

DOWNLOAD / INSTALLATION INSTRUCTIONS

- Read the [Release notes](#) for any **compatibility** issues.
- Make sure you have the appropriate **license** to run the new version / build. Contact 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 .msi installer file or installation package for OS X.

Download the latest SCRATCH Build from here:

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

RELEASE HISTORY

Nov 8 '19, build 1030

- Updated support for the AVID Euphonix Panel. The panel was no longer working on OSX after the prior 'Catalina' update build of SCRATCH.
- When creating a note with a shot by opening the note editor from the shot proxy in the version stack, the frame position was incorrect if the shot had an in-point.
- Tooltips would sometimes flicker for non-selected controls.
- By default a 'Duration' metadata field from an ALE should not be imported as it can cause issues when rendering the media out for publishing in other apps.

Oct 29 '19, build 1029

- Since the previous build, the (AAF) conform function on OSX did no longer work. This

02. SCRATCH V9.1 - Download

was related to the notarization procedure for OSX Catalina and has been fixed in this build.

- Note that also as of the previous build the Euphonix McColor panel is no longer working with SCRATCH on OSX. This issue is also related to the Apple notarization procedure for Catalina. We are working with AVID in trying to resolve the issue. If you are working with an Euphonix panel on OSX then please remain / continue on build 1027 or earlier for the time being.

Oct 22 '19, build 1028

- Added support for ARRI ProRes in MXF container.
- Fixed an issue with reading Canon X3 metadata.
- Fixed an issue with CSV report where versions and empty slots were not properly included.
- DNG reader did not update the reference kelvin for a Panasonic dng when copying a shot.
- Adding new metadata in the metadata stack was not working properly in recent builds.
- Performance enhancement in reading switching the selection in a multi part EXR multi.

Oct 8 '19, build 1027

- Fix on reading the timecode from Canon CRM media.
- CSV report output updates. Added record timecode as standard column when the selected report-scope is a timeline. Also, when metadata contained a comma, this would disrupt the layout of the csv file.
- The additional command line parameters for custom command were not always properly saved.
- Adjust the size of the number on the memory trays to less obscure the image.
- Sorting clips into the metadata tab of the media browser could take an unusual long time.
- The default 'group' panel-mapping could have an incorrect value and differ from the one displayed in the mapping dialog.
- When doing a timeline-sort, the current slot is now maintained.
- Fixed a possible issue when entering scene/take values where you could end up with two scene or take metadata items for a single node.
- Updated Codex HDE SDK to version 3.1.6, which fixes an issue with reading ARX files created with Codex Production Suite 4.7.2 that are incorrectly identified as 'invalid'.
- Fixed a possible issue with R3D CUDA processing with older clips that still use CPU

02. SCRATCH V9.1 - Download

decoding.

- Fixed an issue that could cause produce corrupt images when rendering on the Mac.
- Update on reading multi-part OpenEXR media. Note that we are still working on further improving efficiency on handling multi-part files. Regular OpenEXR media is not affected.

Sep 13 '19, build 1026

- In version 9.1, grades did not always correctly process when using ACES Log (cc/cct). Note that v9.1 processing might still differ from v9.0 if you used a different ACES (Log) setting for individual shots than the project default.
- Gallery items did not always display correctly due to a wrong color space conversion.
- Extended the playlist functionality so you can auto-start playback of a playlist. Add `[auto_play="y"]` to root *scratch*-tag of the playlist-xml. Furthermore, you can add `[clear="y"]` to the construct / timeline tag in the playlist-xml to re-use the same playlist again, without doubling the clips in your timeline.
- Menu highlighting in ColorFX did not work anymore for the traditional 6-Vector menu. Also, when using the new re-mapper, the panel mappings for the original 6-Vectors were still active. This could cause unwanted grade adjustments.
- The load (to new timeline) option applied the wrong framing if the source shot resolution matched that of the timeline.
- The position-parameter for report proxy images was not stored in the user settings.
- The Sony RAW decode can go up to 8k (scaled mode) but the clip (custom) target resolution was limited to 4k.

Sep 6 '19, build 1025

- Clips that did not have colorspace information in the metadata were not always displayed correctly after re-loading a project.
- Creating a LUT from a shot that included a layer with a plug-in was not always correct.
- AJA updates. UHD2 output with the Kona 5 12G was not working correctly. Also, dual stream output did not have a proper image on the 2nd stream. Sometimes the timecode did not output on the correct SDI connector.
- Certain HEVC clips could show decoding artifacts when seeking in / scrubbing through the clip.
- Updated ARRI RAW SDK to latest version (6.2.0.0.)

Aug 29 '19, build 1024

02. SCRATCH V9.1 - Download

- Fixed a potential crash with R3D decoding using CUDA (with NVIDIA Kepler generation cards on Windows or Pascal generation with OSX).
- Fixed a potential crash when encoding or decoding ProRes 422 on a Mac with Intel UHD 630 graphics.
- Fixed an issue that was introduced in build 1021 where the last character of the name/value metadata pairs of Open EXR media were stripped off.
- Default channel mappings for multi-channel Open EXR were not always correct.
- Reverting a timeline to its original sort order did not always work correct if slots were added.

Aug 20 '19, build 1023

- Audio from XAVC MXF was not read correctly when the last track was a data track.
- Updated Blackmagic RAW SDK to version 1.4 with support for the new BMPCC 6K camera.
- Fixes a potential crash when adding softness to a canvas.
- Updated the AJA SDK to version 15.2.2. with support for 8K output with Kona 5 12G.
- Snapshots from anamorphic footage could have the aspect scaling applied twice.
- When holding the 'h' quick-key the help screen could disappear automatically again after showing.

Aug 8 '19, build 1022

- Fixed an issue where the new Vectors tool could produce black pixels when using an AMD graphics card.
- Fixed a potential crash when working on clip metadata in the media browser.
- Fixed a potential crash when working in projects that contain many ProRes and ProRes RAW files.

Aug 2 '19, build 1021

- XAVC updates. When viewing the audio waveform, system memory could fill up. Bad performance when including audio playback.
- OpenEXR updates. SCRATCH now read/writes pixels aspect metadata of OpenEXR format. Also, SCRATCH could crash on (multi-part) OpenEXR files that contained large blocks of metadata. (note that SCRATCH currently only reads the first part of multi-part EXR - extending this is a work-in-progress).
- Fix on potential audio drop-outs with certain QuickTime files that contained audio

02. SCRATCH V9.1 - Download

channels spread over multiple tracks.

July 22 '19, build 1020

- Update on SCRATCH 2 After Effects bridge where the round-trip function was not fully functional on OSX. Be sure to setup the custom commands again or to select Reset with the S2AE Custom Command in the System Settings panel.
- Added a new HLG transfer function. The existing "HLG" EOTF was relabeled "HLG Scene". The new "HLG" transfer function is a so called display-referred transfer curve. See for more information http://downloads.bbc.co.uk/rd/pubs/papers/HDR/BBC_HDRTV_FAQ.pdf.
- The CineformEncoder was not properly installed on the Windows version
- You could not drag a canvas when in the Curves or Vectors menu (and not in Pick-mode).
- Fixed a crash with the stitch node that could occur when the template specified a different number of inputs than actually present. Also, SCRATCH could crash when rendering the stitch output to ProRes.

July 1 '19, build 1019

- New Sony Raw SDK (3.3.0) with support for various new X-OCN format variants: e.g. 4K/6K 2.39:1 and 5.7K 16:9, XT for all VENICE/CineAltaV.
- Included a new version of SCRATCH-2-After Effects bridge that properly loads back file sequence renders into SCRATCH (where before it required a container format like QuickTime). Make sure you re-install the custom commands or select the **Reset** button with the After Effects Custom Command tab in the System Settings dialog.
- Fixed an issue where an Undo-action could inadvertently change the EOTF setting (in the Media menu) of a clip (if that setting differed from the settings in the node-menu).
- Fixed an issue where a custom splash-screen would not show properly if the source was a 10-bit dpx.
- The Open Color IO (OCIO) plug-in produced a blue frame when it was unable to detect a configuration file. Note that to use this plug-in you need point it to an already installed OCIO configuration. This can be a setup that came with other (third party) software or a configuration that you setup yourself. Potentially you have to explicitly set the path to the config.ocio file through the advanced system settings. There are various setups available online: <https://github.com/imageworks/OpenColorIO-Configs>.

June 24 '19, build 1018

02. SCRATCH V9.1 - Download

- **Initial release:** Note that this release requires a re-activation of your license key. All licenses and subscription keys have been automatically updated to include this version. If your permanent license does not have a valid support contract you will not be able to use this version. Please read the full [Release notes](#) to see what is new in this version.

Assimilate Support

<http://www.assimilatesupport.com/akb/Download51019.aspx>