VCube Release Notes

Updates: Please check our Web site **http://www.merging.com** periodically for information, patches and updates.

Version Vcube 2.1*(Some Fixes could be missing from the list below)*

BUG FIXES

- MT3091: Fixed. VCube composition loaded from ADR has no countdowns or wipes
- MT3098: Fixed. VCube: Pyramix import option "open in Vcube" will make Pyramix or Vcube crash if not already launched and is inconsistent in network.
- MT3102: Fixed. VCube: Capture: capture thread may provide 2 frames with the same number

Version Vcube 2.1 RC3
- MT2967: Fixed. VCube: Aspect Ratio of D10 capture is 4/3 and cannot be set to 16/9
- MT2925: Fixed. VCube: Record: First record show corruption at start
- MT2909; Fixed. VCube 2.1.x shortcut says 2.0
- MT2773: Fixed. VCube: Crash when starting a Record on a Mac G4 bi-Nehalem with an Aja LHe
- MT2974: Fixed. Sony 9-pin Machine Control could be very unresponsive when the number of cores is high (Mac G4)
- MT2862: Fixed. VCube: Changing the Local Read cache value would crash the Vcube
- MT2949: Fixed. VCube: in MXF D10 capture the clip length does not match with the data in the clip properties.
- MT2978: Fixed. VCube: Overlay Chasing status is mismatched with the Transport status
- MT2981: Fixed. VCube: FFWD, REW and Shuttle are not as fluid as Goto
- MT3000: Fixed. VCube: MXF frame sequence not in order, some Jumps
- MT3003: Fixed. VCube: The SDI/AJA output lags behind by almost a second vs. the preview (Playback Buffer recommended value of 5 and more)
- MT3033: Fixed VCube: Frame offset when cutting a Clip in the timeline
- MT3060: Fixed. VCube: 23.98 fps timecode does not work through SonyP2
- MT3054: Fixed. VCube: Sony Locate issue when VCube is Playing and Composition/TC frame rate mismatch
- MT3059: Fixed. VCube: Some Quicktime file were seen as too long
- MT3029: Fixed. VCube: TC framerate resets to Composition framerate at VCube start
- MT3034: Fixed: VCube: Render settings "Audio > Use Track Number instead of" is not saved
- MT2908: Fixed. VCube crash when import media folder is scanning specific AAF
- MT3073: Fixed. VCube: Wrong clip length for very large AVI files
- MT3080: Fixed. VCube: Crash when reading "VCube Demo Pekin Vision"
- MT3079: Fixed. VCube: Crash when playing after activating AJA Xena board (LH or LS)

Version Vcube 2.1 RC2
- MT2796: Fixed. VCube: No option to enable/disable viewing of DirectShow handler cached file.
- MT2875: Fixed. VCube: Edited clips in PullDown speed mode will have video (TC) Jumps
- MT2802: Fixed. VCube: Some mp3 files make Vcube crash
- Fixed. Publish to Ovation from Vcube was broken
- Fixed. Generated DV files in NTSC were not valid
- Fixed. Sometimes VCube does not quit correctly
- Fixed. MXF Record/Wrap Aspect Ratio

Version Vcube 2.1 RC1
- MT2681: Fixed. MTSonyDeviceInfo.dll problem in installer
- MT2695: Fixed. Latest Sony9Pin.dll preventing you to remote control Vcube via 9pin
- MT2702: Fixed. can't play AVI file (from Canopus) that uses DVCPro HD codec
- MT2706: Fixed. Does not auto-detect SE mode and crashes at launch
- MT2708: Fixed. Vcube Crash in Follow VT mode
- MT2711: Fixed. Some .mov coming from Avid, encoded as Avid Quicktime DV will not play in Vcube
- MT2767: Fixed. Composition Settings Lock Editing will freeze or crash Vcube
- MT2773: Fixed. SonyP2: Tape Direction Status error after a Rewind Command
- MT2781: Fixed. VCube: Should group by default Video and Audio Clips Tracks when a recording is performed
- MT2783: Fixed. MXF: AES Valid Flag Information
- MT2785: Fixed. Timecode cursor jumping back when stop jogging
- MT2784: Fixed. Crash at end of render
- MT2593: Fixed. Vcube crash if you fire quickly an Ovation video cue
- MT2595: Fixed. Vcube crash when playing some Ovation audio cue
- MT2818: Fixed. VCube: Bad Time Stamp on Real Time MXF captured file(s)
- Fixed. Sometimes VCube did not generate the waveform for audio media
- Fixed. TimeLine Refresh Problem when nudging clip(s) or layer(s)
- Fixed. Transport window redraw problem (too many redraws)

IMPROVEMENTS

Pyramix / Vcube Integration:

- The following apply when VCube is running in the same machine than Pyramix, OR when VCube is running on a different machine and it's network name has been properly set in Pyramix > All Settings > Virtual Transport > VCube Options > Associated VCube network name.
- If VCube is running and the All Settings > Virtual Transport > Clients State Saving is set to Save Clients State, then when saving a project in Pyramix the content of the VCube Timeline and all settings are saved in the Pyramix projects. When the project is reloaded in Pyramix the VCube timeline is reloaded accordingly. (Same behavior than the DS Player up to now, but for complete Compositions).
- When importing a Composition in Pyramix, if the Video Options of the Import dialog is set to Open Referenced Video and the imported composition contains video tracks, then this very same Composition file is sent to VCube for importing as well. Supported for AAF, OMF, FCPXML and MTXML.
- When importing a single Video File in Pyramix using Project > Import > Video Clips, this Video file is imported in VCube as well (or in DS Player if the dialog is set to the first option) and placed at its original timecode (timestamp).
- A new option has been added in the Mixdown dialog of Pyramix on the bottom of the Post-processing options: Place in VCube. When the Mixdown process is finished, mixed down audio files are sent to VCube and automatically loaded in the timeline, replacing the audio tracks present in VCube at that moment. All audio tracks present in VCube are removed, Video tracks are preserved, and the new mixed down files are placed at the proper timecode in the VCube timeline, ready for final Review and Wrap/Render.
- Project > Import > Video Clip:
    - The module now also imports and places in the timeline the audio tracks of the imported video file

- The behavior follows the Replace/Append/Insert rules as per other (composition based) formats.

General Improvements:

- New Goto Setting: Under Video Engine, for Goto speed fine tuning and Resize Quality

- Added an option to locate the generation of DirectShow handler Cache files (MT2797)

- ADR support fixes and improvements

- New USB Sync Box driver

- Option for enabling Arming: Sony 9 pin Assemble preference for Audio Record (track Arming) on AJA or Mykerinos,

- MT2768: New. Clips should not stay all in the same group if cut

- MT2733: New. ADR Colin Broad VS-1 style wipes

- MT2771: New. Request for Snap hotkeys. Edit Features for moving clip(s): (in edit menu or context menu on clip right click)
    - Send to Mark In
    - Send to Mark Out
    - Send to Cursor
    - Send to Original Media TimeCode

- Record UI layout improvements

- Ovation support improvements

- Vcube installer now includes the latest QuickTime Pro installer.

NEW FEATURES

- Implementation ADR Vertical Wipes with Pyramix

- MT2680: Realtime MXF (D-10) Capture support

- Microsoft DirectShow technology support (compressed audio files: MP3, WMA, AAC,…) For proper support, we recommend that users installs the codec packs available here viewtopic.php?f=2&t=4366&start=0

- New On the fly media Sampling Rate Conversion option

- New Editing snap hotkeys