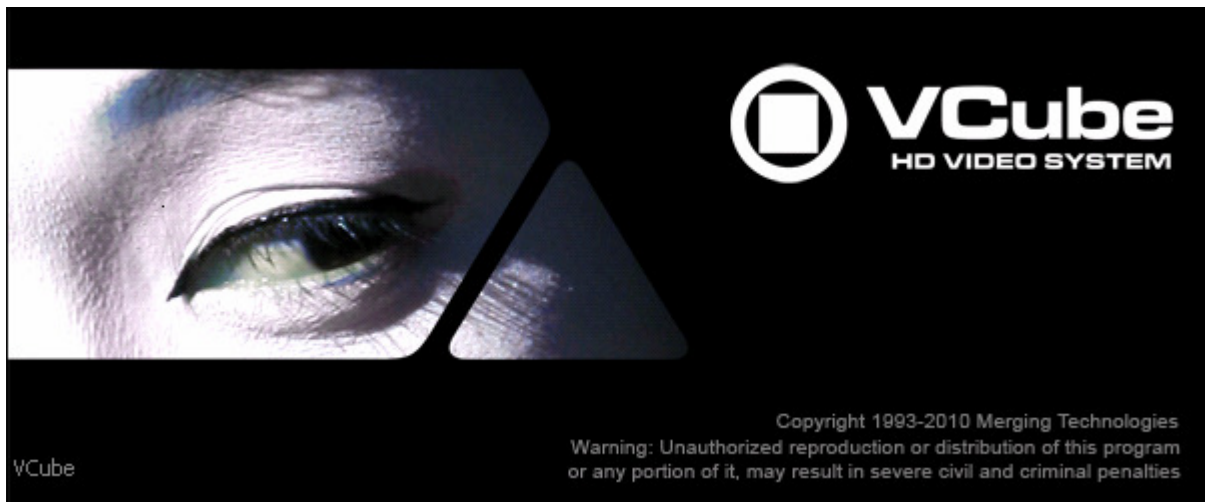




VCube Release Notes



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



VCUBE 3.0 SP3 Release Notes

NEW FEATURES

AJA LHi and Kona 3 (Xena 2K) control settings

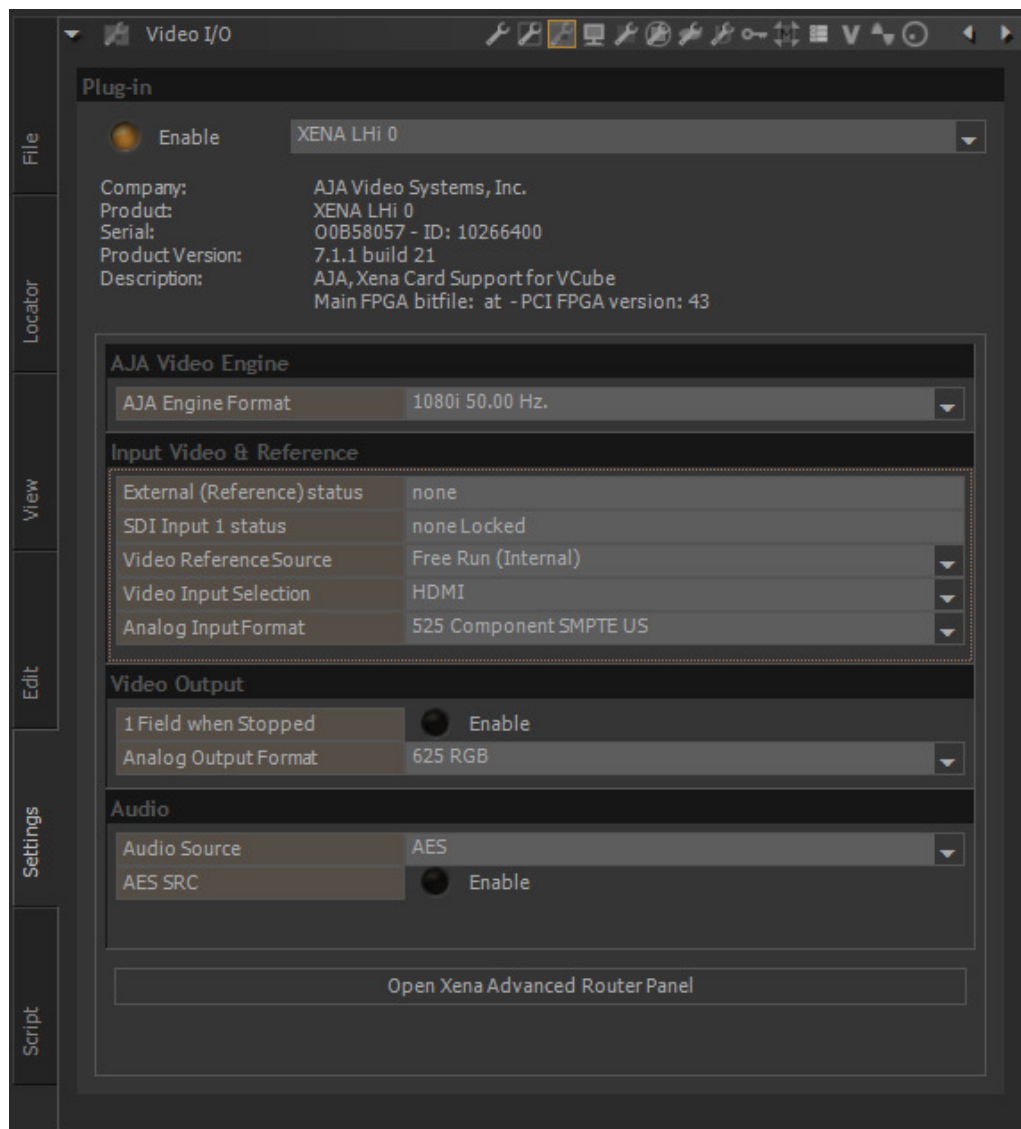
The AJA Xena LHi and Kona 3 (a.k.a Xena 2K) video boards are offering improved performances for HD video output.

They are using new functions of the AJA SDK, which needed a few adjustments to have a configuration GUI equivalent to what was provided with Xena LHe.

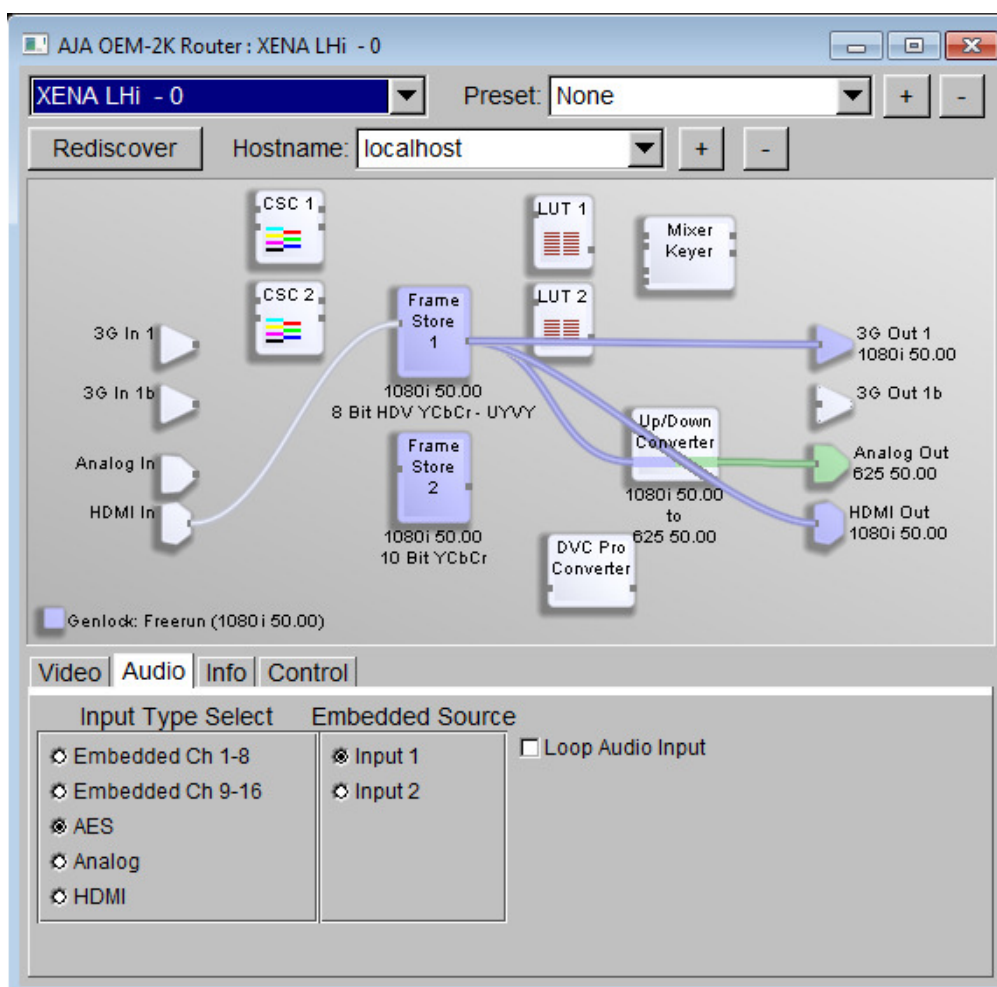
Main improvements are:

- Video I/O tab reorganization, with usage-based categories homogeneous for all AJA boards
- HDMI input and output support (with LHi only)
- Analog output set in SD mode as default
- Access to AJA 2K Router for more advanced configurations

Here is a screenshot of the Video I/O tab for these boards:



And here is a screenshot of the AJA 2K Router with the default playback routing for HD:



IMPROVEMENTS

- WSS Support:
Added option to insert Widescreen Signaling (WSS) on first visible line for MXF Render to IMX/D-10
- Batch Export:
 - Processed files go to subfolder 'DONE'
 - Added 'Cancel All' button to stop Batch

BUGS FIXED Vcube v3.0 SP3 Release

- MT4225: Fixed. VCube: Batch Export crashes on second MXF export
- MT4223: Fixed. VCube: Still image import crash (DPX, JPG...)
- MT4216: Fixed. VCube: default Network Read Cache settings inaccurate for MXF with audio
- MT4195: Fixed. VCube: Batch export Watch mode keeps original files
- MT3988: Fixed. VCube: Removed "Warning Serial Port Already in Use" message at start
- MT3370: Fixed. VCube: MXF: WSS (widescreen signaling) support for D-10



VCUBE 3.0 SP2 Release Notes

NEW FEATURES

Batch Export

The *Batch Export* feature allows VCube users to re-wrap all the files of one or more folders. It is a paid option, which requires the "VCube Batch Export" key to be activated in MTSecurity.=

- Batch Export can be used for:
 - Compliance with the file format when the original file is not totally correct (e.g. MXF)
 - Re-generation of audio tracks (with a change of bit depth or an addition of tracks to get 4 or 8, as some hardware may require).
 - Archiving of files in the same file format.
- Basically, everything a user can do with the Wrap Audio can be automated with the Batch Export mode. Output files are given the same names as the input files, so that your naming policy will not be affected when a file is processed.
- Consult the VCube User Manual for all details on the Batch Export

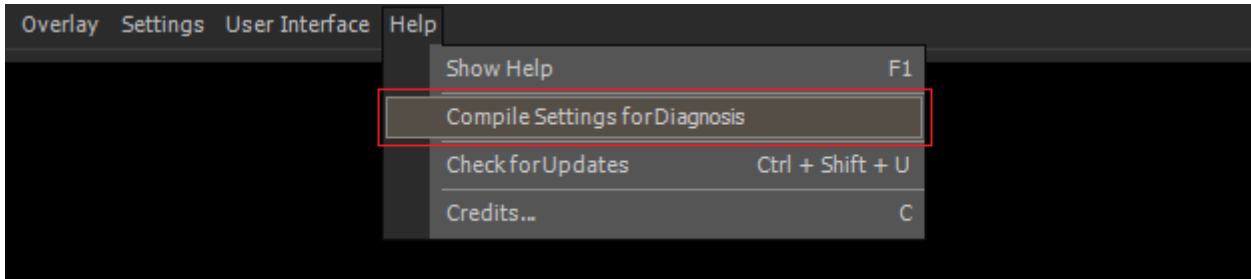
BUGS FIXED Vcube v3.0 SP2 Release *(Some Fixes could be missing from the list below)*

- MT4165: Fixed. VCube : drops reported when playing outside video segment
- MT4109: Fixed. VCube can't open the MXF file Avid "AAF Helper" SDK creates files
- MT4147: Fixed. VCube Wrap : crash when wrapping a file without audio, using Audio Card connection layout
- MT4165: Fixed. VCube : drops reported when playing outside video

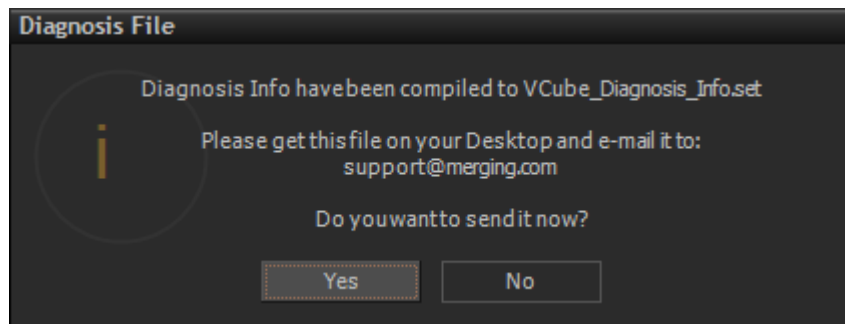
VCUBE 3.0 SP1 Release Notes

IMPROVEMENTS

- We have added a small function in the "Help" menu, to collect your Vcube registry settings in order to be used by Merging support. This can dramatically speed up the process of understanding a bug, so all users are kindly invited to use it when reporting a bug.



After compiling the registry info, a Message box will allow you to directly send this file to our support if you are connected. If you're not, just click "No" and grab the file on your computer Desktop.



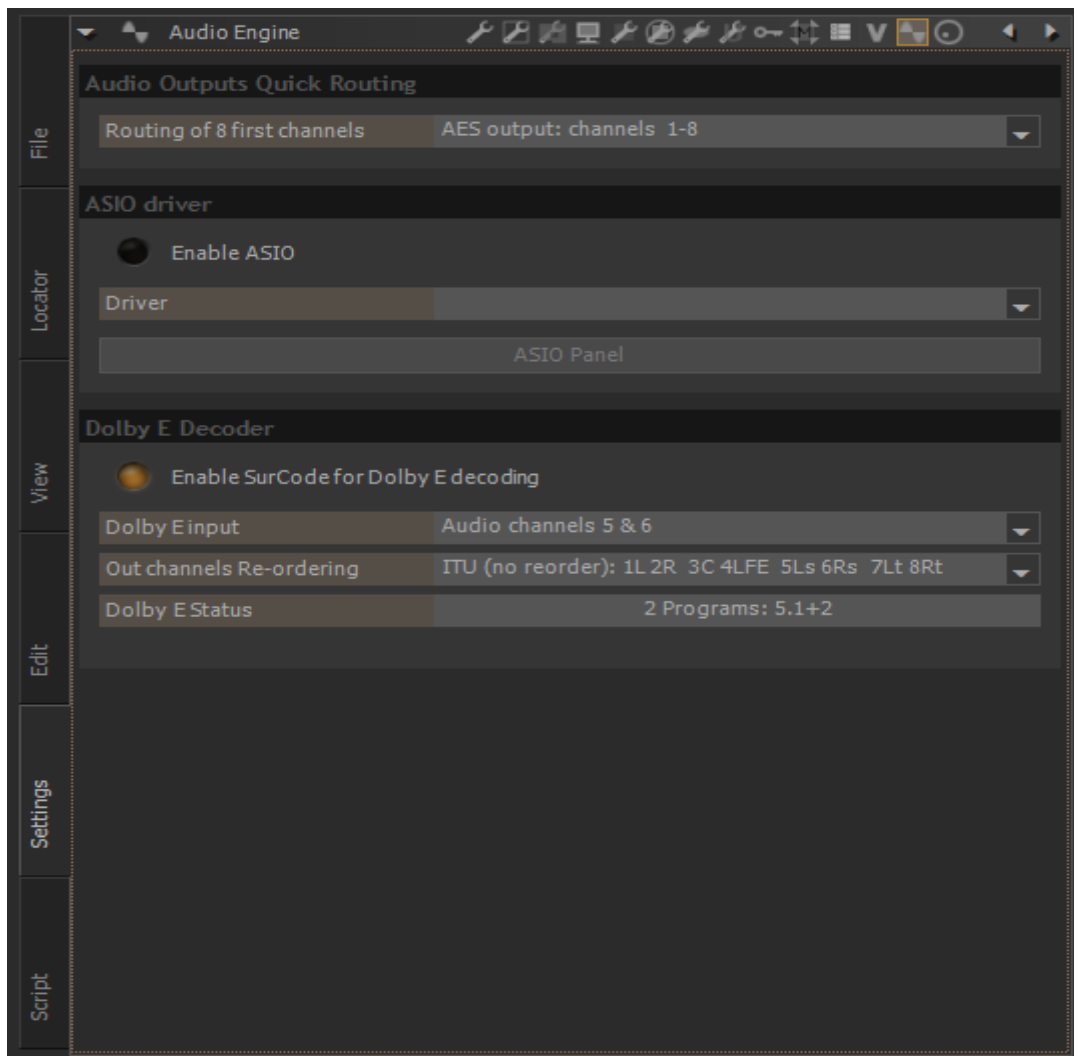
BUGS FIXED Vcube v3.0 SP1 Release *(Some Fixes could be missing from the list below)*

- Fixed. MXF MPEG2-HD frame length and reset decoder issues
- MT4025: Fixed. VCube - Embedded audio clips get pasted to video layers
- MT4055: Fixed. VCube: LHi incorrectly needs AJA 2K key to operate
- MT3058: Fixed. VCube: Linear resizing may create false colors.

VCUBE 3.0 Release Notes

NEW FEATURES

- VCube Dolby E decoding and playback support
 - Optional "SurCode Dolby E Decoder" key needed
 - new Dolby E decoder function is now present directly from the audio tracks of VCube v3.0. The "plug-in" is directly part of VCube and requires no classical DAW style plug-in allocation. The user must simply place the 48k 24bit stereo pair clip containing the encoded Dolby E streams in to the VCube time line, and then selects the tracks from a drop-down menu to be decoded. A routing scheme is also included so that the 8 discrete decoded audio channels may be sent to the AJA outputs or a Mykerinos.
- Audio Engine Settings
 - Enable the Dolby E decoder under the Audio Engine Settings, under which you can select:
 - The input Audio Channels pair
 - The 8-channel output ordering.
 - Output routing can be accessed from the "Audio Output Quick Routing" dropdown

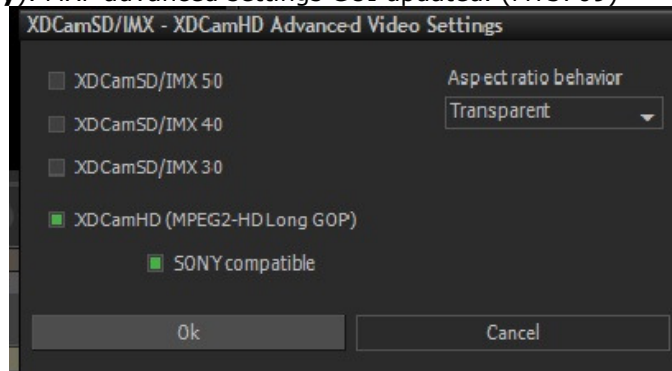


The new "Audio Engine" menu in the "Settings" tab

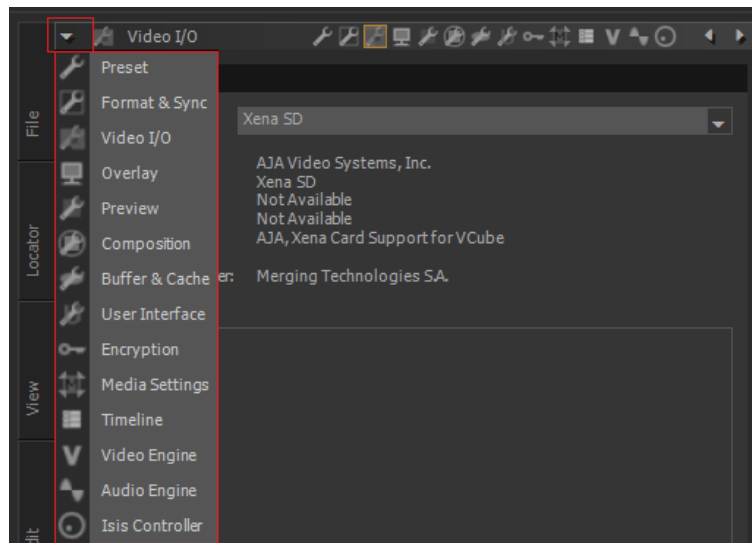
- **Sony protocol support over IP** (MT3652)
 - Pyramix and VCube can now be synchronized through LAN
 - VCube transparent to configuration
 - No special Settings needed (no Port Name field)
 - Available in Controller mode only
 - See Pyramix Release Notes for all details

IMPROVEMENTS

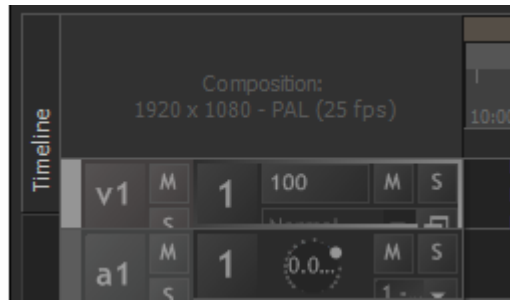
- User Interface
 - XDCAM-HD Added an option for Sony XDCAM compatibility (**Specific for Sony XDCam transfer only**). MXF advanced settings GUI updated. (MT3709)



- Unified 'export' shortcuts using the E key (Ctrl + E for Render, Shift + E for Wrap...)
- From the previous version, we have reworked the settings layout. Unfortunately, we have realized that some people are struggling with the settings icons, since they didn't know the drop-down button with text labels, as they are shown below:



- Another small GUI improvement we have done in this version is to show the resolution of the composition (and not only the frame rate) in the timeline header:



- MXF
 - MXF Support Improvements (more robust to exotic files, e.g. missing Footer partition)
 - MXF Faster parsing
 - Render improvements
 - MXF: improved compatibility with hardware servers (Grass Valley K2, Omneon,)

- Search Media Improvements (MT3610)
 - Searching for Missing Media indicates missing media name
 - Modified 'Missing Media' message box when loading a composition to indicate a sample of missing files in path



BUGS FIXED Vcube v3.0 Release *(Some Fixes could be missing from the list below)*

- MT3709: Fixed. VCube: MXF: XDCam-HD files not yet compatible with Sony hardware
- MT3115: Fixed. VCube: MXF-MPEG2: green line at bottom of recorded/rendered image
- MT3232: Fixed. VCube Render: Cancel rendering Export > Render (MXF – MPEG2HD) will freeze Vcube
- MT3975: Fixed. VCube: Dolby E play outside of clips keeps old audio
- MT3970: Fixed. Various Wrap issues
- MT3933: Fixed. VCube: .mpeg original TC not correctly retrieved
- MT3807: Fixed. VCube memory leak Play Vari-speed through 9 pin controller
- MT3264: Fixed. VCube Render menu Enter launches render instead of exiting
- MT3622: Fixed. VCube .mpg original time code not working at capture

BUGS FIXED Vcube v3.0 RC3 *(Some Fixes could be missing from the list below)*

- MT3889: Fixed. VCube: Render to .MOV / DNxHD creates incompatible files. Render of QuickTime files with DNxHD codec is now compatible with what QuickTime player expects.
- Fixed. VCube can have un-expected error at start up

BUGS FIXED Vcube v3.0 RC1 *(Some Fixes could be missing from the list below)*

- MT3564: Fixed. VCube: VCube: Original Time Stamp issue with Pro Res file from EVS

BUGS FIXED Vcube v3.0 Beta2 *(Some Fixes could be missing from the list below)*

- MT3769: Fixed. VCube: VCube: MXF: non-media streams wrongly handled
- MT3622: Fixed. VCube: .mpg original time code not working at capture
- MT3678: Fixed. VCube: MXF Wrap instabilities
- MT3722: Fixed. VCube: Embedded sound captured with Myk AES (Dual) is corrupted

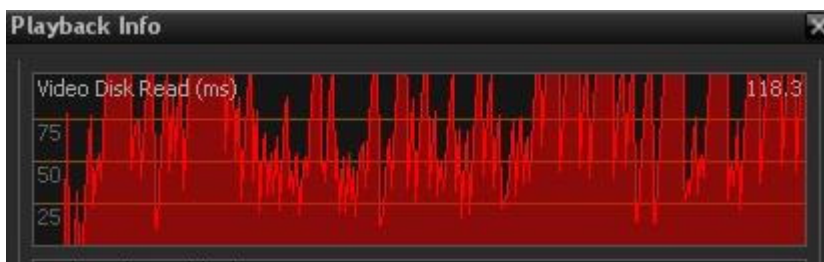
BUGS FIXED Vcube 3.0 Beta1 *(Some Fixes could be missing from the list below)*

- MT3558: Fixed. VCube hang if changing the Clip Destination In TimeCode from the clip properties
- MT3622: Fixed. VCube .mpg original time code not working at capture
- MT3613: Fixed. VCube: Clarify shortcut mapping (e.g CTRL + R)
- MT3071: VCube: AJA-OEM-LHi. support

KNOWN ISSUES

- MT USB Sync Board with AJA not locking in CrossLock mode (e.g. 9pin Remote 24fps + composition 25fps). Issue MT3561.
Workaround: Merging recommends the use of a Mykerinos & AJA in order to work in CrossLock synchronization
- Remote: The first time 9 pin remote and/or machine control is used, you have to confirm that you use e,g. COM3 in the 9pin settings.
- **MXF-DNxHD Render:**
The First Render of a session using MXF-DNxHD will be corrupted (XDCAM message and Advanced settings are inactive). The following Renders will be fine.
- **Playback of QuickTime files with H.264 Encoding might cause playback stall.** Issue MT3723. Typical behavior is your movie playing for some seconds, then stops and then play again.

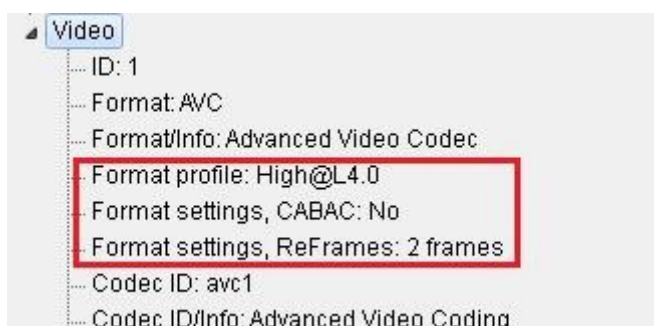
Playback Info window in Vcube will show that the read time is much too long to achieve correct playback.



H.264 can heavily compress the files, also meaning that the decompression process will require heavy processing.

A very useful tool to check the setting of the file is MediaInfo, that you can download here : <http://mediainfo.sourceforge.net/en>

- Workaround:
Here are the recommended H.264 settings (at encoder side) for a proper playback with VCube :
- Profile: Main or High
- Level: 3.0 for SD, 4.0 for HD, or less than 4.1
- CABAC: off
- Reference frames: 2 or less



Note: If you still have troubles at some locations in the video (scene change or a lot of move), please try increasing your playback buffer size around 15 frames



- On certain installation the "dict.xml" and "types.xml" files are misplaced that might result in a "Failed to load Dictionary Files" warning.

Workaround:

1. Close Vcube
 2. Verify whether the xml files "dict.xml" and "types.xml" are present in C:\Program Files\Merging Technologies\VCube\Plugins\XChange
 3. If they are present copy them and paste them in the VCube root directory: "C:\Program Files\Merging Technologies\VCube"
 4. Relaunch Vcube and warning should no longer be present.
- AJA LHi or 2K GUI: "Audio Source" selection under construction