

## RELEASE UPDATES

### 14 April '18, build 976

- Further enhancing resource management to accommodate memory usage for large projects. Also, speed up loading of projects where SCRATCH for certain media codecs would always first load the frame 0 proxy before loading the proxy of the actual position.
- Added explicit link-button for scaling controls to (un-)link X and Y scale.
- Added support in the QuickTime reader to deal with multiple audio channels in separate tracks. Note though that only tracks with identical properties (codec, sample rate, etc) are supported. Also, whenever ambisonic audio is detected, only the first audio track will be used.
- Fixes for issues with h264 processing on the mac, that were introduced with the update of the h264 decoder in a prior build. Note that H265 decoding on the mac is still under investigation. Performance of the H265 encoder (on Windows) has been increased.
- Fix for an error reading audio samples of an xavc file at a specific position .
- Stopping the live capture of a Z-Cam camera could sometimes take a long time.

### 9 April '18, build 974

- Moved toolset option from the user settings dialog to an option in the new bottom navigation panel. Although this is still a work in progress, the option will allow you to switch between toolsets while in the ColorFX menu.
- Capture nodes updated. Added an option to the ZCam live setup to wrap it in a stereo node. The SDI capture node can now also be used on a layer.

### 30 March '2018, build 972

- initial beta release.

## RELEASE NOTES

### General

## SCRATCH v9.0 Open BETA

SCRATCH v9.0 requires an **upgrade of your license**. If you have a valid v8.6 license your license is automatically updated to include the new v9.0 version. After installing the beta build (or reverting to the 8.6 build) you have to re-activate your existing license key. Contact [licensing@assimilateinc.com](mailto:licensing@assimilateinc.com) if you have any question on licensing for this beta version.

This version contains a number of changes from the current 8.6 release in how certain formats are processed. As such, it is not backward compatible. Before upgrading, you should maintain a **backup** and are advised not to upgrade in the middle of a project.

### UI Updates

To reduce the learning curve for new SCRATCH users, we updated the interface in several ways.

- Introducing tab navigation at the bottom of the screen to more intuitively find your way across the various modules in SCRATCH.
- Relabeling certain SCRATCH specific terminology like Matrix (now ColorFX) and Construct (while the module name remains Construct, your project is built up of Timelines).
- Added specific targets in the plug-in browser as to how to apply the selected plug-in. Double clicking a plug-in will start a drag/drop action.
- Moved the Editor settings to the generic User Preferences dialog which combines all the settings for the different modules.
- Re-arranged the construct scroll bar and mini timeline above the menu bar
- Right click menu now contains more context related options rather than navigation between the various modules.
- First time usage elements: highlight Import Clip button when no media is loaded, popup dialog to update the resolution and/or framerate of the project when loading media of a different resolution/fps.

### Formats

We updated a number of file readers to provide increased performance and features. Existing nodes with these formats will still be processed the same as always. New imported clips will use the updated readers unless specified to use legacy readers.

## SCRATCH v9.0 Open BETA

- Affected formats: Canon Raw, Phantom Raw, AVCHD, Cineform, Codex Raw and Panasonic Raw.
- New H265 encoding (currently Windows only, OSX will follow).
- New ARRI fast debayer with higher quality.
- Overall performance boost through GPU decoding for H264 media and compressed YUV formats.
- Improved memory management for large projects.

### **VR**

- Support for 180 footage, including reading mesh data for the 180 projection and including that mesh data when publishing.
- Native 2D to Equirectangular warp in the fill/mat menu, eliminating the need to insert a plug-in.
- Headset support on OSX
- Support for live audio capture and possible conversion to ambisonic, using the Sennheiser Ambeo transformer.
- Support for the new K1 camera from ZCam; live capture and media management.

### **Media Management**

- Added new note colors and option to create default notes from a quick key. You create default notes from the System Settings dialog box.
- Updated the Report generator to more easily create a custom metadata column selection.
- Option to import scene/take info from matching audio files is now available from inside the project. Also added the MOS (mit ohne sound) clip property by default.
- Generate default metadata for each new loaded clip, using available #hash codes. You create default metadata items in the Project Settings.
- A new Scene/Take updater panel to auto update take numbers while you browse your imported clips.
- Added support to read and write .cc files (a derivative cdl format used by other third party software)
- Batch update timecodes from the Media Browser.

### **Misc**

- Animation editor now shows values of keyframes when hovering over or dragging

## SCRATCH v9.0 Open BETA

them.

- Fixes in the Structure view to drag/drop plug-ins into your composite.

## DOWNLOAD / INSTALLATION INSTRUCTIONS

- Make sure you have the appropriate **license** to run the new version / build. Contact [licensing@assimilateinc.com](mailto:licensing@assimilateinc.com) if you have any questions.
- **Backup** all your settings and projects before installing any new version of SCRATCH.
- **Un-install** any previous version of SCRATCH using the Add/Remove Programs option in the Windows Control Panel.
- **Legal notices** - SCRATCH contains software licensed by third parties. Before installing SCRATCH click [here](#) to find all information and legal notices
- **Download** the software using the links below.
- Unzip and **run** the Windows .msi installer or installation package for OS X.

Download the latest SCRATCH Build from here:

- [Windows version](#)
- [OS X version](#)

Assimilate Support

<http://www.assimilatesupport.com/akb/Download50814.aspx>