to the original desk, RtVideo will first reconstruct its interface and then continue, what potentially will take some time. Thus, some wait will occur before RtVideo reacts on input again.

Audio input is still recorded if Audio Panel is set to zero (PR-#330)

Even if you set the audio level to zero in the Audio Control Panel, RtVideo will still record audio. If you want to cancel audio recording definitively, use the audio track buttons to switch off audio.

In FreeRun mode, RtVideo does not capture sound the first time (PR-#338)

When you try to capture audio and video with RtVideo in free run mode, this will normally fail.

Workaround: First do a free-run capture without audio. The next attempt, with audio, will then work.

In FreeRun mode, RtVideo does not warn against overwrites (PR-#340)

If in FreeRun mode, RtVideo does not check properly if the clip you are about to create already does exist.

11.5 IO Module

Render with Alpha Channel does not work (PR-#254)

In the IO, a render script with alpha is executed, but the resulting clip will not have an alpha channel.

Workaround: Use Render Selection from the reel instead.

Memory Leak with PICT images (PR-#528)

The IO module has a memory leak when importing PICT images. This may limit the number of images in pict format that can be loaded successfully.

JPEG Movies created with IO can not be read into Jaleo (PR-#532)

JPEG movie files created with IO can not be imported in Jaleo.