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 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.
  - o 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.
  - o 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.
  - o 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.

o   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 <u>What's New Video</u> with the most important Live FX updates.

Assimilate Support
https://www.assimilatesupport.com/akb/Download51064.aspx