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

Nov 13 '26, build 1216

- Updated the H264/5 decoder / encoder, which fixes a decode issue with certain DJI media
- Fixed a potential crash when entering the Player in Live FX while the Channel Controller was active.
- Fixed a potential stall in a render when starting a new render of the same timeline / construct.

Oct 30 '26, build 1215

- General
  - Fixed and issue that could cause mp4 files that were rendered by SCRATCH, not be

properly readable in other players (VLC / Windows media player) where the first frames would not show correct and audio could go out of sync.
    - On the Mac, the cursor could end up in the wrong position when using horizontal or vertical mouse movement to change a numerical control value.
- REST API updates
    - Added an endpoint to get/set the player viewport configuration [/APPLICATION/PLAYER/VIEWPORT] – single / dual / over mode, lock view, output or 360 view, etc.
    - Added an endpoint to copy grades and node controls from one shot to another [/APPLICATION/TOOLS/COPYGRADE], incl. using copy option, similar to the paste options in the UI to selectively copy elements of a grade.
    - Incremented the REST API version to 1.1.2.
    - Fixed an issue that caused some media (e.g. BMD RAW) to fail correct display when it was loaded through the REST API.

Sep 29 '26, build 1214

- REST API / Custom Commands
    - Shot updates - regular nodes or output nodes - did not come through correctly.
    - A prior update introduced an issue with executing custom commands on the mac.
    - Fixed an issue were importing a new Custom Command (.acc file) could affect the settings of existing custom commands.
    - Some of the defined additional command line parameters with a Custom Command were not properly passed to the executable / script.
- Live Assist/Looks
    - Added support for Flanders Scientific XMP monitor, which presents itself as 4 x LUT boxes, each of which is tied to the monitor quadrant when switched in Quad Mode.
    - Fixed an issue where the Shot and Cam ID columns were switched in the Library Library recordings list.
    - Fixed an issue where using ACES Cct as working space appeared to not stick and switch back to linear even though underneath Cct was still used.
    - Fixed an issue where LUT box setting changes (e.g. the output colorspace / eotf) were not always properly saved from one session to the next.
    - Show quick keys for adjusting playback speed and loop mode (for replay mode) in the quick keys overview in Live Assist / Live Looks.
- General
    - Added 47.95 as a default in the framerate dropdowns.
    - Added short keys to the Custom File Filter popup in the file browser to select all (Ctrl+A) options or to deselect all except the selected option (Alt+click).

Sep 21 '26, build 1213

- Various REST API updates.
  - Duplicating an output- or effect-node through the API could fail because the file property does not always contain a regular file reference.
  - When creating new output nodes in the tree, the length of the main output node was not always properly inherited by the new nodes.
  - The default version (when not explicitly set) with a shot-move call, is now 0, which moves the shot to the bottom of the slot.
  - A shot-color-reset did not do a full reset, including removing any layers. The shot-control-reset did not properly return the node control data, resulting in an error in the Python library.
  - Adding an empty note to a shot (as a color marker) could crash the app.

Sep 15 '26, build 1212

- Various REST API updates.
  - A fix on adding render nodes to the output tree of a construct, where the [input_uuid] was incorrectly interpreted to chain nodes together in the tree. A new example (AddNodeToRenderTree.py) is available on the GIT on show the proper way of adding nodes to the tree and render them: add a Transformer node to resize and set a colorspace directly to the main output node and then add a ProRes writer with the Transformer as input and start the render of the ProRes node.
  - A Transformer/Output node now also exposed the Apply option in the to force a colorspace transform on the input if colorspace or transfer function differ - similar to the Apply button in the UI with these nodes.
  - The Colorspace / EOTF were not properly returned when a node did not have any color settings.
  - An API data layout update where the Inputs in ShotData is now properly returned as an array rather than an object with an array. Also, the Index was missing from the InputData object description but was included in the API json.
  - Changing a Canvas translation or rotation through the API did not update the view in the player.
  - Updated the RenderSelectedShot.py example on the GIT to render out 16-bit RGBA tiff files - instead of 8bit files - by setting the Output format to the proper value (see updated API documentation).
  - Added a Selected property to the Layer object to indicate if it is selected in the layer stack in the player. Added a new post method to select a layer in the layer

    - stack: Endpoint [../shot/{shot_uuid}/layers/{layer_idx}], Python [select_shot_layer(..)]
    - The API version increased to 1.1.1.
- Unreal workflow updates. Improved the synchronization between D3D12 and OpenGL for a more stable texture share function with Unreal which could otherwise sometimes cause jitter where the inner frustum display in a projection setup showed an image rendered with a different camera pose than the frustum plane in the full projection output. Also, a setting was added to the Config of the Unreal Live Link panel that can be used for buffering camera poses by the Unreal live link plug-in. This requires a new version of that live link plugin which will become available later this week.
- Updated the ARRI Image SDK to version 9.1.0.
- Updated the ProRes RAW SDK to version 202608028.
- Fixed an issue with the Switcher node in the player where any undo on a change on the Switcher was done on the active underlying node.
- Fixed an issue where Custom Commands that do not output xml where also no longer passed the filename of the selected shot as command line parameter to the script. For this behaviour to return you now explicitly select to export xml + select the filename option.
- The color used in a fade to color was set to black when copying an output node to the Construct.
- BMD Video IO updates on logging messages in the case of dropped/late frames when the scheduled playback time is changed because it is running behind.
- AJA Video IO updates. Make 4K RGB input and output work for the KONA 5 with the 8K firmware. Configuring correct output connectors with 12G routing for Kona 5 with 4K firmware.
- Fix issue where the application was hanging when enabling Video IO outputs when the NVIDIA GPU affinity was set.

Aug 3 '26, build 1211

- REST API updates. Added endpoints for managing Trays through the REST API. Please check the GitHub documentation for details (https://github.com/Assimilate-Inc/Assimilate-REST). Note that a sample script will follow shortly. Also fixed setting an issue that prevented to set the Play mode in play-reverse.
- Various Stage Lights / DMX updated. The Solo function and was not properly working from the web version of the Mixer menu. A check on the sequence number of incoming DMX packages could sometimes wrongly those discard packages, making it appear as if no sACN data was coming in. Also, the outgoing package numbering has bee updated.

Added a new mapping profile for stage lights to control the master level from an external console / app.

- Updated R3D SDK to version 9.2.1. Also removed the "R3D: Disable red-rocket" advanced setting as support for that has been removed from the SDK for some time now.
- Added a "Maximum Audio Channels in ALE" advanced settings to limit the number of audio channels that are included in the video/audio mask in an ALE export.

Jul 15 '26, build 1210

- Fix in Stage Light where the crossfade in the Online mixer was not working correctly.
- Control layout changes for some OFX plug-ins were not shown correctly.
- License could not be activated on a Mac Studio M2 Ultra.
- Updated the Canon CRM SDK to version 2.11 R4.
- Fixed a potential crash from an audio overflow.
- Updated the Sony Raw/X-OCN SDK to version 6.0.0. Some fixes to make F5X sample clips work correct and for 32-bit float audio to work correct.
- REST API updates for the Render functions / endpoints to make rendering easier and more flexible. On the GitHub page a new example script has been added, including an accompanying Custom Command script installer, that shows how to 'render the current selected shot'. The API version moved to v1.1 (from 1.0.5) and please note that the changes are not fully backward compatible. More details on the changes:
  - the process queue items have their own uuid, rather than relying on the output node uuid.
  - There is a new and separate endpoint for creating a new queue item (/RENDER/NEW) and a queue item can have a range set using the render_settings struct, which is also used to validate the underlying media and to delete previously rendered media with a queue item.
  - The /RENDER/{queue_uuid} endpoint POST option is no longer available. The PUT option is used to update the queue item range settings and/or validate the underlying media and delete previously deleted media, using the render_settings struct.
  - The RENDER/DELETEMEDIA/{queue_uuid} endpoint is still available but obsolete as its function is now taken on by /RENDER/{queue_uuid} PUT function.
  - The PATCH option with a SHOT/{shot_uuid} endpoint now contains a flag to create a new tray if the tray-name that is passed does not yet exist. Also, when adding a shot to a tray, the tray UI now properly updates.

Jul 1 '26, build 1209

- Video IO updates. Performance update for when multiple AJA devices are used for output. Write explicit warnings to the log when frames are still dropped.
- Fixes on the internal processing of the REST API render (queue) functionality. It was not possible to create a (render)node independent of the output tree of a construct and add it to the render queue. Do note that there are some more adjustments coming on the render (queue) REST API, to easier manage and render out a range / sub-section of a shot or timeline.
- When a custom command called a script to render out media and had the wait till finished option set, the render never properly finished.
- Various fixes on the DMX console patching, when patching multiple fixtures at once (by selecting multiple fixtures in the main patching panel using CTRL+click). When setting the universe in the detail patch panel, this was not relayed properly to all selected fixtures. Also, a Reset with multiple fixtures selected could lead to a crash of the app.
- A fix on the Canon RAW reader where the reel number metadata was not always properly passed.
- When creating a direct-projection setup with multiple layers, each layer now has its own projection node to position the media properly on the LED wall (rather than having to adjust the canvas position).
- Fixed an issue with the color frame used on a projection node when setting the alpha of the node.
- Update the third-party license acknowledgement in the release notes with the installer and EULA by moving them to an online reference.

Jun 5 '26, build 1208

- Updated Canon CRM SDK to version 2.11 R3.
- Stage Lights update. Sampling from a Switcher where the input had a vari-speed setting (Inputs menu) did not sample from the correct frame.
- REST API updates. Creating a new layer through the API did not show the proper size, the recursive option was not always set properly, and Player view did not always update instantly.
- Live Assist updates. The Instant Review function was not working correctly anymore with the introduction of the REST API. Also fixed an issue where audio playback could be out of sync when switching to Replay mode.
- Relabelled the Switcher node and derived Switcher for projections to VP Switcher.
- Fix an issue where the combination of a switcher node in combination with A/B view did not always render correctly on the video output. Now the over mode is only used when the channel controller setting for the specific display is set to Active Channel. This also applies to Live Assist.

- Fix on the OFX plug-in interface where control adjustments that triggered the state of other controls did not always pass properly.
- Added '*S*' and '*C*' quick keys to the calculator to switch the Sign or Clear the value from the keyboard.
- Added additional logging for checking frame sync settings and display state.

May 15 '26, build 1207

- Fixed an issue, introduced in the previous build, where the Channel Controller panel would only open the first time in the Player.
- Various fixes with the multi-system sync session function. Some still images did not properly show up on the client system, even though the media was present. A client system no longer will try to retrieve media from the master system when the media is locally not available and just show a blue / missing frame. When retrieving media from the master system it appeared as if the media was present, but playback would be very choppy. Under certain conditions the frame-sync between systems could be lost after looping the media playback.
- When setting up a frustum projection with multiple layers and using the same shot for the layers, the app could crash. Also, when now using multiple layers in a frustum projection, the media is not just presented as layers on top of the base projection node, but each layer will have its own frustum projection node. In this way you create a multi camera setup.
- Small tweak in the REST API structure naming. Increase the version to 1.0.5.

May 11 '26, build 1206

- An earlier fix ensuring frame-sync of multi-display setup that was made for Nvidia driver 570 was no longer needed and in fact could affect the frame-sync as well as result in a spinning cursor when using a more recent driver version.
- BMD VideoIO was not working with the latest v16.0 Desktop Video driver.
- Various tweaks on the REST API where specific canvas or colorgrade updates did not work properly. The API version has been incremented to 1.0.4.

May 4 '26, build 1205

REST-API

- This build introduces a **REST API** — a programming interface that provides access to core functions and project metadata within the Assimilate Product Suite. Using the built-in HTTP web server, the REST API allows control from both the local system and remote systems over a network. The API provides access to a broad range of functionality, including Project and metadata management from Timeline to Shot data, application control for open/close project and managing render queues.
- In addition to the REST-API the **Custom Commands** have been extended to allow for user input with a command. This allows for more interactive custom workflows. Custom Commands continue to support the legacy XML scripting method for passing project data. However, going forward, the REST API is the recommended method for retrieving and updating project metadata.
- Individual **Custom Commands** can now also be saved and loaded as standalone files, making it easier to distribute workflow tools and script installers. When loading a command file, script paths are automatically updated.
- To start the **REST-API** all that is needed is to (auto) start the web server from the System Settings panel. After that, to test it, open a web browser and navigate to the address that was set for the web server: e.g. http://localhost:8080/. This should open the default web page with system information and a link to the API documentation as well as a link to the GitHub that also contains all the API documentation as well as a Python wrapper library and example scripts on how to use that library: https://github.com/Assimilate-Inc/Assimilate-REST.
- The REST-API and the Custom Commands are also available in **Play Pro Studio**. Please refer to the GitHub repository for feature scope and license-specific limitations across Assimilate products.
- The REST API together with interactive Custom Commands opens a new level of workflow customization be it for dailies, post or on-set-live (compositing). We look forward to seeing how you might use these new capabilities. To provide feedback or ask questions we opened a new dedicated channel on our **Discord**: https://discord.gg/c5TcFfbpt

Other updates

- Stage Manager fixes. When adding or removing a mapping in the stage manager, the stage was not always automatically saved on exit. In some cases, a consolidate of the walls in the stage manager, could lead to deleting .obj files.
- Various fixes on the OpenFX plugin interface where in some cases controls were not properly shown or hidden when re-entering a project.
- The state of the Relative button in the Canvas menu was sometimes incorrect when selecting a Bicubic layer..

- The DMX Raw viewer showed a mapping conflict, even if the fixture involved was disabled through its (group) parent.
- DMX Update. Video fixtures that sampled over the edge of the source image, showed the border pixel repeated rather than black.

Apr 7 '26, build 1204

- Add support for capturing HANC metadata for BMD devices which support it (8K Pro).
- Under certain conditions when rendering DCI JPEG 2000 files, the file size could slightly exceed the bitrate that was set.
- The height of the backdrop of subtitles from the Burn-in plugin, was not always adjusted when subtitles change between one and two lines of text. This issue was introduced with a recent subtitle fix.
- The *Set Moderator* option in the Multi-node Sync-Session setup in Live FX, was not always working correct.
- The ACES Gamut Compressor plugin is now also available on MacOS. Also fixed an issue where the input image could in some cases show inverted. The plug-in is now available from the default Effects category in the plugin browser.

Mrt 27 '26, build 1203

- Fixed an issue that was introduced with the previous build with the Rivermax 2110 update, where Windows systems containing a NVidia Quadro Sync card did not license correctly.
- Fixed an issue that prevented starting with the software with a playlist (.splx file) was not working correctly anymore.

Mrt 20 '26, build 1202

- Added support for NVIDIA Rivermax for high resolution SMPTE 2110 output / capture. Note that this feature requires a special license. More details available here.
- Fixed a potential crash when creating a layer.
- Fixed an issue with OpenFX where in certain cases the control layout was not updated after showing or hiding controls by the plugin.

Mrt 13 '26, build 1201

- Updated Sony RAW SDK to version 5.3.0 and Sony SMDK to version 4.27
- Fixed an issue with the subtitle in the BurnIn that could in certain cases cause flashing with empty text.
- Update on processing the Vicon tracker data to ensure that axis align
- Live FX - added 2 OSC cues to be able to use a single message to go jump to a position and start playback or record (instead of using 2 messages for it).
- Stage Lights - update default sample size for new video fixtures.
- Update on OpenFX plug-in interface where dynamically updating the content of dropdown controls by a plug-in did not always work for all plugins.
- Unreal Live Link updates.
    - Added an option to select an actor in the active Unreal scene using Ctrl+Click when in Navigation mode. You can then toggle the Alpha of this actor on/off or create a Layer in Live FX at the position and size of the Actor. For this to work, you need the latest version of the Unral Live FX plugin.
    - The Alpha toggle can be used to bring objects in front or behind a (greenscreen) actor. For this to work, the Unreal scene needs to include alpha in the (texture share) output. The new Unreal Live FX plugin as an Alpha checkbox to update the project settings for this when doing the Full setup from the plugin dialog.
    - When using the Layer option, the 3D position and size selected actor is used + the Unreal camera offset to position the selected or newly created layer in 3D space + making it non-relative, so it will stick to the actor when the camera changes position. This way you can add content (layer Fill) to the Unreal scene or use the layer to grade specific parts of the scene.
    - The setup dialog in the new plug-in also has an additional option to link an existing nDisplay config into a new level, where you only need to create a new Live FX VP Camera.

Feb 27 '26, build 1200

- Fixed and issue with XDCAM where 16-bit D10 AES3 PCM audio was not played back correctly.
- Fixed a potential crash in Stage Lights when setting grid dimensions that differ from the repeat options in the fixture mapping.
- Fix issue with for OpenFX plugins that dynamically updated the content of a drop-down control.

Feb 19 '26, build 1199

- Added ACES 2.0 for native color space management. Under the hood, this uses the same ACES transforms from the recently updated OCIO 2.5. This however does not provide all possible outputs: e.g. there are no direct paths to D60/DCI output for P3, Rec709 and sRGB, or for Rec2020 with a gamma 2.4. In those cases, color space management reverts to the ACES 1.3 implementation where there is an intermediate transform to XYZ. Also, for HDR output, the standard ACES implementation provides transforms for a limited set of nit levels (100, 500, 1000, 2000, 4000). When using a different nit level, the closest lower nit level standard transform is used; when the nit level is set to 1600, the (max) 1000 nit level transform is used to ensure the output will never exceed the level set. Note that the nit level is set in the HDR Mastering Metadata in the Project settings (Lum. Max).
- In Live FX, when in the Settings menu in the Player, the framerate info in the left part of the menu sometimes showed the timeline framerate rather than the current shot framerate.
- Fixed an issue with the camera Profiles in the Camera menu, which did not save properly when the camera was activated but the color settings did not contain any layers.
- The log file showed the display name of a BMD Video-IO device, where the model-name was expected.
- Fixed a potential crash when toggling the Multi-system dialog on/off without connecting it.
- Added a function to the SuiteNodeV2 of the SPA plug-in interface to get the active pose, lens and sensor data of the active composition shot.
- An ALE can now also load a timecode formatted as a frame number rather than just in a hh:mm:ss:ff format. This allows to import a specific sequence-number (in the shot timecode or audio timecode), which can then be used in a file-mask to create filenames for an image sequence based on that specific number.

Feb 11 '26, build 1198

- Adjusted the pre-fetching scheme of source media for complex composition shots to gain playback performance.
- Improved performance for setup with a very high number of fixtures / universes used. Also fixed a potential problem that could arise when removing fixtures from the list.
- Updated ARRI Image SDK to version 9.0.1
- Updated OpenColorIO libraries / config to version 2.5.1. This version also includes ACES 2.0. Note that if you are using the OCIO (ACES) transforms in your current project, using the new version might change the output. To continue using the prior OCIO / ACES transforms, select the OCIO 2.3 config in the Advanced System Settings.

The config is available from the installer folder (Win: c:\Program Files\Assimilator\Settings\ and on Mac: /Library/Application Support/Assimilator/Defaults/). (also note that ACES 2.0 will be coming soon to the native colorspace manager).

- Fixed an issue with the OCIO plugin, which sometimes not properly update when selecting a different option.
- When applying the Trim buffer, the Media source remap LUT was reset even if the copied grade did not contain a LUT.
- When using Create layer while the selection is in a group, the new layer is now created in the group rather than at the end.
- Labels on the Channel Controller buttons could contain garbage characters.
- When adjusting the Y offset in the Cylindrical to Wall projection node, to offset could for certain media be inverted.
- When creating a Custom Command based on an URL, it could happen that the URL was converted to all lower-case characters.
- Fix on QuickTime reader where GoPro MP4 clip had different timecode compared to QuickTime Player.
- When using Ctrl + T to toggle the Trim buffer the controls were reset instead of synchronizing to the color settings.
- Fix on undo/redo of a node, which could under certain conditions not restore all its inputs properly.
- Added the option to have an OpenGL swap interval greater than 1 when the display refresh rate is a multiple of the playback framerate and VSync is enabled. Playback will then be synced to the display. Windows only.
- A fix on Matchbox shaders, where shaders were recompiled for every shot instance which could give a small dip in playback (Windows only).
- Fix crash when added a Frame Reference to the Tray when using a panel mapping.
- Added a check for trimmed ARRI ProRes MXF files from Resolve. These files do not open with the regular ARRI reader but are now opened with the generic MXF reader by default.
- Various updates on the Unreal Live Link / Texture Share workflow, including a new version of the Unreal Live Link plug-in (*version 23*). In the Configuration tab of the Unreal Live Link panel new settings were added. Toggling the Extended log option will, next to adding more debug data to the log, also show a camera overlay with the current camera settings used for the Unreal image. This is useful for validating a shot. You can now also more easily set a specific Texture Share latency in case the auto latency is not working properly for the specific project. Also, by default the Unreal plug-in updates the evaluation mode and clears any interpolation mode that might have been set with the Live Link in Unreal. To prevent that, in case a particular setup requires them, you can disable the Force update setting. Also, a fix on the Texture

Share node, which could wrongly use a cached image in case the texture share resolution was adjusted on the Unreal side.

Jan 6 '26, build 1197

- Using the Vertical Sync option for additional displays without frame-locking (Quadro Sync) could sometimes cause some show some jitter during playback.
- The source alpha was not preserved when applying the Eq->2D Transformer plug-in.
- Fix on the gallery page where the edit mode to adjust the names of a tray or gallery, did not always work correctly. Also, when the name of a Tray or gallery cannot be changes (default or system name), a lock is displayed next to the name.
- Fixed an issue that prevented correct creation of a gallery item or a snapshot in jpeg format. Also, snapshots were no longer automatically included in the project tray.
- The LED wall creator utility in the stage manager could not create walls with a curvature higher than 180 degrees.
- Devices without color space support (e.g. DeckLink 4K Extreme) did not work with the output color space set to Rec2020.
- After creating a projection setup playback was starting automatically even when the Auto Start Playback option was disabled.
- (Note that the earlier warning concerning the AJA NTV2 SDK version 17.6.0 driver has been withdrawn after released a newer driver).

Dec 11 '25, build 1196

- **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 or watch this short What's New Video with the most important Live FX updates.