

BCCDSAVX2_700 Release Notes

What's New In This Release?:

Supported DS versions:

- 10.3/10.3.1

Improvements:

- Effects losing Cache problem is Fixed so now the Processed effects do not lose their cache after Saving & Re-opening a sequence
- Color/Luma shift between 8 & 16bit in YCC Projects for both 601 & 709 Color Modes is Fixed
- Wrong alpha value renders with alpha based images is Fixed

Features:

- Filters now have **Compare Mode** feature
- Filters now have On Screen UI Widgets

Newly Added Filters:

- Following filters are newly added to Open GL category:

Particle Array 3D
Pin Art 3D
Tile Mosaic

Known Issues/Limitations:

- At random, It is possible that the mouse cursor would disappear when adjusting some Slider parameters in Effect's UI. To avoid this we suggest setting it in **Classic Mode** instead of Relative Mode. We are working with Avid to resolve this problem
- At random, Thumbwheels for certain parameters may not show up. Generally re-sizing the Effects' UI Window fixes this problem. We are working with Avid to resolve this problem
- Some thumbwheels can be coarse in updating the values. We are working with Avid to resolve this problem
- Optical Stabilizer has been removed from this release. It will be re-instated in future releases
- Layer selection option (such as in Compare Mode) only works in Composite Mode & not in Timeline Mode
- Open GL filters Glare, Glint, Glitter, Lens Flare, Lens Flare Advanced, Prism do not honor alpha. We are working on Fixing this in future versions