

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 the Assimilate Product Suite.
- **Un-install** any previous version of SCRATCH/Assimilate Product Suite using the Add/Remove Programs option in the Windows Control Panel.
- **Legal notices** - the Assimilate Product Suite contains software licensed by third parties. Before installing the software 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 Assimilate Product Suite build from here:

- [Windows version](#)
- [macOS version](#)

RELEASE HISTORY

Apr 23 '24, build 1152

General

- Fix on XML command processing where the log output was formatted incorrect.
- Fix on reading metadata in a QuickTime.
- Added support for writing and reading 32 bit float audio in QuickTime and the ProRes encoder.

Stage Lights updates.

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- When exporting the Stage Lights setup to file, not all settings were properly included and grouped fixture items could end up double in the export.
- Using the column sort for sampling was using the wrong pixel mapping.
- Make sure that in the fixture mapping the segment setting is reset when the repeat option is set to 1.
- Extended the size of mapping panel.
- Do not include RRT/ODT when doing ACES transform for fixtures.

Live FX

- Added options to the right click menu in the Player to open the Stage Manager, Live Link and Channel Controller panel.

Apr 10 '24, build 1151

- Fix on AJA Video IO, where using multiple 4K capture channels could sometimes show image corruption.
- In the Editor the in-point of effect nodes is no longer automatically reset to 0 when changing the length or splitting the shot to prevent any audio tied to the node would lose its sync.
- Fixing issue where timeline playback with Switcher nodes or Projection nodes could cause freeze frames on the dual head / Video IO output.
- The delay option with Live Links in the Animation editor was not working anymore after an earlier Live FX update on.
- The overlays for rotating a group of fixtures were drawn incorrect.
- Extended the OSC Source Live Link to use selected OSC tags as application cues: Player mode, position, and display options. This allows for easier control of Live FX from a third party system. E.g. controlling the playback position from an animated camera robot. The number of cues is currently limited to the following list, including the OSC values used:
 - o Player Mode(0: pause, 1: play, 2: rev, 10: record, 11: stop record)
 - o Player Goto Start()
 - o Player Goto Frame(frame number)
 - o Player Goto Slot(slot number)
 - o Player Goto Version(version number)
 - o Player CueUp()
 - o Player Toggle Range(0: off, 1: on)
 - o Display Viewport(0: normal, 1: full screen)
 - o Layer Toggle Active(0: off, 1 on)

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- o Layer Fill Index(index of shot in first tray) - this selects a shot from the first project tray and sets that as fill of the targeted layer.
- o (note that the adjust for the layer manipulation, the layer should have the name of the OSC tag used)

Apr 02 '24, build 1150

- Stage Lights updates. Fixed an issue when using multiple fixtures with different repeat options gave wrong results. Allow resizing a fixture group. Make the default CIE Max scale 0.8 instead of 0.85.
- Fix on OpenEXR reader where files with a VectorPass would not load properly.

Mrt 27 '24, build 1149

Live FX - Stage Lights

- Added the option to set a scaling range for sampled CIE xy values in the Fixture - Color Transform menu. Certain Fixtures need a scale up of the calculated xy color values. The default scale is 0.0 - 0.85 (ESTA 1.54 standard).
- The custom matrix that you can set for a Fixture in the Color Transform menu did not always work correct. Also added a paste option (button or Quick Key Ctrl-V) to paste in the 9 values of a matrix at once, rather than having to enter each number individually.
- Various tweaks and fixes on the Lighting Console support / mappings. Most of the grading functions needed a different min/max/default so that the default value would have a slider control at 50%. Apply a memory or gallery grade is now only done on an actual change of the DMX value send, rather than continuous. The updated DMX table and GDTF file are available from [here](#).
- Fixed an issue that prevented to have a DMX sender and Live FX (as receiver) on the same system. Socket address and port settings are now set to be reused by default. If needed an Advanced SConfig setting can revert to the old behaviour.
- Some fixes on parsing GDTF where certain fixtures started with a virtual (dimmer) channel that needed to be skipped.
- You can now update the Sample Input setting for a whole group of fixtures at once.
- The Animation editor did not always update the live link tree when selecting a different fixture.
- Fix on the DMX Raw Viewer which did not always show all fixtures if they were not ordered on channel number.
- Fixed an issue with dragging an individual fixture that is in a group and could cause the

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other fixtures in the group to change their position.

General

- Updated AJA NTV2 SDK to version 17.0.1. Adds support for the Kona X.
- Resizing the menu in the Editor could cause a flickering in the display of the menu.

Mrt 15 '24, build 1148

- An important fix for an issue with the live link trackers that was introduced two builds ago, where the trackers data appeared delayed after looping the live or projection composition shot in the player.

Mrt 14 '24, build 1147

Live FX

- Added a camera (pre)view to the stage manager. Next to the Basic Volume Model and the Volume with Projection Preview, you now also have a Camera View, which gives a preview of the actual physical camera. This helps with preparing for a shoot when the physical set might not be ready or available yet.
- Stage Lights. Fixed an issue where the node-level setting of a fixture that was part of a group where not always properly saved and the fixture would revert to its last used setting the next time a project was opened (rather than using the settings that were use with a specific node).
- Added support for the REtracker Bliss camera tracker in the Live Link panel. Note that the REtracker Bliss could already be captured using the FreeD protocol. This implementation uses the tracker's own proprietary communication protocol.
- Adjusted the sensitivity of the camera position and rotation controls.
- The output of the VR Transformer node could sometimes be flipped when converting a cylindrical shot to equirectangular.
- When recording the source media on a composition shot with camera tracking, the USD sidecar file was not properly generated.

General

- Updated the RED R3D SDK to version 8.5.1. which contains various bug fixes, including

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for an ACES decoding issue.

- Fixed an issue that could cause that plug-ins were not shown in the correct group in the plug-in browser.

Mrt 4 '24, build 1146

Stage Lights

- Added the option to load a LUT with an individual fixture, to apply on the sampled color. The LUT can be set in the Color Transform tab of the Fixture menu. The LUT can be a 1D or 3D LUT or a CTL script. The LUT is processed right after a colorspace conversion (if set) and before the converter matrix (if set).
- Added a "Sample: White" option for a DMX channel to accommodate fixtures that operate in RGBW mode. The white value is calculated from the sampled RGB color, converted to HSV: $(1 - \text{Saturation}) * \text{Brightness}$. Any fixture template (GDTF or OFL) that refers to a white channel is now by default set to link to the White sample value.
- When exporting a an individual or the full setup to xml, not all grading parameters where properly included.
- When hovering over the Stage Lights menu, the spacebar start/stop of playback was not working because properly.

Live FX

- Exporting a USDA file with live linked camera data was not working properly with a recording if not all 6 vectors (x,y,z,pan,tilt,roll) of the camera were actually live linked.
- Added more metadata to the header section of the CSV output with a recording: Camera sensor, position and live link reference data as well as Unreal offset and scale data in case the Unreal Live Link is active. This data is useful when rebuilding the scene in post.
- Fixed an issue causing the Unreal Live Link to not always properly send out (virtual) camera data of a shot that was animated. With this fix you can now manually animate any camera motion in Live FX and send this to Unreal using the Live Link plug-in.

General

- The Qualifier Pre-Blur would sometimes not work when keying on the source, depending on the source footage and the blur size.
- The last used file-filter in the file browser was not always maintained.

Feb 26 '24, build 1145

- Live FX. In some cases, a projection node inherited the source node projection type flag, causing the dual head and Video IO display based on the wrong settings.
- BMD Video IO update. Playback was not working with 2 (or more) DeckLink devices without a common reference signal.
- Live FX. The default grade target of a Switcher node is set to the master, to prevent that unintentionally the camera settings of the source shot are updated.
- Stage Lights various updates. Parsing a GDTF template now also includes setting the start global channels. The Solo option in the Mixer menu did not work correctly with fixture groups. Increased the refresh rate of the DMX Raw Viewer to every 250ms.
- Throughout the software the label "Lightness" is replaced by the (especially in the lighting industry) more common used "Brightness". Note that this might affect existing panel mappings as the mapping-id for the Lightness-A and Lightness-B controls, also changed to Brightness-A and Brightness-B.

Feb 15 '24, build 1144

- Fix on DNx writer. The extended support for Sony XAVC HECV formats in the previous update release caused an issue with the DNx writer.

Feb 13 '24, build 1143

Live FX

- DMX updates. When sending out partial packages, some devices reported the data packages as being malformed because the size of the package was incorrectly reflected. Added a "Visualization" setting on the sACN protocol tab. This setting sets the Preview_Data bit that is part of the sACN protocol, which indicates that the data package should only be used for visualisation of the stage and not be processed by the physical fixture. This setting used to be enabled by default causing some devices to not respond to Live FX DMX data.
- Added a button to the Frustum-Wall and Planar-Wall projection nodes to easily create a snapshot of the foreground projected image and use that as a still for the background / outer frustum image.
- In Live FX, single shot playback, the play-range now always maintains the length of the root node and does not adjust to the length of an underlying composite element when

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it is selected, and which could halt playback.

- The Unreal Live Link now also processes camera animations – not only live link tracker data.
- Added a Green Card option (next to Light Card) in the Quick Path dropdown in the Live FX menu to generate green patch on the LED wall projection to serve as a green-screen background,

General

- Update on the Sony SDK to 4.24.0 and Sony Raw SDK to 5.0.0. This version supports the new Sony X-OCN of the Burano camera.
- Updated the R3D SDK to version 8.5.0. with support for the new V-RAPTOR [X]. Note that with this SDK the 12-bit decode mode has been removed.
- Updated Blackmagic RAW SDK to version 3.6.1.
- Fix on decoding ProRes RAW QuickTimes that failed on certain media from an Atomos Ninja.
- XAVC Reader - extended support for Sony XAVC HEVC.
- Fixing an earlier tweak on proxy-display that prevented ultra-wide shots not being able to be picked up with the pen. The aspect of proxy images was not always shown correctly anymore.
- Extended the Auto-Logon System Settings to automatically enter the last used project when starting the software. You can now also automatically enter the player with that project or directly open the Stage Lights module.
- On Windows, the font-scan function now also includes any user-specific-installed folder, rather than only fonts that have been installed for all users.

Feb 1 '24, build 1142

Live FX - Stage Lights

- In the channel layout of a fixture, you can now also mark channels at the start of the list as global - meaning that the channel is only included once when the repeat option for the fixture is set.
- The GDTF processing did not always properly included all sub-options available with a channel.

Live FX - General

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- The stage manager model view did not work properly when playing a timeline.

General

- You can now set a specific colorspace, eotf and/or LUT for a VR headset (where it used to use the Dual Head settings). When a headset is connected, it will show up in the Player - Settings - Monitor menu as a separate item. The Oculus SDK for Windows was updated to version 32.0.0. This update also allows to pass a specific colorspace to the SDK so it transforms the image to the native headset colorspace. Note that the SDK only knows REC709, REC2020, P3 and sRGB as source colorspace. If the source colorspace is different, the SDK will not transform the image it gets.
- The Monitor-option in the scopes indicated that you could select the dual-head, but it could only use the VideoIO colorspace transform. Now, an explicit option for the dual head is added.
- When in the Player with a timeline and navigating the node tree, the frame position could in certain cases make a jump.
- The compression metadata value for Apple ProRes RAW and ProRes RAW HQ werer mixed up.

Dec 22 '23, build 1141

General

- Improved the softness of the editor wipe effects to be more gradual over the duration of the wipe.
- The audio channel selector that is used io various file writer and render setup panels now also properly indicates no audio channel has been selected.
- QuickTime update. Also write the gamma metadata atom to MP4 rendered files.

Live FX - Stage Lights

- The ArtNet protocol now supports 16 universes by default. After enabling the protocol, you only have the set the sub-net and first universe number. The next 15 universes are implicit.
- Fixed an issue with setting the default value for an OSC Link channel.

Live FX - General

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- Support for loading a 2.5D media (segmented 2D image layers) directly from disk. Loading the media creates a composition shot of a color frame with the for each segment a layer that is offset in z-depth. Using the virtual camera of the shot generates the parallax effect with the shot. The composition shot is tagged as 2.5D media and can also be used as source in the Projection Setup panel to create a Frustum- or Planar projection.
- Adjusted the gesture sensitivity of the layer XYZ translation controls. Also adjusted the possible range of the camera near/far plane settings and show the values in meters when the pixel scale is set. With the new 2.5D media support, layers can have a very high z-translation value.
- Updated the Unreal Texture share SDK to use the 5.3 version.

Dec 6 '23, build 1140

Live FX - Stage Lights

- Added the fixture details-panel to the remote / mobile version of the Mixer menu.
- Color sampling in the PLE/trial version was not done correctly.
- When in pause mode, all DMX processing was on a lower pace. This caused the remote player control from a lighting console to appear as delayed.
- When setting new range values for a channel, the current and default values were not automatically updated when their value was outside the new range.
- When changing the description with of a channel that is tied to an animation control, the description on that control was not updated right away.
- The fixture name would be upside down when the overlay display for the Video-IO was enabled.
- The F4 key quick key to switch to the "Stage Lights" tab was not working properly.

Live FX - General

- The Cue-Up function to start fill/matte nodes of a layer at their in-point while in continuous playback, was only working properly.
- The length of a continuous live capture node was always reset when exiting a project but should only be reset to a default length when switching to timeline mode or when switching to another toolset and entering the player with a timeline.
- The Sync Player function is now also available in the regular Live FX, not only in the Studio version.

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General

- The channel buttons did not properly show on the Output tab in the Audio Panel.
- The framerate control in the Format tab of the System Settings still had the old max value of 200, rather than the new 1000 fps.
- The minimum build for the Mac is now 10.13. Also, the Sony SR Decoder is no longer available on the Mac Intel due to incompatibilities in the SDK (Note that it never worked on the Silicon build).
- When copying layers with fill/matte then the fill/matte node should only adapt to the parent size if they are recursive / have the parent node as input.

Nov 24 '23, build 1139

Live FX - Stage Lights

- The Tint slider on the grading popup in the Mixer menu was not working correctly. Also adjusted the color shading of both the Kelvin and Tint sliders. The temperature controls are now also available in the remote control version of the Mixer menu.
- The master and the level sliders for video fixtures were not working correctly in the remote control version of the Mixer menu.
- Linking fixture channels to incoming OSC values was not always working correctly and could even crash the application. Also, the custom range values for OSC linked channel were not properly saved.
- In the channel list, the values with a global channel were not properly updated for the display.
- Selecting a value from the channel type dropdown sometimes did not properly update the channel definition.
- Parsing option-labels in a template from the Open Fixture Library did not always give the correct labels, showing 'Unknow'.

Live FX - General

- Added an option to write a USD sidecar file with a recording which contains the camera settings and tracking information in USD format so it can be easily loaded in other software. The USD sidecar is an extra sidecar to the CSV file.
- Update on the Unreal Texture Share node. Added an option to (not) auto-size the node to the size of the shared texture in Unreal. Since the texture share is dependent on the

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viewport output of Unreal, it might have an aspect that is not the same as the camera aspect, giving a stretched image. By setting the texture share node to a fixed size the texture is fit into the specific aspect. The node now also shows the size of the shared texture in the node-controls.

Formats

- Fixed crash when reading an EXR file with a data window different from the display window with only an alpha channel.
- Fixed an issue with the DNx writer that was introduced with the 9.7 release, where the format setting was not properly applied when applying a template or restarting the application, resulting in a render of a different DNx format than the controls displayed.

Nov 16 '23, build 1138

- Fixed an issue with recording of an ARRI camera, where the last character of the reel-id metadata item could be dropped.
- When in Chinese language mode, prevent that metadata name-items that are included in a recorded / rendered output are also translated.
- Improved handling of mouse gestures with numeric controls when the mouse is dragged outside the display and the numeric control reached its min/max value.
- Small tweaks to the Planar projection. The Projection Setup panel used the wrong converter node when using planar projection in combination with equirectangular media. In the Stage Manager only show a projection image when the wall and plane are on the same side of the camera, rather than projecting an inverted image.
- Fix on the OptiTrack implementation. Refresh the tracker names after reconnecting. Adjust the direction of axis and rotation.

Nov 14 '23, build 1137

- **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.

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<https://www.assimilatesupport.com/akb/Download51053.aspx>