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

24 Oct '25, build 1192

- When drag/dropping a shot to the timeline level in the version stack, the filmstrip did not update.
- The Source Range for a QuickTime or MP4 HEVC clip could sometimes be incorrectly set to Full after loading the clip. This could also affect the color space and EOTF settings.
- Fixed and issue on MacOS where converting DPX to JPEG 2000 could lead to corrupt images. This issue was introduced in the previous build after upgrading the MacOS and developer tools.
- Fixed issues with the Top View setting to ensure the root node of a composition shot is showing on the Dual Head and VideoIO output, independent of the selected node in the node tree. When the selected input node tagged as equirectangular, the wrong node

would show. When in timeline mode, the wrong color space and frame could show.

- The Texture Share with Unreal v5.6. was not working correctly yet.
- Stage Lights. Improvements on the GDTF template parsing, where in some cases single zone fixtures came in wrong.

3 oct '25, build 1191

- Audio updates. Fixed an issue when playing a timeline with mixed floating point and non-floating-point audio, the floating-point audio could be clipped. The waveform on the Audio Panel could be drawn outside the widget in case of floating-point audio. Added an indication if the audio is floating point or integer based with the description on the Editor Audio page.
- Added Auto options for the audio Bit Depth and Sample Rate controls in the ProRes writer node. When these controls are set to Auto, the values used will be based on the source audio. Auto is now the default for these controls.
- The Show Highlight setting in the Projection setup did not create the inner/outer frustum layers with a frustum-projection when the stage only had a single wall or when a specific wall was selected.
- Updated the various Projection nodes: make the 2nd control tab (Projection/Background) the default as the controls on that tab are in general used much more often than the ones on the first tab.

26 sep '25, build 1190

- ProRes Raw updates. Fixed a crash when decoding ProRes RAW on macOS 26 Tahoe. Updated the ProRes RAW SDK to version 20250918, including better support for clips from the iPhone 17 Pro. Fixed an issue with (variable frame rate) ProRes QuickTime from an iPhone showing the wrong length. Check for quicktime.make metadata to set the default color space and EOTF for iPhone ProRes RAW clips. Added the Apple Wide Gamut color space (note that Apple Log 2 is defined as Apple Log with Apple Wide Gamut colorimetry).
- Blackmagic RAW updates. Added support for reading the left and right video track from URSA Cine Immersive footage and a control to select which video track to decode. Added metadata specific for immersive clips. Added the "Blackmagic Film Generation 5" (BMD Film Gen 5) EOTF. Fixed an issue where the Color Science generation control was not always applied properly. Set the correct BMD Film or BMD Film Gen 5 EOTF based on the selected color science generation.
- Fixed an issue with high resolution tiff files with compression that could cause a crash.

12 sep '25, build 1189

- Improved performance when scrubbing through Panasonic AVC-intra MXF OP1B files.
- ARRI Reader updates. Adjusted some labels and the formats list in the node menu. Added compression metadata item for ARRICORE files.
- Burn-In plugin update. The subtitle / text outline was not correctly anti-aliased when using the Under option after the main graphics update of v9.8. Note that with this fix, the line width setting might slightly differ compared to v9.7.
- On the Mac, carriage return characters were not properly filtered out from a column-selection settings file, which could lead to metadata columns with illegal characters.
- On Windows, when the UI display was not located at y-position 0 (when e.g. aligning displays on top of each other or having different resolution displays), mouse clicks would end up at the wrong position.
- When the UI display changed was not on its default, then the horizontal or vertical gesture motion for adjusting a numeric value could make the cursor position jump to another screen.

5 sep '25, build 1188

Formats

- Updated ARRI Image SDK to version 9.0.0 with support for ARRICORE mxf files.
- Fix on ARRI where the Apply Look option could be reset (in a project with many ARRI shots).
- Updated Blackmagic RAW SDK to version 5.0.

Dailies Workflows

- Updated the Clip Basic report - added the input/grading LUT name and (matched) CDL file names in the last column (together with the annotations).
- Added a Regenerate option in the Media Browser which will re-process the on-load metadata items as defined in the project settings for the selected rows.
- Added a new CDL Match column to the grading tab of the Media Browser as well as repeated the scene and take columns in that tab. The Match CDL column shows the corresponding meta data item, which is created / set when executing the match-function.

- Added a parameter to the #audioslip code to display the slip in frames instead of milliseconds.

General

- When applying Clarity on a layer with a mask on MacOS could crash the application.
- When pasting mocha data in the tracker on a layer with a mask, the application could crash.
- Live FX. Tweaks on the OpenVPCal interop to properly work with version 2.0.
- Stage Lights fix the first Light Card was not correctly controlled from a console.
- Live FX. When using a USD node for projection setup, then ensure that the 'link to shot camera' is enabled with a frustum- or planar projection.
- Fixed an issue that could prevent SDI metadata from a live camera to show.
- Fixed an issue that prevented proper clipping and framing of an image to the timeline size on the Dual Head / VideoIO. This fix does however re-introduce an earlier issue where in certain cases the non-image part on the Dual Head or VideoIO, might show garbage when using x/y offsets for the display. We're still investigating a complete solution.

1 aug '25, build 1187

- Added an OSC Source (Live Link) Cue to switch the active channel of a switcher node. Also fixed a bug with entering an IP address on the OSC output live link.
- When switching between versions, the lock-state is now maintained.
- When framing was applied on a clip, it was cropped to the original size on the Video IO output.
- Tweaks on source texture caching to increase performance for composition shots with many inputs.
- Updates on handling Canon media. Updated Canon CRM SDK to version 2.10. A fix on potential corrupt images with Canon XF HEVC 10-bit 422 files. A general fix for Canon XF HEVC decoding. Tweaked SDI metadata tagging from a Canon camera where the wrong metadata could be takes as the clip name.

27 jun '25, build 1186

- Updated the R3D SDK to version 9.0.0. This adds Extended Highlights control and a new range of ISO values. Note that the Extended Highlights is a per-clip control that affects all versions of the clip within a project.

- Fixed an issue with doing stereo SDI output on the Mac, where the left and right image could be flipped.
- Fixed an issue with the Dual Head or Video IO output, which under certain conditions could show wrong when the output was offset in X our Y direction.
- Fixed an issue with decoding Sony RAW with older NVIDIA driver/hardware.
- Fixed an issue with decoding certain 8k HECV clips generated by Blackmagic.
- Fix a potential crash with OCIO plug-in when using certain configs.
- Updated GDTF parsing in Stage Lights where some templates did not automatically link to the correct DMX channel type.

27 may '25, build 1185

- Fixed an issue in the Animation Editor, that was introduced in build 1183 which prevented normal adjustments to keyframes and could unwantedly affect the full animation curve. The issue only showed with the Top View option enabled in the Player - Settings - Monitors menu.
- By preventing to show the [A]lpha Viewport settings on the dual head / video-io outputs a few builds ago (to prevent showing full white on an LED output), the R, G and B channel selection was also no longer visible by default or only after enabling overlays on the reference output. The color filters are now visible again on all outputs.
- Improved the readability of the Media Defaults list in the project settings.
- Stage lights updates. When importing a fixture setup file (.admx) an additional popup is shown to ask whether to overwrite the existing setup or just add new fixtures. Always use the root node of a composition for mapping actions from a console, independent of the navigating and viewing the node composition tree. Lightcard references are now found by parsing the full composition and not just the root node.

15 may '25, build 1184

- Updated Blackmagic RAW SDK to version 4.5. This adds support for Blackmagic URSA Cine 17K 65 and support for Panasonic UB-50 / UB10 Blackmagic RAW clips.
- Added the Fujifilm F-Gamut C color space.
- Fixed an issue in Stage Lights when selecting a fixture in a long list would move the scroll position of that list.
- Fix a potential issue when writing QuickTime ProRes or NotchLC files that could result in an endless spinning cursor.
- When creating a nest in the structure view on a referenced node, the nest could be inserted on the wrong input (of a switcher node).

- Fix a potential crash on startup when the system has multiple local IP addresses.

25 apr '25, build 1183

- Fixed an issue with USD rendering on Windows showing a black image that came up with recent NVidia driver updates. With this update the Dome Background option control is now also available on Windows as it was already on the Mac.
- With a recent fix to prevent an empty version stack after an Undo, the Preview option of the Stage Manager got broken. This is fixed again.
- In the DNx rendering, all shot annotations are added as metadata - both individually but also all annotations joined together with linefeeds in a single metadata field. These linefeeds prevent generating a proper ALE. With this builds the linefeeds are replaced by a '|' separator.
- A fix on the recently added Top View mode, which could prevent timeline transitions to show properly as well as not showing the output node properly on the Dual Head or Video IO.
- Stage lights update. When loading a GDTF template, the repeat-from could be set to a wrong value. The web version of the Mixer menu now wraps all fixtures in multiple rows to allow for vertical scrolling instead of only horizontal and as such making better use of the available screen space.
- The Switcher node did not apply the main grade on/off toggle correctly.
- When creating a color frame from the right click menu, the length should be set based on the user preference, instead of always being just a single frame.
- When doing a Replace from the Media Browser, the filename of the shot that is being replaced is now showing in the title bar of the file browser.

18 apr '25, build 1182

- A workaround for a bug in the NVidia graphics drivers (572.16, 572.60, 572.83). The issue was with the OpenCL implementation in the driver and prevented playback of formats such as H264 and ProRes. Do note that although this build implements a workaround so that media plays correct again, the drivers mentioned seem to have a performance impact compared to earlier drivers. This seems to depend on the individual system though and we are still investigating the specifics. For the time being we advice to use NVidia driver 553.62 from January 2025.
- With this build the color mask (R, G, B, M, L and A buttons on the View Control panel) do no longer show on the Dual Head and Video IO output by default, but only when the Overlays setting has been enabled for the specific output. This is to prevent blinding an

audience with a LED Wall going bright white when the operator selects to view the alpha channel.

15 apr '25, build 1181

- Stage Lights fixes. When switching versions while not in the Stage Lights tag, the fixture settings with the new node did not always properly update. Importing a previously exported *.admx file with fixture information did not preserve the universe data properly.
- Fixed a problem in Live FX that when a version was added and an undo was done, the version stack could go empty
- Updated Canon CRM SDK to version 2.9 R7.
- Certain audio wave files were not properly identified as having float data.
- Added an extra OpenCL test and a possible warning message at startup. We found more often that potentially after a Windows update the graphics drivers were not functioning correct anymore and needed an explicit reinstall. More precise, OpenCL was not working anymore, and certain formats were not decoded properly or certain grading action did not work.

21 mrt '25, build 1180

- Extended max size of a 3D LUT from 64 to 92.
- Added the option "Any Adapter" to the FreeD Live Link adapter selection to be able to capture data that is send on the local port.
- Executing Python scripts from a Custom Command on the Mac was not working as they were executed with the Python reference. Since Python has not been standard installed, this reference was unknow. The script now requires a so call Shebang in its header to execute properly from a Custom Command.
- Fix a startup delay on macOS when a Dual Head display is connected.
- the DeNoizer, Diffusion, Grain Emulator and Highlight Bloom could show a flipped image.

14 mrt '25, build 1179

- Fixed a potential crash, introduced in the previous build, when creating a version from a QuickTime node.
- Snapshot proxies in the Gallery of Live Assist could be shown with the wrong color after saving a grade in the Memories panel.

11 mrt '25, build 1178

- Added the Advanced Setting "Max number of source textures" for GPU memory management in order to avoid out-of-GPU-memory errors when handling very high-resolution image (>16k). When encountering out-of-GPU-memory issues, enable this setting - starting with the minimum value (4) to see if it solves the issue. Do note that lower values impact performance, especially when using more complex composition shots.
- OCIO plug-in. The plugin was clipping at 1.0 when using OpenGL. Switching the transform settings were not always properly applied when processing on the CPU. Added a new option to easily swap the input and the output transforms
- Fixed an issue where tracking was not working on NotchLC files.
- CTL transforms were not working properly with Metal.
- Performance tweaks for Intel GPUs.
- Flip/flop settings where not properly taken into account for all inputs of a videowall display.
- Tweaks on ProRes encoding resource usage.
- Tweaks on prefetch methods of the switcher node to gain performance.

24 feb '25, build 1177

- Replaced Advanced Setting "OpenGL: Enable 'deep' color" with "OpenGL: Disable 'deep' color" on Windows to make sure that 10-bit output is enabled by default. The default was previous adjusted because of a possible NVIDIA driver kernel exception. This has by now been fixed by NVIDIA.
- Updated the OpenVPCal implementation to work with OpenVPCal v1.2.0 (or higher). Also, the implementation now uses 16-bit instead of 32-bit float EXR files for the captured patches to speed up the calibration and save on disk space. Note that 16-bits is accurate enough as the source patches generated by OpenVPCal as standalone app are also 16-bit. Further, when doing a calibration, any error will now also show up in the [error_log.json] file, which is somewhat easier to read than the standard logs.
- Performance update for AMD GPUs on Windows.
- Made the caching of texture data more efficient.
- Fix on the Stitcher node to save process time and resources needed. Also fixed a synchronization issue in the Metal pipeline that could cause a wrong image to be shown in a stitch setup.
- Stage Light fixes. When using a high order filter for fixture combined with using a crossfade, the color sampling the results could be incorrect. Also, when opening the

Settings menu from the Live FX tab - the fixtures were no longer updated with every frame but on a set interval.

- Fix on the Stype tracker calculation of focal length, which was based on a fixed (generic) sensor size rather than the width passed by the tracker itself.
- Fix on the Sync Player function on the Mac, which was not working properly since the update to explicitly select a network adapter.
- Fixed a Metal GPU synchronization issue with ProRes RAW decoding that could cause a wrong image to be shown (e.g. when ProRes RAW clips are used in a Stitch setup).
- Fix on the colorspace selection control in the OCIO 2.3 plugin that did not always reflect the selection path.

14 feb '25, build 1176

- Fixes for using the AJA ColorBox which potentially could crash the software when a previously box was no longer available. Also fixed a memory leak with using the AJA ColorBox on the Mac.
- Fixed an issue in Live Assist were using 3 AJA video captures caused the video wall to not display correctly. This build also contains a AJA Video IO capture performance tweak where not in all cases the fast upload path with Metal was used.
- Fix a possible crash on exit when an ARRIRAW file failed to load.
- Fixed an issue where the Diffusion, Highlight Bloom and Grain Emulation plugins could produce incorrect results after the v9.8 graphics update.
- Fixed Metal related issue that could prevent the application from starting on a 2015 MacBook Pro with Intel graphics.
- Stage Lights updates. The crossfade value of a fixture was not properly passed when duplicating fixtures. The default Lightcard in Live FX is now white and rectangular.
- Fixed some potential errors with using the Magnifier or the Vectors Color Remap. Also, the Color Remap Sat-Lum grid was not always working correctly with Metal on the Mac.
- Extended the maximum for the Heap (image cache) size that you can set in the Advanced System Settings.
- Unreal Live Link update – a setting for extended logging was added, which when enabled, writes additional debug information on the texture share to the standard log files. The setting is also passed on to the Unreal Live FX plug-in (for next version, scheduled for next week) to add even more debug information - aiming to make diagnosing issues with a UE texture share setup easier.

6 Feb '25, build 1175

- Stage Lights. When sampling cie/xyz/hsv values for a multi-pixel fixture, only the values for the first pixel were applied. When loading certain gdtf-templates, the repeat channel-indices where not set correct. Also, the default row-column layout for a multi-pixel fixture was not always correct.
- Fix performance regression with Matchbox shaders with the new v9.8 graphics pipeline.
- Switching layers on a large NotchLC clip could cause a hiccup on playback.
- Fix an issue with all RGBA images showing monochrome after loading a single monochrome image in the project.

Jan 24 '25, build 1174

- Fixes for NotchLC encoding.
- The fix for the Wipe functionality on the VideoIO in the previous build only applied to the first VideoIO. Now it properly applies to all.
- Fixed a potential crash when opening Project Settings panel.
- A fix on recovering the R3D GPU decoder when the decode itself failed.
- Fixed an issue where navigating the node-tree could under certain circumstances have a big impact on playback performance.
- Updated Chinese translations

Jan 18 '25, build 1173

- Fixed an issue that could result into a jittered inner-frustum-image when using an Unreal Texture Share input for projection in Live FX, when used with the automated live link delay to compensate for Unreal image latency.
- Updated the ARRI MXF library used to version 4.3.7.
- Added Frame-line metadata when available in the ARRI MXF file.
- Fix on the Dnx Reader. Some ProRes MXF files generated by Resolve were loaded with the wrong size and pixel aspect.
- Fixed a potential freeze of the UI after recording a Video IO input.

Jan 10 '25, build 1172

- SCRATCH VR as a separate license is no longer available. All VR specific functions and plug-ins are now available in SCRATCH.
- Stage Lights updates. In the Raw Viewer you could not select Universe 0 to view. Channel overlap was also detected wrongly when using Universe 0. When switching to the Animation page, the fixture Viewport overlays did not show anymore. When

creating new fixtures from a gdtf-template + mode then long names were not properly applied as fixture name.

- A Wipe on the Video IO output (when enabling the Over Mode) was showing inversed.
- Fixed an issue that prevented the alpha channel to render correctly for Video IO output.
- Certain (matchbox) plug-in with multiple shader passes could be rendered incorrect.
- Some refinement on color space handling and communications with the OpenFX plug-ins.
- Added the option to load USD camera (meta)data including position/rotation keyframes. The option is available with the Load button in the Color FX Camera menu. The Save camera metadata to USD option was already available, though has been slightly adjusted to conform to more precise USD standards.
- Updated the Sony Raw SDK to version 5.1.0 20241216 and Sony SMDK to version 4.26.0.
- Updated RED R3D SDK to version 8.6.0. Support for the RED Rocket has been removed.
- Fix on dealing with older GPUs like the GeForce GTX 675MX in a 2012 iMac that do not support certain features and e.g. monochrome DPX files showing in red. An error is logged to indicate the limitations of the GPU.
- Added project defaults (project settings) for the process- and show-filters for R3D media.
- Added a Refresh option with a USD node to explicitly reload underlying USD which might have been updated using 3D modelling/editing software.

Dec 19 '24, build 1171

- Updated ARRI Image SDK to version 8.3.1. Updated Codex HDE Decoder SDK to version 5.2.1, which adds support for the ARRI Alexa 265. Fixed an issue reading certain ARRI metadata.
- USD updates. Fixed a potential crash on closedown after loading certain USD scenes. Fixed the Grid display on Windows. Added a Depth view on Windows (in the Lighting dropdown). Added a Reload option to reload the scene without having to reload the project. This way you can quickly include scene changes that have been made from another application. The Auto-Position option is enabled by default when loading a new scene.
- Fixed an issue with licensing where certain non-standard characters in audio device names could prevent license activation. In the Chinese version, license failure messages were not properly shown.
- Fixed a potential resource leak that could cause a freeze after a long render. Also made the rendering of large ProRes or NotchLC files a bit more efficient in using system

resources gain some performance.
- Fixed an issue with the Syphon texture share plugin on the Mac.
- Light Stage lighting console input fixes. Some incoming DXM data was wrongly interpreted as 16-bit instead of 8-bit. The incoming dimmer data was not converted to the correct range. Selecting a version though the Player Control profile did not work correct. There are new GDTF profiles and DMX maps available with several updated default values and value ranges [for download](#).
- Stage Lights Open Fixture Library. Fixed an issue with processing templates from the Open Fixture Library where the 'Fine' channel of 16bit DMX values where not always properly patched.
- Updated on the Projection setup panel. When using a still frame source node but using a background or additional layer with more length, the projection node uses that length rather than also behaving as a still frame.
- Fix for OFX plugin processing on the CPU, where the alpha channel was not always passing through.
- Added quick keys [Atl+Arrow up/down] to navigate the construct selection history back and forth.

Dec 5 '24, build 1170

- Fixed an issue where using an ARRI shot on top of another ARRI shot (fill / matte / dissolve) could create a corrupted image.
- Fixed on Matchbox plug-ins on the mac where the glsl shader code was incorrectly converted to Metal.
- Dropping a shot from the node-tree into the layer-stack did always create a copy and not a reference if possible.
- Ensure that the selected stage in the Projection Setup panel becomes the active stage. Also ensure to clear the clip-selection in the Construct and only select the newly projection node.
- Extend the Scale option in the USD node.
- Fixed an issue with a blur on an equirectangular 360 image where top and bottom could leak into each other.
- Stage Lights update. Conversion from 9.7 to 9.8 was not always correct. Also, with the Switcher patch profile the in/out and loop mode were interdependent when updating one or the other.

Dec 2 '24, build 1169

- **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
https://www.assimilatesupport.com/akb/Download51057.aspx