Release Notes for Nuke 9.0v5b17

Release Date

20 February 2015

Qualified Operating Systems

• Mac OS X 10.7 (Lion), 10.8 (Mountain Lion), 10.9 (Mavericks)

> NOTE: Nuke is expected to function correctly under Mac OS X 10.9 (Mavericks), but we are seeing UI performance degradation compared to previous OS X versions. We are working on resolving these issues.

• Windows 7 64-bit and Windows 8 64-bit
• CentOS/RHEL 5 and CentOS/RHEL 6

Other operating systems may work with Nuke, but have not been fully tested. If you have any problems with a particular operating system, please contact support@thefoundry.co.uk.

Hardware Requirements for Real-time Playback

The following is a list of recommended hardware configurations that The Foundry have certified for 4K real-time playback (see the note below). Please note that 4K playback may also work on other machine configurations, but the ones listed below are ones which have been tested.

> NOTE: The 4K playback requirements listed here refer to streaming playback for 10-bit DPX rgb files at 30 fps, 4K UHD, with audio and a monitor output device enabled. Other file formats may also play back at 4K and above, given sufficient disk read speeds.

Mac Certified Box Hardware

• Mac Pro, Late 2013

• Software OS X 10.9.5 (13F34)

• 3.5 GHz 6-Core Intel Xeon E5

• GPU - FirePro D500 3072 MB

• 32 GB 1867 MHz DDR3 ECC

Monitor Output

• BlackMagic: UltraStudio 4K (Thunderbolt 2)

• Desktop Video Software Driver 10.3

• Thunderbolt 2

• Download Link: https://www.blackmagicdesign.com/support/download/35045/Mac%20OS%20X

   OR

• AJA: IO4K (Thunderbolt 2)

• Mac Driver v10.6 (Firmware version 'IO4K (4K mode)'

• Download Link: http://www.aja.com/assets/support/files/2697/en/AJA_Io4K_10_6.zip

> ⚠ **WARNING:** T-Tap is not currently supported.

Windows Certified Box Hardware

• Windows 7

• 2 x 3.4 GHz, 8-Core

• NVIDIA Quadro K5200, NVIDIA Driver 340.x

• 32 GB RAM

Monitor Output

• BlackMagic: Decklink 4K Extreme OR Decklink 4K Studio

• Desktop Video Driver 10.3

• Download Link: https://www.blackmagicdesign.com/support/download/35045/Windows

   OR

• AJA: Kona 3G OR Kona 4

• AJA Hardware Driver v10.5.2 - Windows (64-bit)

• Download Link: http://www.aja.com/assets/support/files/2620/en/AJA_Win_Drivers-10.5.2-x64.msi.zip

Linux Certified Box Hardware

• CentOS/RHEL 6.5

• 2 x 3.4 GHz, 8-Core

• NVIDIA Quadro K5200, NVIDIA Driver 340.x

• 32 GB RAM

Monitor Output

• BlackMagic Decklink 4K Extreme, Decklink 4K Studio

• Desktop Video Driver 10.3

• Download Link: https://www.blackmagicdesign.com/support/download/35045/Linux

Disk Storage and Read/Speeds

• Windows/Linux: HP Z Turbo Drive OR Fusion ioFX, PCIe cards

• Mac OS X: LaCie Little Big Disk 1TB, Thunderbolt 2

• Network attached storage: Minimum of sustained 1GB/s read speed

> NOTE: See the Nuke User Guide *Installation and Licensing* section or the online help here, regarding example formats and data rates.

Requirements for GPU Acceleration

If you want to enable Nuke to calculate certain nodes using the GPU, there are some additional requirements. You need to have:

• an NVIDIA GPU with compute capability 2.0 (Fermi) or above. A list of the compute capabilities of NVIDIA GPUs is available at www.nvidia.co.uk/object/cuda_gpus_uk.html

> NOTE: The compute capability is a property of the GPU hardware and can't be altered by a software update.

With graphics drivers capable of running CUDA 4.2 or above.

> NOTE: In order to use R3D GPU debayering in the Compositing environment, CUDA 6.0 (or higher) is required.

• On Windows and Linux, CUDA graphics drivers are bundled with the regular drivers for your NVIDIA GPU. Drivers from April 2012 onward support CUDA 4.2.

Go to http://www.nvidia.com/Download/Find.aspx?lang=en-us for more information.

- On Mac, the CUDA driver is separate from the NVIDIA graphics driver and must be installed, if you don't have it already. The minimum requirement for CUDA 4.2 is driver version 4.2.5, which can be downloaded from www.nvidia.com/drivers.

> 📝 NOTE: We recommend using the latest graphics drivers, where possible, regardless of operating system.

- an AMD FirePro GPU on late 2013 Mac Pro 6.1, running OS X 10.9.3 'Mavericks', or later (see below and the Blink API documentation for caveats on CPU/GPU result consistency on Mac Pros).

Late 2013 Mac Pro Only

Nuke 9.0 supports GPU-enabled nodes on the late 2013 Mac Pro 6,1 (running OS X 10.9.3 'Mavericks', or later), including a new **Enable multi-GPU support** option. When enabled in the preferences, GPU processing is shared between the available GPUs for extra processing speed.

> 📝 NOTE: To ensure you get the best performance from OpenCL GPUs on late 2013 Mac Pro 6,1, we recommend updating Mavericks to 10.9.5, or above for full functionality. However:
>
> - If you're running an earlier version of Mac OS X than 10.9.5 and processing images greater than 4 mega pixels resolution, VectorGenerator, Kronos, and MotionBlur do not support GPU acceleration.
> - If you're running an earlier version of Mac OS X than 10.9.4, Kronos and MotionBlur do not support GPU acceleration.

Launching and Licensing Information

- Nuke can be run on the command line from the installation directory without any arguments. For example, on Windows:

```
C:\Program Files\Nuke9.0v5\Nuke9.0.exe
```

NukeX and Nuke Studio can be run on the command line from the installation directory using the **--nukex** and **--studio** arguments. For example, on Windows:

```
C:\Program Files\Nuke9.0v5\Nuke9.0.exe --studio
```

- NukeX requires **nukex_i** and **nuke_i** licenses with valid maintenance.
- Nuke Studio requires **nukestudio_i**, **nukex_i**, and **nuke_i** licenses with valid maintenance.

New Features

- BUG ID 27501 - Support for Blackmagic RAW 2.5K CinemaDNG has been added.

Feature Enhancements

- BUG ID 30272 - Transcode Exporter: A new **to scale** option has been added to the **Reformat** dropdown.
- BUG ID 44508 - Timeline: **Undo**, **Redo**, **Clone**, **Copy as Clones**, and **Declone** have been added to the timeline right-click **Edit** menu.
- BUG ID 45848 - Viewer/Timeline: Zooming functionality in the Viewer frame slider and timeline has been refactored.
- BUG ID 46605 - Export: **Build Track from Export Structure** or **Tag** can now use an existing track if the same name is used and warns if a track item is about to be overwritten.
- BUG ID 47074 - Soft Effects: Node presets, chosen using the wrench icon in node properties, have been enabled for Soft Effects.
- BUG ID 47351 - Support has been added for drop frame timecodes in **.mov** files.
- BUG ID 47560 - Nuke Assist: The Grade node has been added to Nuke Assist.
- BUG ID 47598 - Nuke Studio now uses libpng 1.4.8 and plug-ins should be built against this version.

Bug Fixes

Create Comp

- BUG ID 46869 - Comping files containing unsupported characters in their file names caused Nuke to become unresponsive or crash.
- BUG ID 47441 - Selecting **Effects** > **Create Comp** with **Preferences** > **General** > **force project autosave after** set to 1-3 seconds, caused Nuke Studio to become unresponsive.
- BUG ID 47594 - Nuke Studio incorrectly treated certain **.mov** files as having drop frame timecodes.

Curve Editor/Dope Sheet

- BUG ID 44765 - Curve Editor: Changing curve interpolation was not always registered as a separate undo action.

Exports

- BUG ID 46403 - Controls set in the **Export** dialog **Content** tab always defaulted to the values from the **Nuke Write Node** Content preset.
- BUG ID 47283 - Selecting **Build Track** > **From Export Tag** with the **Media** tab open caused Nuke Studio to crash.
- BUG ID 47305 - Selecting **Build Track** > **From Export Tag** in a certain project, with **Apply Retimes** enabled in the **Basic Nuke Shot** preset, caused Nuke Studio to crash.
- BUG ID 47306 - Transcoding with **Apply Retimes** enabled in a certain script did not work as expected.

- BUG ID 47354 - **Build Track** > **From Export Tag** did not work as expected with multiple transcodes in the same export.
- BUG ID 47551 - Using the whole **Clip Length** in an export and then selecting **Build Track** > **From Export Tag** added handles to the clip in the wrong place.

Linux Only

- BUG ID 46873 - Opening the help dialog of any GenArts Sapphire plug-in caused Nuke to crash.

Mac OS X Only

- BUG ID 44637 - Mac OS X 10.10 (Yosemite) only: Dragging and dropping media into the Node Graph did not work as expected.
- BUG ID 47507 - **Cmd**+dragging values between control panels to create expression links didn't work as expected if the **Preference** > **Control Panels** > **new panels go to** was set to **own window** in a legacy Nuke 8 **preferences8.0.nk** file.

OCIO

- BUG ID 40033 - Adding an OCIOCDLTransform that referenced certain **.ccc** files and clicking **select occid** caused Nuke to crash.
- BUG ID 45992 - Setting the Viewer process to the default OCIO LUTs did not display some channels correctly.
- BUG ID 47082 - Certain OCIO config files caused Nuke to crash.

Preferences

- BUG ID 47514 - Setting the **Preferences** > **Project Defaults** > **General** > **time display** control to **frames** didn't work as expected.

Read and Write

- BUG ID 35067 - WriteGeo: A certain customer script containing a WriteGeo node caused Nuke to crash.
- BUG ID 38192/46282 - Alembic: Loading Cameras and Axis nodes from **.abc** files always loaded animation at 24 fps, regardless of the frame rate set in the file.
- BUG ID 45739 - Nuke did not render drop frame timecodes to **.mov** files correctly.
- BUG ID 47003 - Playback for ProRes files was not as consistent as previous releases.
- BUG ID 47045 - mov64Reader: Trimming or cutting an **.mp4** track item occasionally displayed only black frames and **a requested layer not found** error.
- BUG ID 47361 - Connecting an un-cached Write node set to render multi-channel **.exr** output caused Nuke to crash.
- BUG ID 47568 - Importing a certain Flix-generated **.aaf** file caused Nuke Studio to crash.
- BUG ID 47621/47622 - mov64Writer: Writing additional channels along with RGBA to a QuickTime caused Nuke to crash.

Roto/RotoPaint

• BUG ID 47145 - RotoPaint: The active RotoPaint node lost focus if another RotoPaint node had ripple edit enabled.
• BUG ID 47439 - Roto: Undo didn't work when the Compositing Viewer was in fullscreen mode on a 2nd monitor.

Soft Effects

• BUG ID 46402 - CDL: Creating a comp containing a CDL effect did not set the **working space** control correctly if a custom OCIO config was used.
• BUG ID 46875 - Creating a soft effect with a transition selected created an invalid effect.
• BUG ID 47006 - Text: Entering text containing expressions caused Nuke Studio to crash on playback.
• BUG ID 47532 - Text: The Text effect's initial bounding box wasn't drawn until pen up.

Text

• BUG ID 47422 - Text: Marquee selecting characters with tails, such as **j** and **g**, was awkward.
• BUG ID 47681 - Text: Multiple instances of the Text node in a customer script caused performance issues.

Timeline

• BUG ID 46533 - At extreme zoom levels, track items occasionally looked like gaps in the timeline.
• BUG ID 46557 - Reconnecting multiple clips or comps from the **Versions Bin** caused Nuke to crash.
• BUG ID 46919 - Viewing or dragging large 5K **.psd** files to the timeline occasionally caused Nuke Studio to crash.
• BUG ID 46934 - Selecting **Open In** > **Timeline View** on a comp container always opened the first version of the comp, regardless of which version was active.
• BUG ID 47415 - Scrubbing performance was unreliable when Tracker keyframes were displayed in the Dope Sheet.
• BUG ID 47542 - Navigating around the timeline was sluggish in large projects.

Tracking

• BUG ID 46945 - CameraTracker: Undoing and then redoing clicking **User Tracks** > **Export Tracker** caused Nuke to crash.

Viewers

• BUG ID 46783 - Compositing Viewer: Enabling **Stereo Mode** > **Interlaced** stopped the Viewer updating correctly when switching between A/B modes, such as **wipe** and **over**.
• BUG ID 46905 - Compositing Viewer: Modifying shapes or transform handles from different nodes in the Viewer caused the undo history to become unreliable.
• BUG ID 47446 - Compositing Viewer: The A/B input buffer dropdown menus could become out of sync when Viewers with multiple inputs in the Node Graph were disconnected.
• BUG ID 47462 - Zooming in and out of the frame slider using the mouse wheel did not work as expected when the clip's frame range was less than 5 frames.

- BUG ID 47474 - Setting **Preferences** > **General** > **force project autosave after** to a low value caused the Viewer to re-cache after the specified interval when a TimeWarp soft effect was used.
- BUG ID 47477 - Setting **Preferences** > **General** > **force project autosave after** to a low value caused the Viewer info bar to shift the image up or down after the specified interval.
- BUG ID 47510 - The selected playback rate was not always displayed correctly after being saved in a script.

Windows Only

- BUG ID 47025 - Scrubbing in the frame slider when viewing a script with Dilate in the Node Graph caused Nuke to crash.
- BUG ID 47456 - Dragging single frame clips from the Timeline environment to the Node Graph set the Read node **frame range** control **before** and **after** dropdowns to **black**, rather than **hold**.
- BUG ID 47485 - Using multiple samples in Kronos or MotionBlur nodes caused Nuke to crash.

Miscellaneous

- BUG ID 14375 - The connecting pipes between nodes in the Node Graph disappeared when zoomed out to a certain level.
- BUG ID 46495 - File Browser: Pasting certain text into the file path field caused Nuke to crash.
- BUG ID 47123 - Selecting **File** > **Insert Comp Nodes** populated the **Edit** menu with entries for all nodes inserted in the Node Graph.
- BUG ID 47447 - Nuke Studio projects were auto-saved when no changes were made.
- BUG ID 47460 - Discarding changes to a project when closing it, and then saving changes to a comp within the project, caused Nuke Studio to crash.
- BUG ID 47500 - Stereo: The Compositing Viewer flickered on mouse move when **No incomplete stereo** and A/B **wipe** mode were enabled.
- BUG ID 47598 - Nuke Studio shipped with two versions of **libpng**, causing problems when building plug-ins against the out of date version.
- BUG ID 47671 - Documentation: The Merge node **minus** function description was incorrect in the Nuke Reference Guide.

Known Issues and Workarounds

This section covers known issues and gives workarounds for them, where appropriate.

Known Issues Specific to Nuke 9.0

Flipbook

- BUG ID 47691 - dngReader: Flipbooking **.dng** files doesn't always honor the selected LUT, resulting in a color shift.

- BUG ID 47005 - In the Flipbook Viewer, clicking the **Go to start** button always goes to frame 0, even if the clip doesn't start at 0.
- BUG ID 47001 - Enabling **Burn in the LUT** in the Flipbook dialog uses the **rec709** LUT for both **rec709** and **rec1886**.

GPU

- BUG ID 47742 - Viewer: Nodes that draw overlays in the Viewer, such as Denoise, can render output in the worng colorspace while the overlays are displayed.

  You can workaround this by disabling **use GPU for Viewer when possible** in the **Preferences** > **Panels** > **Viewer (Comp)** tab.
- BUG ID 45018 - R3D: Only half float linear gamma space works with GPU debayering.

Installation and Licensing

- Mac OS X only: If you're running Mac OS X 10.10 "Yosemite", you may need to install alternative NVIDIA CUDA drivers so that Nuke can detect your GPU correctly. You can obtain the required drivers directly from NVIDIA here:

  http://www.nvidia.com/object/macosx-cuda-6.5.18-driver.html
- BUG ID 41981 - Licensing: Launching Nuke on new MacPros with multiple Thunderbolt devices may display a licensing dialog explaining that FLEXlm licensing has been disabled, probably due to having too many ethernet addresses active on the machine.

  Please contact support@thefoundry.co.uk to work around this issue.

Linux Only

- BUG ID 42581 - Keyboard Shortcuts: Using **Ctrl**+**C** to quit Nuke from the command line when a dialog box is open displays an error.

Read and Write

- BUG ID 47574 - movWriter: Rendering two **.mov** files concurrently produces an **unsupported codec** error and occasionally causes Nuke to crash.
- BUG ID 47256 - MXF: Super whites are currently displayed as white in the Timeline Viewer.
- BUG ID 47248 - MXF: Setting **debayer quality** to **High Quality** on some Sony RAW files displays an **error decoding frame** message in the Comp Viewer.
- BUG ID 42717 - Certain **.exr** files rendered from Modo display the **alpha** channel rather than the **rgba** channels by default.
- BUG ID 31424 - Sub-sampling in **.exr** files is not currently supported.

Miscellaneous

- BUG ID 47670 - Clicking **Cancel** on the **Preferences** dialog occasionally causes Nuke to crash.

- BUG ID 47265 - RotoPaint: Painting in the Comp Viewer with the Curve Editor or Dope Sheet open can be very unresponsive.
- BUG ID 47016 - Dope Sheet: Selecting and moving keyframes can be extremely slow when a large number of keyframes exist.
- BUG ID 46488 - Switching between certain workspaces displays black in the Viewer until the frame is changed.
- BUG ID 46441 - ParticleBounce: Using custom geometry as the bounce object in a particle system occasionally allows particles to pass through the bounce surface.
- BUG ID 42159 - Nodes that use the **Iop::sample()** call to get input pixels, such as LensDistortion, perform poorly when they are downstream of nodes using PlanarIop, such as Denoise.

Known Issues Specific to Nuke Studio 9.0

Create Comp

- Multi-view, such as stereoscopic, is not supported for track items created using right-click **Effects** > **Create Comp**.
- BUG ID 47750 - Retimes are always applied to comp track items, but not the comp script itself, regardless of whether **Apply Retimes** is enabled or not.
- BUG ID 47044 - Inserting scripts into comps containing Text nodes using unsupported fonts causes Nuke Studio to crash when the Text nodes are disabled.
- BUG ID 46470 - Create Comp: Enabling **Collate Shot Name** in the comp export preset offsets the comp frame range compared to the annotations precomp frame range.
- BUG ID 41665 - There are currently no options to load or overwrite an existing script when you select **Create Comp**.

Keyboard Shortcuts

- BUG ID 47106 - Windows only: Pressing **Tab** immediately after using the **Alt**+**Shift**+**1** (Open recent project) keyboard shortcut causes Nuke Studio to crash.
- BUG ID 34779 - Mac OS X only: The shortcut for **Clear In/Out Points** (**Alt**+**U**) is not always triggered correctly due to a conflict with the combination for the umlaut symbol.

  To work around this, press **U** momentarily before **Alt**+**U**.

Preferences

- The **Preferences** > **Path substitution** table for cross platform compatibility currently only comes into effect at project load, not EDL/XML import.

  As a workaround, import your sequence and set the **Path substitution** rule, then save the project and reload to force the conversion.

Python API

- BUG ID 44394 - Calling **hiero.core.addPathRemap()** does not work for soft effect file paths.

Read and Write

• Linux only: Nuke Studio does not currently support any QuickTime audio reading. Support for audio on Linux is scheduled for a later release.

• BUG ID 47312 - Export: **Build Track from Export Tag** creates track items with incorrect timecodes and/or odd retimes in certain projects.

• BUG ID 46100 - Exporting: Export speeds may be slower than expected. This may be due to the **Rendering** preference set to **limit renderer**.
As a work around, you can change the preference **Performance** > **Threads/Processes** > **Rendering** > **export renders** to **no renderer limits** to improve rendering speeds. You can also experiment with the custom renderer limits, to adjust performance on your machine.

• BUG ID 39897 - Importing and playing back very large format **.tif** files causes Nuke Studio to crash.

• BUG ID 39557 - Writing **.exr**s with 200+ layers, when **interleave** is set to **channels**, can be sluggish.

• BUG ID 39113 - Mac OS X only: QuickTime ProApps Codecs v1.0.3 break HDV and XDCAM on Mac OS X 10.7.5, and earlier.

  This is a codec issue rather than an application issue.

• BUG ID 35080 - QuickTime: Certain files read into Nuke Studio with a different start timecode to other applications, such as Premiere or Resolve.

• BUG ID 31549 - Single layer exports from multi-pass clips fail if the selected layer is not a default Nuke layer, such as **depth** or **motion**.

• BUG ID 28701 - Windows only: Nuke Studio cannot currently parse Unicode characters during export.

• BUG ID 28067 - Certain formats produce no monitor output, such as 2K 23.98 and 720P 25.

• BUG ID 18880 - R3D: The aspect ratio of anamorphic **.r3d** footage is not displayed correctly when added to the timeline.

Soft Effects

• BUG ID 47075 - Exporting sequences containing clip-level Text effects using the **[frame]** expression writes incorrect frame numbers.

• BUG ID 42438 - Effects are only visible in the Viewer if there is a track item below them in the timeline.

• BUG ID 42401 - Renaming a soft effect does not update the track item until you click in the timeline.

• BUG ID 42307 - Adding soft effects at clip level, using **Open In** > **Timeline View**, is only available using the add effect button on the timeline panel. The right-click **Effects** menu is currently disabled.

Viewers

• BUG ID 47159 - Closing and reopening a project in the same session occasionally causes the A input buffer dropdown to become grayed out or unresponsive.

  To reactivate the dropdown, select a track in the timeline and press **1** to place the track in the A buffer.

• BUG ID 42053 - It is currently possible to change the displayed frame range in the **Compositing** Viewer by dragging the playhead past the current frame range in **Input** and **Global** modes.

Miscellaneous

• BUG ID 46235 - Comps with relative paths are not currently working when imported into the project.

• BUG ID 43913 - Locking a track currently prevents adding track items from the locked track to the Viewer input buffers. You can still open track items in the various right-click **Open In** options and access track item metadata.

• BUG ID 42462 - Cache pausing stops working if any change is made to the timeline.

• BUG ID 41745 - It is not currently possible to drag-and-drop a clip to a new track between or below existing tracks.

   As a workaround, drag the clip to a new top-level track and then manually move the track to the required position.

• BUG ID 32613 - Linux only: Dragging clips to the timeline with certain older NVIDIA drivers occasionally causes Nuke Studio to crash.

   As a workaround, ensure that you have the latest NVIDIA drivers installed, available from:

   www.nvidia.com/Download/index.aspx?lang=en-us

• BUG ID 27484 - It is not currently possible to alter the **Output Resolution** of clips opened using the right-click **Open in Timeline** option.

Other Known Issues

AudioRead

• BUG ID 18924 - Changes to the **rate** control value are not honored when **ratesource** is toggled between **file** and **custom**.

• BUG ID 18666 - Changing the sample rate has no effect on playback in a Flipbook.

• BUG ID 18465 - The **time range** control doesn't limit the range when an **endtime** is specified.

• BUG ID 18451 - Flipbooking doesn't honor the time range knob.

• BUG ID 18217 - Redo keyframe generation doesn't replace the keys.

• BUG ID 18213 - Changing **Draw Style** in the Curve Editor or Dope Sheet doesn't redraw the curves correctly.

BlinkScript/CUDA

• BUG ID 44138 - BlinkScript: float3x3 and float4x4 matrix constructors currently produce a GPU compilation error.

   As a workaround, you can pass the following in as a kernel parameter:

```
float matrixData[] = {1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1};
float4x4 matrix;
m.setArray(matrixData);
```

• BUG ID 43319 - CUDA: Scripts containing GPU accelerated nodes, such as ZDefocus, display a CUDA error when the OS wakes up from sleep mode.

   As a workaround, close and reopen Nuke to reactivate the CUDA drivers.

CameraTracker

• BUG ID 40798 - Centering a track in the Viewer does not work as expected in proxy or downrez modes.

• BUG ID 37411 - Sequences containing alpha channels display the alpha premultiplied by the image in reference thumbnails, rather than just the RGB values.

Deep

• BUG ID 43383 - Executing a script in terminal mode that reads in a deep image and then writes it to disk, causes Nuke to crash.

  As a workaround, run the script from the Script Editor inside Nuke.

• BUG ID 40145 - Nuke occasionally reads and writes Deep **.exr** files with a pixel aspect ratio of 1.

  As a workaround, preview the **.exr** in the file browser before reading it into Nuke.

Dope Sheet

• BUG ID 43463 - Scripts containing Ocula's O_VerticalAligner plug-in cause Nuke to crash when you execute **Analyze Sequence** with the Dope Sheet open.

• BUG ID 40206 - Adding a curve to the Dope Sheet and then deleting it causes Nuke to crash.

• BUG ID 39426 - Undoing individually animated text characters removes their keys completely from the Dope Sheet.

• BUG ID 39156 - Keys remapped with descending TimeWarp lookup curves don't snap to frames when **frame snap** is enabled.

• BUG ID 38910 - Keys from Viewer buffers not currently being viewed are still visible.

• BUG ID 38630 - Read and TimeClip representations disappear in the Dope Sheet if they are set to have a non-empty frame expression.

• BUG ID 37869 - The Dope Sheet is not updated correctly when a Retime's **speed** control is animated.

• BUG ID 37815 - Multiple instances of the same clip within one AppendClip are only represented once in the Dope Sheet.

EditGeo

• BUG ID 38954 - The transform handle of selections in the Viewer is not updated between frames on geometry with animation baked into its vertices.

  To update the transform handle, toggle the axis alignment control between **object** and **average normal**.

• BUG ID 38699 - Changing the visibility of objects within an Alembic Scene Graph causes geometry to ignore the EditGeo node.

• BUG ID 38670 - Setting a keyframe can be slow to update the Viewer with the appropriate keyframe marker.

• BUG ID 36094 - Setting **axis alignment** to **average normal** displays the axis incorrectly on edge and corner vertices.

Import Nuke

• BUG ID 40131 - Importing Nuke in a Python script destroys **sys.argv**, making command line arguments unavailable.

  As a workaround, preserve **sys.argv** in another variable before you import Nuke.

• BUG ID 39836 - Importing Nuke hangs when there are Qt conflicts between Nuke and other applications.

• BUG ID 38963 - Calling **import nuke** terminates the Python session if no applicable license is available.

Linux only

• BUG ID 43766 - Calling **uuid.uuid4()** causes Nuke to crash due to a bug in **libc**.

  As a workaround, launch Nuke from the command line using:

  `LD_PRELOAD=/lib64/libuuid.so.1 ./Nuke8.0`

• BUG ID 39537 - Using a Blackmagic Decklink Extreme 2 card causes Nuke to become unresponsive.

Mac OS X only

• BUG ID 43343 - Modifying the label of a Python user knob causes Nuke to crash.

• BUG ID 41981 - Licensing: Launching Nuke on new MacPros with multiple Thunderbolt devices may display a licensing dialog explaining that FLEXlm licensing has been disabled, probably due to having too many ethernet addresses active on the machine.

  Please contact support@thefoundry.co.uk to work around this issue.

• BUG ID 39429 - Crash Reporting: The 'save to' dialog is hidden behind the crash report dialog when you click **Save Report**.

• BUG ID 38686 - Enabling **Use GPU if available** on supported nodes, such as Kronos, in more than one instance of Nuke at the same time, can cause display corruption and/or entire system freezes. This seems particularly likely to occur on GPUs with low amounts of RAM, such as the GeForce GT 650M.

  As a workaround, upgrade your NVIDIA drivers, or if this is not possible, only enable GPU acceleration in one instance of Nuke at a time.

• BUG ID 35123 - PrmanRender: If you're using Mac OS X 10.8 (Mountain Lion) or above, make sure X11 is installed on your system. Unlike previous versions of OS X, 10.8 and above do not have X11 installed by default.

  For more information, see http://support.apple.com/kb/HT5293.

• BUG ID 34697 - Launching Nuke from a network shared drive causes Nuke to crash on launch.

  As a workaround, either:

    • tarball the installation from Mac OS X and unzip it on the alternate file system (using NFS or Samba, depending on source), or

    • using the command line, copy the installation from Mac OS X to the network location using the same file system as the destination.

• BUG ID 33970 - Using a node, such as Grade, as a custom viewer process outputs a blank Viewer.

  As a workaround, adjust the Viewer **gain** control to refresh the Viewer.

• BUG ID 22062 - Nuke doesn't currently give the option to restore the autosave of an unsaved script, except when Nuke is run from the command line.

• BUG ID 13638 - The following graphics cards are not currently supported for Mac:

  • ATI Radeon X1600

  • ATI Radeon X1900

  Users with these cards are able to render from the command line, but in GUI sessions, the Node Graph renders incorrectly due to a requirement of OpenGL 2 drivers.

• BUG ID 12048 - Nuke crashes if you activate screen sharing when there is no screen plugged in.

• BUG ID 11776 - Node text appears aliased, unclear, or garbled at certain zoom levels.

ModelBuilder

• BUG ID 41352 - Setting the **segments** control to a negative number causes Nuke to crash.

• BUG ID 41148 - Editing geometry UVs and then switching the Viewer to look at the geometry through a ScanlineRender node causes Nuke to crash.

Monitor Out

• BUG ID 40942 - AJA Io Express: Enabling monitor output causes Nuke to crash.

• BUG ID 40905 - Decklink 4k Extreme: Enabling monitor out immediately produces audio interference.

• BUG ID 37700 - AJA Kona LHe+ 2k formats are not displayed correctly.

Particles

• BUG ID 41259 - ParticleCache: Setting **emit from** > **points** and connecting the **emit** input to geometry, does not render all frames to the **.nkpc** file.

• BUG ID 39796 - ParticleCache nodes upstream of ScanlineRender nodes display **ParticleCache is out-of-date** errors for negative frame numbers.

• BUG ID 39210 - ParticleCache: Error messages displayed when **read from file** is toggled on and off are not reliably cleared when rendering through ScanlineRender.

• BUG ID 37254 - The progress bar does not cancel if you scrub to a frame that has already been calculated within the particle system.

• BUG ID 18268 - Enabling **color from texture** always renders a solid white alpha for the texture.

• BUG ID 17520 - Geometry representation textures are displayed even when **display** is set to **off**.

• BUG ID 17243 - Using sprites instead of geometry representations causes particles to render behind the 3D grid lines.

Pixel Analyzer and Scopes

• BUG ID 39180 - Scopes: Switching to a layout with a scope window, while rendering, forces the Viewer bounding box to 1x1 for that frame.

• BUG ID 36508 - Scopes do not currently update when zooming into the Viewer.

- BUG ID 36491 - Scopes clip color values between 0 and 1 when **Preferences** > **Scopes** > **Include viewer color transforms** is enabled.

PrmanRender

- In the Nuke camera, the **window roll** control is not yet mapped to RenderMan.
- BUG ID 27648 - After a security update for Mac OS X, Nuke is unable to load the PrmanRender plug-in when in GUI mode.

  See http://support.apple.com/kb/TS4267 for more information.

Python

- BUG ID 44296 - Running **nuke.scriptOpen()** at the same time as creating a Python panel causes Nuke to crash.
- BUG ID 40994 - Rendering an Alembic camera using a Python script produces incorrect values when run from the terminal.

  Run the script from Nuke's **Script Editor** to avoid this issue.
- BUG ID 40645 - Using **setInput()** within an **onCreateCallback** doesn't work as expected.
- BUG ID 40534 - Using Python to set metadata in ModifyMetadata nodes does not work from the command line.

  To workaround this issue, run the Python script from Nuke's Script Editor.
- BUG ID 39308 - Accessing a node's x and y positions using the **xpos** and **ypos** controls reports incorrect values.

  As a workaround, either call **nuke.Node.xpos()** or **nuke.Node.ypos()** first, or ensure no nodes are currently selected in the Node Graph.
- BUG ID 38994 - **nuke.Node.screenWidth()** and **screenHeight()** are incorrect when a node is first created if it has an autolabel.
- BUG ID 8063 - Creating many new nodes with **nuke.createNode()** and the in-panel argument at default **(True)** may crash when too many node control panels are created too quickly. The workaround is to pass the in-panel argument as **False** or else use **nuke.nodes.NodeClass()** (where NodeClass is the type of node to create) to create the node and then connect it to the currently selected node manually.
- BUG ID 6455 - You should not call the Python command **nuke.restoreWindowLayout()** from the Script Editor as that can cause Nuke to crash. Instead, you can use the same command from your **menu.py**, restore layouts by selecting **Layout** > **Restore Layout**, or use a custom menu or toolbar item.
- Nuke sometimes reports errors in Groups and Gizmos, appearing similar to the following:

  groupName.NodeName.knobname: unexpected 'k' in '0.knobname'

  The problem is most likely that there is an expression using the input TCL command and doesn't validate that there is an input connected. An example expression:

  [input parent 0].translate.x

  The input command returns 0 when it can't find the requested input, which generates an expression of '**0.knobname**' that doesn't refer to anything. The fix is to restructure the expression to use the value TCL command and specify a default value to return in the case that the expression is invalid. It takes the form:

  [value [input parent inputnumber].knob defaultValue]

  Here is the modified example:

[value [input parent 0].translate.x 0]

The modified example returns 0 in the event that there is no input 0, and no longer results in an error message.

• There is a Python syntax conflict when assigning knob names on the fly with **nuke.nodes.<node>()** if the knob is called 'in'.

For example, this gives a syntax error:

nuke.nodes.Shuffle(in = 'depth')

while this works because 'in' is a string here and not a keyword:

sh = nuke.nodes.Shuffle()

sh['in'].setValue('depth')

Read and Write

• BUG ID 41357 - Writing out multiple frames with OFX plug-ins, such as Reduce_Noise, renders more slowly in Nuke 8 than previous versions.

• BUG ID 41006 - The last audio frame of a QuickTime encoded with AAC compression is muted.

• BUG ID 40684 - Rendering certain **h264** encoded **.mp4** files using the **mov32** encoder results in color shifts using QuickTime 10.3 codecs.

• BUG ID 40533 - There are slight differences in color and sharpness when rendering Alexa footage to ProRes 4444.

• BUG ID 40074 - Writing out stereo **.sxr** files with additional channels does not write out both eyes correctly.

• BUG ID 39165 - ReadGeo: When reading in **.fbx** files, the transform/scale state can become incorrect while toggling the **read transform from file** in combination with **all objects** and/or **read on each frame**.

• BUG ID 35614 - For EXR 2.0 files to be backwards compatible with earlier readers, the layer names must not exceed 32 characters in length.

As a workaround, open the **.exr** in Nuke 8.0 and manually (or Pythonically) truncate the names to allow for legal backwards compatibility.

• BUG ID 35611 - Writing .**exr**s with the Write node's **interleave** control set to **channels** adds a superfluous **main** view.

• BUG ID 33863 - FBX geometry: Faces on geometry read in from **.fbx** files are not connected to neighboring faces, leaving gaps in certain circumstances.

This issue is particularly visible when using the EditGeo node, which should not allow you to remove faces from the geometry.

• BUG ID 27211 - Alembic: The state of the Viewer **Lock Frame** control is not always honored for **.abc** files.

As a workaround, ensure that **ReadGeo** > **read on each frame** is enabled.

• BUG ID 21663 - Read: After reading in a stereo/multiview **.exr** file and choosing not to add new views to the project, subsequent reads of any stereo/multiview **.exr** files won't give the option to add new views.

• If you have trouble with FBX files, it may be because they were written with an older version of FBX. If they load very slowly, it is also possible that they are ASCII rather than binary. To get around these problems, you can use the FBX converter on the Autodesk website. It converts between various different formats, including older FBX versions, ASCII, and binary, and is available on Windows, Mac OS X, and Linux.

To download the FBX converter:

1. Go to http://usa.autodesk.com/adsk/servlet/pc/item?siteID=123112&id=10775855.

2. Scroll down to FBX Converter and click on one of the links to start the download.

• BUG ID 41334 - Alembic: Rendering from the command line with **Read from file** enabled in the Camera properties and partial geometry selected in a ReadGeo node, causes Nuke to crash.

Render codecs

There have been issues where rendering with certain codecs makes Nuke crash. Due to this, we recommend the following:

• If you're using the Sorensen Video codec, it's recommended you use the Sorensen Video 3 codec instead. If you're unable to switch to Sorensen Video 3, try using a format smaller than 2K for better performance.

• If you're experiencing crashes with Cineform HD, try updating your Cineform codec to version 5 or above. You may need to download the Neoplayer at http://estore.cineform.com/neoplayer.aspx.

• If you're using Avid Meridien, you should only write out in NTSC and PAL.

Roto/RotoPaint Open Splines

• BUG ID 42997 - Rendering artifacts can occur if the **feather** control is used in conjunction with the feather handles in the Viewer.

• BUG ID 42995 - Stereo: Adding an open spline creates the spline in the left view only by default.

As a workaround, select the shape and then manually change the Properties **view** control to include both views.

• BUG ID 42991 - Python API: Moving points on an open spline using Python causes Nuke to crash.

• BUG ID 42932 - Rendering artifacts can appear where the spline hull crosses over itself with negative **feather** values.

• BUG ID 42422 - Rotating the tangent of an end point occasionally causes the hull to behave erratically.

• BUG ID 42413 - Holding **Ctrl**/**Cmd** to move a point's tangent handles independently causes defects in the hull or feather.

• BUG ID 42412 - Changing the Viewer overlay visibility, such as from **always** to **never**, occasionally produces artifacts in the spline's hull.

• BUG ID 42390 - It is not possible to increase the **width** for individual points if the overall **width** is set to **0**.

• BUG ID 42387/42310 - Cusped points occasionally cause hull rendering artifacts.

• BUG ID 40962 - Animated splines with **varying** width and **feather** occasionally contain slight rendering glitches inside the hull.

• BUG ID 40433 - Roto Open Splines - Shape of hull/feather curve can look incorrect when width changes greatly from one point to the next

• BUG ID 36219 - The **Select Feather Points** tool does not work consistently between the **Open Spline** and **Bezier** tools.

Other Roto/RotoPaint Bugs

• BUG ID 41917 - RotoPaint shape colors don't change when expression linked to another RotoPaint color.

- BUG ID 32459 - RotoPaint: Undoing a point move that created a keyframe doesn't currently undo the keyframe creation.
- BUG ID 32450 - RotoPaint Stereo: Attempting to undo mulitple split-control transforms on the same shape reverts the shape to its original position.
- BUG ID 31552 - Point handles for paint strokes, whose lifetime doesn't extend to the current frame, disappear when drag-selected.

  As a workaround, select the shape in the **curves** list to re-display the points.
- BUG ID 30920 - Expression linking extra matrices in the **Transform** tab doesn't work as expected.

> ✎ NOTE: This also applies to SplineWarp matrices.

- BUG ID 30551 - Several levels of smoothing applied to one shape are carried over to subsequent shapes for a single smooth operation.
- BUG ID 29170 - The cut, copy, and paste keyboard shortcuts don't work for entries in the **curves** list.
- BUG ID 28838 - Gizmos from Nuke 6 containing Roto/RotoPaint nodes should be recreated in Nuke 8, but bear in mind that they won't be backwards compatible with Nuke 6 once converted, unless you follow the instructions below:

  Nuke 6 scripts containing Roto display a conversion prompt when you open them in Nuke 8:

    - Click **Save As** to convert the script to the Nuke 8 Roto format, or
    - Click **Ignore** to load the Nuke 6 format into Nuke 8. You might select this option if:
      - You don't intend to make any changes, or
      - You want to overwrite the file with a Nuke 7 and 8 only Roto format when saving.

  If you want Nuke 8 scripts to load in Nuke 6, use the **convertToNuke6** or **convertDirectoryToNuke6** Python functions when running Nuke 8 in terminal only mode:

> ✎ NOTE: The conversion functions cannot convert stereo-split curves as they are not supported by Nuke 6.

    - To convert individual **.nk** scripts:
      ```
      convertToNuke6(fromScript, toScript, overwrite = False)
      ```
    - To convert all **.nk** scripts in a given directory:
      ```
      convertDirectoryToNuke6(fromDir, toDir, matchPattern =.*\.nk, overwrite = False)
      ```

> ✎ NOTE: The pattern is a regular expression.

  An example single script conversion and rename to the same directory, from the command line (terminal):
  ```
  $ <NukeInstallDir>/Nuke8.0v1 -t
  >>> import nuke.rotopaint
  >>> nuke.rotopaint.convertToNuke6(/tmp/myRoto8.nk, /tmp/myRoto6.nk)
  ```
- BUG ID 26855 - The **undo** and **redo** buttons in the Properties panel didn't work as expected and have been disabled.

The workaround is to use the undo (**Ctrl**/**Cmd**+**Z**) and redo (**Ctrl**/**Cmd**+**Y**) keyboard shortcuts or the **Edit** menu instead.

- BUG ID 21361 - Artifacts are produced until mouse up when painting over a stroke on another frame.

- BUG ID 11524 - Adding strokes/shapes in RotoPaint is slow when there is another RotoPaint after it.

- BUG ID 9238 - Painting on Mac OS X and Linux is slower when the paint cursor is near the edges of the screen.

- The foreground onion skin overlay updates as you paint, rather than only updating with the new stroke on pen up.

- It is not currently possible to clone RotoPaint nodes.

- Interactivity of laying down strokes/shapes in the Viewer may be faster when motion blur is disabled on the layer you are working in.

ScanlineRender

- BUG ID 38329 - Deep renders from ScanlineRender currently ignore the ScanlineRender's **bg** input.

- BUG ID 38205 - Deep: Depth, motion, position, and normals information is occasionally incorrect in semi transparent areas.

- BUG ID 37967 - Deep: Geometry with alpha 0 renders black when the deep output is converted to an image.

Text

- BUG ID 39556 - In **text edit** mode, it is not currently possible to edit text attributes when the Viewer overlay is disabled.

- BUG ID 39552 - Transforming animation groups using an expression-linked Transform node does not work as expected.

  As a workaround, expression link the **translate x** and **y** controls separately.

- BUG ID 39483 - Highlighting text in the **message** field and Viewer is not always synchronized correctly.

  As a workaround, scrub the playhead to a different frame to update the highlighted text.

- BUG ID 39414 - Text entry in the **message** field occasionally requires multiple undo operations to remove text.

- BUG ID 39291 - Splitting the **transform** control on the **Group** tab splits all controls.

- BUG ID 39239 - Transforming a character generated from an expression, and then going to a frame where the character no longer exists, results in the transformation being lost.

- BUG ID 39130 - Splitting the **message** field does not work as expected.

- BUG ID 38789 - Viewer toolbar controls steal cursor focus.

- BUG ID 38425 - The undo history becomes unreliable when the panel focus changes.

- BUG ID 36372 - Selecting a TCL expression in the **message** field doesn't always select the result in the Viewer.

Tracker

- BUG ID 40542 - After tracking and centering a track, the Viewer no longer caches when playing back the tracked frames.

  As a workaround, you can enable full frame processing, though this may increase render times.

- BUG ID 40038 - **Ctrl/Cmd** clicking in the Viewer to select a pixel and then adding a track, sets the tracking anchor coordinates to 0,0.
- BUG ID 39225 - Moving tracking anchors is occasionally unresponsive and jerky.
- BUG ID 39200 - Holding **Shift** and clicking tracks in the Viewer doesn't add to the current selection.
- BUG ID 38356 - The zoom window occasionally doesn't update correctly when scrubbing between frames.
- BUG ID 32359/32353 - Right-clicking on a point in the Viewer doesn't always update the available **Link to** > **Tracker linkingdialog** or **Tracker** options.

  As a workaround, close and re-open the Roto/RotoPaint properties panel to update the **Link to** menu.
- BUG ID 29382 - Tracking keyframes with different sized patterns doesn't work as expected.

  As a workaround, keyframe patterns should, where possible, be of comparable sizes.

Warpers

- BUG ID 32340 - SplineWarp: Using **Ctrl/Cmd**+drag to create rectangles and ellipses doesn't display an overlay until pen-up.
- BUG ID 32083 - SplineWarp: Deleting all but one point on a curve resets its correspondence points to 0,0, which cannot be undone.
- BUG ID 32082 - SplineWarp: Correspondence points are too sensitive when control points are removed.
- BUG ID 32079 - SplineWarp: Moving correspondence points on curves with no keyframes cannot currently be undone.
- BUG ID 30429 - SplineWarp: Transform links are not maintained when the source curve is moved to a new layer.
- BUG ID 31322 - SplineWarp/GridWarp: Preview doesn't handle upstream transforms correctly.
- BUG ID 20000 - GridWarp: When using cropped input, moving control points causes the Viewer to display the cropped image and the black area between the crop box and the format when merged over a background.
- BUG ID 19995 - GridWarp: Locked source and destination grids still allow adding and removing grid lines.
- BUG ID 19835 - SplineWarp/GridWarp: The Viewer LUT is incorrect in **morph** mode, when **mix** is set at an intermediate value.
- BUG ID 19755 - SplineWarp: Placing correspondence points at each end of an open spline causes rendering problems.
- BUG ID 19565 - GridWarp: The Viewer does not show the correct mix amount when in **morph** mode with **mix** set at an intermediate value.
- BUG ID 19386 - GridWarp: All keyframes are removed from the Dope Sheet after undoing, rather than just the latest, and the keyframes remain on the timeline and in the properties.
- BUG ID 19148 - SplineWarp: Rendering fails if a curve is reduced to a single point.
- BUG ID 19079 - SplineWarp: The **C** keyboard shortcut does not currently select the **Add Correspondence Point** tool.
- BUG ID 18712 - GridWarp: The timeline currently shows both source and destination keyframes, even if a grid is not visible in the Viewer.

- BUG ID 18709 - GridWarp: Rotating the transform jack with both grids selected, but in different positions, does not undo as expected.
- BUG ID 18342 - SplineWarp: The spline keyframe + button does not add keys to the Curve Editor or Dope Sheet.
- BUG ID 18304 - GridWarp: Existing control point keyframes are not cleared when you draw a new grid using the **Draw Boundary** Viewer button.
- BUG ID 18019 - GridWarp: You cannot select all grid points in the Curve Editor using **Ctrl**/**Cmd**+**A** shortcut.
- BUG ID 18012 - GridWarp: The grid can flicker between white and grey when zooming in and out of the Viewer, particularly when the grid is subdivided.
- BUG ID 17697 - GridWarp: In stereo mode, the right view is labelled as **default** when you split controls into separate views.

Windows only

- BUG ID 44186 - Pasting a file path into Nuke's **Script to open** file browser and pressing **Return** occasionally causes Nuke to become unresponsive or crash.
- BUG ID 40762 - Python: The QtWebKit DLL does not load correctly.
- BUG ID 40407 - When using a tablet, Nuke does not automatically switch to **Eraser** mode when you use the erase end of the pen.
- BUG ID 39636 - QuickTime: The **Blackmagic 10 bit (v210)** codec defaults to the **YCbCr 8-bit 422 (2vuy) pixel format** due to a bug in the codec, resulting in solid green frames.

    As a workaround, manually set the pixel format to **b64a RGB** to preserve image fidelity.
- BUG ID 35800 - Scopes: The alpha channel doesn't update correctly when modified through a node, such as Primatte or Shuffle, even after the node is removed from the Node Graph.
- BUG ID 28921 - Changing the 3D selection mode does not update until you click in the Viewer.

Miscellaneous Known Issues

- BUG ID 42339 - The **Modo** Viewer control scheme (**Preferences** > **Panels** > **Viewer Handles** > **3D control type**) does not work as expected.
- BUG ID 42240 - Setting a channel with a non-standard name to use as the Viewer's **alpha** channel doesn't work as expected.
- BUG ID 41450 - AppendClip forces upstream nodes to re-evaluate on every frame.
- BUG ID 41411 - Loading a script from a disconnected network drive creates an empty script with the same name as the file path to the original.

> ⚠️ **WARNING:** If you save this empty script when the network drive is reconnected, the original is overwritten.

- BUG ID 41122 - MatchGrade: **Match Different Clip** mode does not allow you to set keyframes on the **Target** for **.mov** clips with a frame range offset.
- BUG ID 40617 - Some filter nodes, such as Erode (fast), are caching more slowly than in previous versions.

- BUG ID 39459 - Virtual Sliders: Clicking the left-mouse button, while holding down the middle-mouse button, pastes values into the control.

- BUG ID 39407 - Project3D: The node class name has changed to **Project3D2**. As a result, the Nuke<>Mari bridge won't work unless all instances of Project3D are renamed appropriately in the **mari_bridge.py** file.

- BUG ID 39365 - The Viewer **headlamp** control can not currently be managed using expression links.

- BUG ID 39287 - Plug-ins: Loading scripts with plug-ins compiled against older versions removes the nodes from the Node Graph.

- BUG ID 39260 - Custom knobs on Groups and NoOp nodes cannot be retimed.

- BUG ID 39122 - Switching the Viewer to **wipe** mode and wiping between inputs with different format sizes causes corruption and constant refreshing in the Viewer.

- BUG ID 38713 - Capture: Roto opacity and feather settings are not included in captured images.

- BUG ID 37279 - Viewer masks obscure overlays, such as Crop handles and Roto curves, as well as the image itself.

- BUG ID 35976 - Some CUDA code runs in render mode, even when the **--gpu** argument is omitted.

  You can disable all CUDA code by setting the FN_NUKE_DISABLE_CUDA environment variable to 1.

- BUG ID 35661 - Capture: Capturing the Viewer with a custom file path saves the file path in the script, resulting in error when the path doesn't exist:

  ```
  Flipbook render failed: viewerCaptureOp: Cannot write to specified path
  ```

- BUG ID 35659 - Capture: Capturing a 3D scene containing lights produces Viewer flashes in the captured images.

- BUG ID 32856 - PositionToPoints: Textures occasionally disappear during playback or when mousing over the Viewer.

- BUG ID 32666 - FrameHold nodes have no effect on Deep nodes.

- BUG ID 32628 - DeepToPoints: Command line rendering appears to calculate renders even when render is set to **off**.

- BUG ID 32497 - The R3D parameter labels in Nuke aren't entirely consistent with REDCINE-X and Hiero.

- BUG ID 32219 - DepthToPosition: Reading depth information from the same layer as the **output** layer produces corrupt output.

  As a workaround, shuffle the depth information to an alternate layer.

- BUG ID 32118 - Card3D: When **motionblur** is enabled in the properties, FrameHold and TimeOffset nodes are ignored when connected to the **cam** or **axis** inputs.

- BUG ID 31803 - Using **Shift**+drag on a control's animation icon only copies the value for the current frame, not the entire expression.

- BUG ID 31714 - In the Viewer settings, enabling **3D** > **show_prim_bbox** does not display individual bounding boxes for polymesh primitives.

- BUG ID 31310 - TimeOffset: Checking **reverse input** doesn't affect cameras, lights, or axes.

- BUG ID 31238 - RAM cache: Any action that changes a frame's hash value, it's unique identifier, causes the cache to release. Actions such as adjusting the Viewer **Gamma**, **Gain**, or **channels** dropdown affect the frame hash.

- BUG ID 30502 - Copying and pasting spline keys does not work as expected in the Dope Sheet.

> **NOTE:** This known issue only applies to Roto and SplineWarp keys.

- BUG ID 30256 - Script Editor: Flagging a control as invisible using **setFlag()** is not honored when the node is copy/pasted in the Node Graph.

- BUG ID 30173 - Manipulating 3D handles in the 2D Viewer is unreliable.

- BUG ID 29677 - Connecting a FrameHold node to an animated Camera and connecting both to a Scene node only displays the animated Camera in the Viewer. There should be two cameras: one static and one animated.

- BUG ID 29083 - Using **Create Camera** in the 3D Viewer only sets position and rotation. The **focal length** of the new camera does not match that of the Viewer camera.

- BUG ID 28291 - Nuke crashes on startup if the **disk cache** location set in the **Preferences** is no longer available.

- BUG ID 20431 - CameraTracker: It's not possible to pick colors in the Viewer with the control panel open.

- BUG ID 20204 - Multitexturing: When **Preferences** > **Viewers** > **Multiframe** is enabled, increasing **downrez** in the Viewer toolbar can cause textures to flicker in the 3D Viewer.

   You can switch back to **Classic** mode or avoid using proxy in 3D to workaround this issue.

- BUG ID 19933 - ReadGeo: Geometry occasionally doesn't display as a solid until you click in the Viewer.

- BUG ID 19185 - Attaching an FBX ReadGeo to the Viewer occasionally causes a slight graphical glitch in the **Properties** panel.

- BUG ID 18649 - The transform jack is currently scaling incorrectly from the corner pivot point.

- BUG ID 12505 - Motion Vector output has been improved, but still doesn't work properly because some large polygons are clipped by the front camera plane.

   You can minimize this effect by increasing the geometry **tessellation max** parameter.

- BUG ID 12424 - Ultimatte: Overlays are not updating correctly or reverting when panning or zooming.

- BUG ID 11620 - In the 3D Viewer, there is currently a conflict between 3D geometry selection and points drawn with RotoPaint. This only occurs if you have two Viewers open, one in 2D mode and the other in 3D mode, and you have the panel for the RotoPaint visible.

- BUG ID 9521 - Currently, the Nuke Viewer cannot cache very large plate sequences in float. The limit per frame is 50MB. If your frames are larger than this, you may need to switch to proxy mode for the caching to work.

- BUG ID 5922 - At the moment, cloning does not work properly with all OFX nodes. This affects, but is not restricted to, any nodes that have an analysis pass.

- BUG ID 5690 - Windows run-time libraries are not packaged properly with Nuke.

   Nuke runs correctly from a network install on Windows without specifically installing the run-time libraries, though we still recommend that you do so as there are still some minor problems without them.

- BUG ID 5083 - Flipbooking the output of the Anaglyph node asks which view you want to render. This question is unnecessary as the result is an anaglyph image. Irrespective of what view you choose, the flipbook output is the same.

- File types in Windows and Mac OS X are associated with the standard version of Nuke by default, so if you save a script on NukeX using features that are only included in NukeX (such as CameraTracker or FurnaceCore) and then double-click on the script icon to open it, it opens in standard Nuke instead of NukeX.

- CameraTracker: Canceling lens distortion initialization results in corrupt tracks.

- 3D Camera: If you want to navigate through the 3D point cloud created by the CameraTracker node when using **Create Scene**:

- Select the Camera that was created in the 3D view when using the **Create Scene** button.
- Press **F** to focus on the selected Camera. You can now navigate around the cloud. Do not try to focus (using **F**) on the point cloud. The resulting tumble camera movement is likely to be jumpy.

- Plug-ins installed using the Nuke Plug-in Installer may not work correctly as they were compiled against an earlier version of Nuke.

Developer Notes

Here are the changes relevant to developers. See **Help** > **Documentation** from the Nuke menu bar for more information.

> NOTE: Node **Class()** names occasionally change between major releases, such as Nuke 7 to Nuke 8. While these changes do not affect legacy scripts, you may not get the results you were expecting if a node class has been modified. The **toolbars.py** file, used to create Nuke's node toolbar, contains all the current node class names and is located in **<install_directory>/plugins/nukescripts/** for reference.
>
> As an example, between Nuke 7 and Nuke 8, the Text node **Class()** changed from Text to Text2. In the **toolbars.py** file for the two releases, the entries for the Text node appear as follows:
>
> ```
> m.addCommand("Text", "nuke.createNode(\"Text\")", icon="Text.png")
> m.addCommand("Text", "nuke.createNode(\"Text2\")", icon="Text.png")
> ```

New Features

There are no new features in this release.

Feature Enhancements

• BUG ID 47140 - Python bindings have been added for creating custom Preferences pages.
• BUG ID 47352 - Soft Effects: You can now specify the following texture uniforms in custom shaders:
  • **float input0_tex_width** and **float input0_tex_height** (including input1 versions for dissolves)
  • **vec2 input0_fullFormatSize** and **vec2 input0_currentFormatSize**
  • **vec2 outputFullFormatSize** and **vec2 outputCurrentFormatSize**
  • **vec4 input0_bbox** (including input1 versions for dissolves)

Bug Fixes

• BUG ID 47069 - Using Python to import a clip into Nuke Studio and then export it to a Nuke script did not work as expected, based on the **nuke_write.py** script shipped with Nuke.
• BUG ID 47179 - Windows only: Calling **PanelNode()** occasionally caused Nuke to crash on shutdown.
• BUG ID 47603 - The **menu.addCommand()** argument **shortcutContext** didn't work when used in conjunction with the **index** argument.