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# VCube Release Notes



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



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## **VCUBE 6 Release Notes**

VCube v6.1 is supported on Windows 7-64bit.

*Note: This version v6 is not supported on Windows 7 -32bit nor on Windows 8.1 - 64bit*

*User that need a video solution under Windows 8.1 can install Pyramix v10 which includes Timeline Video support*

### **New to VCube 6.2**

- Bug Fixes

### **Bug Fixed VCube 6.2 RC2:**

- MT6244 Fixed. MXF Active Format Descriptor errors in Baton reports

### **Bug Fixed VCube 6.2 RC1:**

- GAIA-1384: Fixed. VCube BMD card Memory leak
- GAIA-1373: Fixed. VCube has wrong color when making fade
- GAIA-1181: Fixed. Preview double click on preview window does not set it to full screen
- GAIA-1177: Fixed. Preview engine settings not working
- Fixed. Reverting to non-OpenGL preview

### **Bug Fixed VCube 6.2 Beta1:**

- GAIA-1304: Preview. Wrap video fail with MTFF



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## **New to VCube 6.1**

- MXF - SMPTE 377-1-2009 Compliant
- MXF Compliance with technical guidelines:
  - ARD\_ZDF\_HDF01a
  - ARD\_ZDF\_HDF01b
  - ARD\_ZDF\_HDF02a
  - ARD\_ZDF\_HDF02b
- VCube mismatch different MXF files
- Fixed poor performance with single PNG files
- 4K Prores playback performance improvement

## **Bug Fixed VCube 6.1.4 HotFix:**

- Version in sync with Pyramix v10.1.4 HotFix

## **Bug Fixed VCube 6.1.3 HotFix:**

- GAIA-792: Fixed. Improved MXF performance

## **Bug Fixed VCube 6.1:**

- GAIA-1113: Fixed. VCube playback can randomly hang
- GAIA-1106: Fixed. VCube stop working without crashing after a long playback with plugin enabled
- GAIA-994: Fixed. MXF ARD ZDF Baton Compliant
- GAIA-884: Fixed. VCube & PMX can mismatch and confuse MXF files
- GAIA-956: Fixed. Playing single PNG file with transparency cause video-drops.
- GAIA-335: Fixed. NTSC Timecode Computation Broken
- Improvements: 4K Prores playback performance improvement



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## VCUBE 6.0 Release Notes

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### NEW FEATURE:

- Black Magic delay compensation for video projector  
*Warning: Playback Buffer Size should be at least 12 frames for fluid playback*
- Improved audio routing when recording or rendering (MT6289)
  - User can freely select the number of channels
  - Up to 32 channels can be processed.

### IMPROVEMENTS:

- Overall Faster render performance (MT4708)
- Greatly improved PRORES render performance  
*Note: Consumes a lot of CPU if no more than 4 cores*
- Import FCP XML into current project supported (Applies to Final Cut Pro v7)
- Support for .mp4 files render & wrap.
  - In mp4/mov files
  - The mp4 Audio format in render and wrap is AAC – 16bit
  - Render video is ~~limited to~~ H264 and will requires the new "H264 Encoder" Key (Option VSO-H264-ENC on Merging Price list)
- 4K playback and render support. 4k render available with H264 encoder (recommended system configuration will shortly be announced)
- MXF ARD ZDF Compliant at 1080i
- New added profile choices to Render

### Product Change

- Wrap Audio Processing: Junger, Dolby and FinalCheck are no longer supported as of VCube v6.0
- Mykerinos no longer supported
- 32bit OS no longer supported
- Media Convert Tool is no longer supported (***please use render instead***)
- HASP dongle is no longer supported under 64bit OS, a SafeNet dongle is required. Contact your local dealer
- MXFix no longer supported
- Video resize Quality "Super" has been removed from options





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## **Bug Fixed VCube 6.0.7 HotFix:**

- GAIA-863: Fixed. VCube Blackmagic 2k DCI no playback : 2k DCI video mode was not present in parameter mapping
- GAIA-822: Fixed. VCube AVI MJPG record compression message
- GAIA-882: Fixed. MJPEG not available for mov in render\record menu

## **Bug Fixed VCube 6.0.6:**

- SUP-10: Fixed. MXF XDCAMHD NTSC audio click
  - GAIA-495: Fixed. MXF file with 436M datas can't be decoded
  - GAIA-462: Fixed. VCube not always displayed in Windows taskbar
  - GAIA-403: Fixed. VCube record MOV - DVCPRO HD not working
  - GAIA-405: Fixed. VCube can't record in MPG containers
  - GAIA-384: Fixed. CLONE - ADR Countdown type can make VCube crash
  - GAIA-408: Fixed. VCube: MP4 files with MP4V codec cannot be wrapped
  - GAIA-415: Fixed. VCube: Added new MOV H264 and MP4 profiles
  - GAIA-416: Fixed. VCube some Countdown and Wipes types not working
  - GAIA-426: Fixed. Mpeg Codec settings should only be available for .mpg format
  - GAIA-407: Fixed. VCube MP4 Render Video settings do not always set properly
  - GAIA-406: Fixed. VCube Wrap MOV DVCPROHD 720 not working
  - GAIA-409: Fixed. VCube Import Still images not working with H264 and MP4 (*not available in the import format*)
  - GAIA-402: Fixed. Record in MP4 format makes VCube crash
- Betas-----
- GAIA-409: Fixed. VCube Import Still images not working with H264 and MP4
  - GAIA-374: Fixed. VCube: Wrap audio file makes Vcube crash
  - GAIA-356: Fixed. VCube: Transparency Layer bug
  - GAIA-351: Fixed. VCube: Import Still images Cancel not working during parsing
  - GAIA-349: Fixed. VCube: Sync Status window display scrambled
  - GAIA-343: Fixed. VCube: resize Quality "Super" has been removed from options
  - GAIA-334: Fixed. VCube: Fix MPEG\MP4 Audio decoding
  - GAIA-346: Fixed. VCube: Render DV50 in mov is not correctly read by Quicktime
  - GAIA-353: Fixed. Cannot read OP-Atom AVCIntra
  - GAIA-315: Fixed. VCube Crash with some Chinese characters .mpg files.
  - GAIA-280: Fixed. VCube: Quick SD/HD Settings to affect Framerate and Aspect Ratio only
  - MT6525: Fixed. missing SMPTE TC metadata in exported IMX, AVCINTRA media produced by render
  - MT6417: Fixed. VCube: remove VT option under " User interface > System "
  - MT6370: Fixed. VCube: unused clips consumes a lot of memory (esp mov)
  - MT6367: Fixed. VCube: Unsupported audio sample rates crash the application (in case of not supported sampling rates Audio will not be loaded in VCube)
  - MT6053: Fixed. MOV - VCube doesn't support more than 8 audio interleaved channels
  - MT6417: Fixed. VCube: remove VT option
  - MT6355: Fixed. .cube files from all version can now be correctly read and rendered.
  - MT6356: Fixed. VCube may crash on corrupted video data. Now produces light blue frames.
  - MT6351: Fixed. XDCAM HD RENDER video quality
  - MT6304: Fixed. VCube: Image sequences with spaces in file name not correctly imported
  - MT6078: Fixed. VCube media file browser is slow on network - mapped drives
  - MT6301: Fixed. Video Card delay compensation not working for BMD card
  - MT6326: Fixed. VCube MXF: incorrect resolution in wrapped IMX D10
  - MT6357: Fixed. Unknown Crash importing mp4
  - MT6347: Fixed. PMX Mixdown Place in VCube removes VCube video track
  - MT6382: Fixed. allow\fix H264 Wrap (only) in mov
  - MT6204: Fixed. VCube: Image sequences with spaces in file name not correctly imported
  - MT5894: Fixed. Import FCP-7 XML into current project

## Known Issues:

- Blackmagic design Video Cards Support Configuration:

As of VCube 5.1, Merging now supports Blackmagic design Video Cards thru the DeckLink SDK. This covers DeckLink, UltraStudio and Intensity product lines. **TBD : Only Decklink Studio 4K has been validated so far. If no more validation is done, it's the only board that will be supported.**

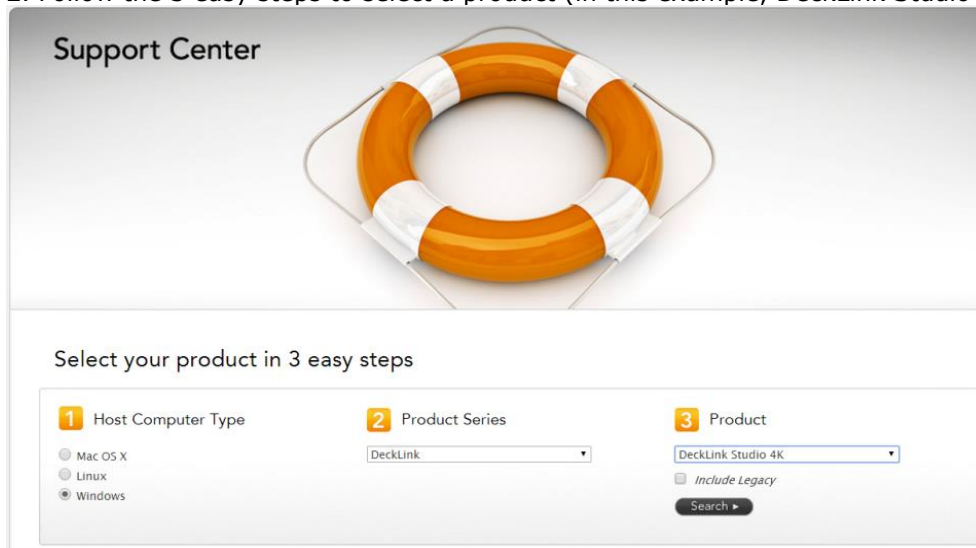
Blackmagic design installer recommended versions are 10.3.7, 10.4, 10.5 or 10.6  
(Known issue is that the Settings panel must be opened under Windows)

**Limitations: (Limitation does not apply to V6)**

Most Blackmagic design cards support 4K video format. This hardware will work properly, but not with video size bigger than 1080x1920.

**Installation/Setup:**

1. Go to <http://www.blackmagicdesign.com/support>
2. Follow the 3 easy steps to select a product (in this example, DeckLink Studio 4K on Windows)




The screenshot shows the 'Support Center' page with a lifebuoy icon. Below the icon, it says 'Select your product in 3 easy steps'. The first step is 'Host Computer Type' with radio buttons for Mac OS X, Linux, and Windows (selected). The second step is 'Product Series' with a dropdown menu showing 'DeckLink'. The third step is 'Product' with a dropdown menu showing 'DeckLink Studio 4K', an 'Include Legacy' checkbox, and a 'Search' button.

3. Download the Desktop Video package.



## Support Center

DeckLink Studio 4K  
for Windows





Change your product >

### Downloads

-  Desktop Video Manual  
06 June 2014  
Size: 13.36 MB  
[Download](#)
-  Desktop Video 10.1.1 for Windows  
Date Added: 06 June 2014  
Size: 121.9 MB  
[Download](#) [Readme](#) > [Archived drivers](#) >

### Online Resources

-  DeckLink FAQs  
Some of the most frequently asked questions.  
[View](#)
-  Support Notes  
Search our library for DeckLink support notes.  
[View](#)

#### 4. Register and Download your Software:

**Note:** you don't have to register to download the Desktop Video package. Just press **"Download now"** to get the package download started.

### Register and Download your Software

Product Information	Owner Information
<p>Product model: DeckLink Studio 4K</p> <p>Host Computer Type: <input type="checkbox"/> Windows XP <input type="checkbox"/> Windows Vista <input type="checkbox"/> Windows 7</p> <p>Serial: <input type="text"/> <a href="#">Find serial number &gt;</a></p> <p>How do you use this product? <input type="text"/></p> <p>What features should we urgently add? <input type="text"/></p>	<p>First Name: <input type="text"/></p> <p>Last Name: <input type="text"/></p> <p>Company: <input type="text"/></p> <p>Email: <input type="text"/></p> <p>Phone Number: <input type="text"/></p> <p>Country: <input type="text"/></p> <p>City: <input type="text"/></p> <p>State: <input type="text"/></p>

[Register & Download](#) OR [Download Now](#)

5. Once downloaded, un-zip the package.

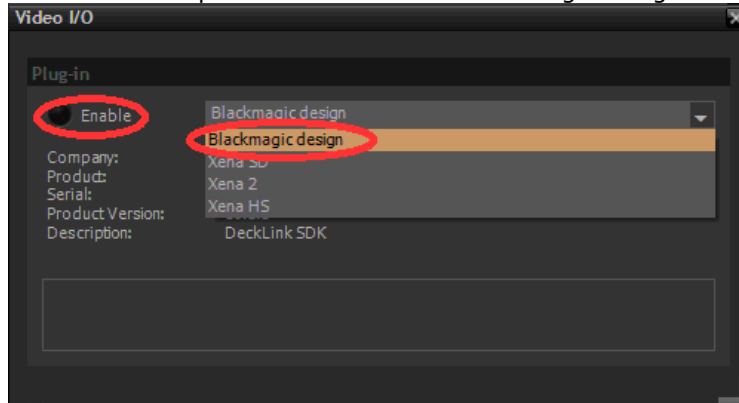
6. Run the DesktopVideo\_x.x.x.msi installer and follow the specific instructions.

7. Restart your system once the installation is completed.

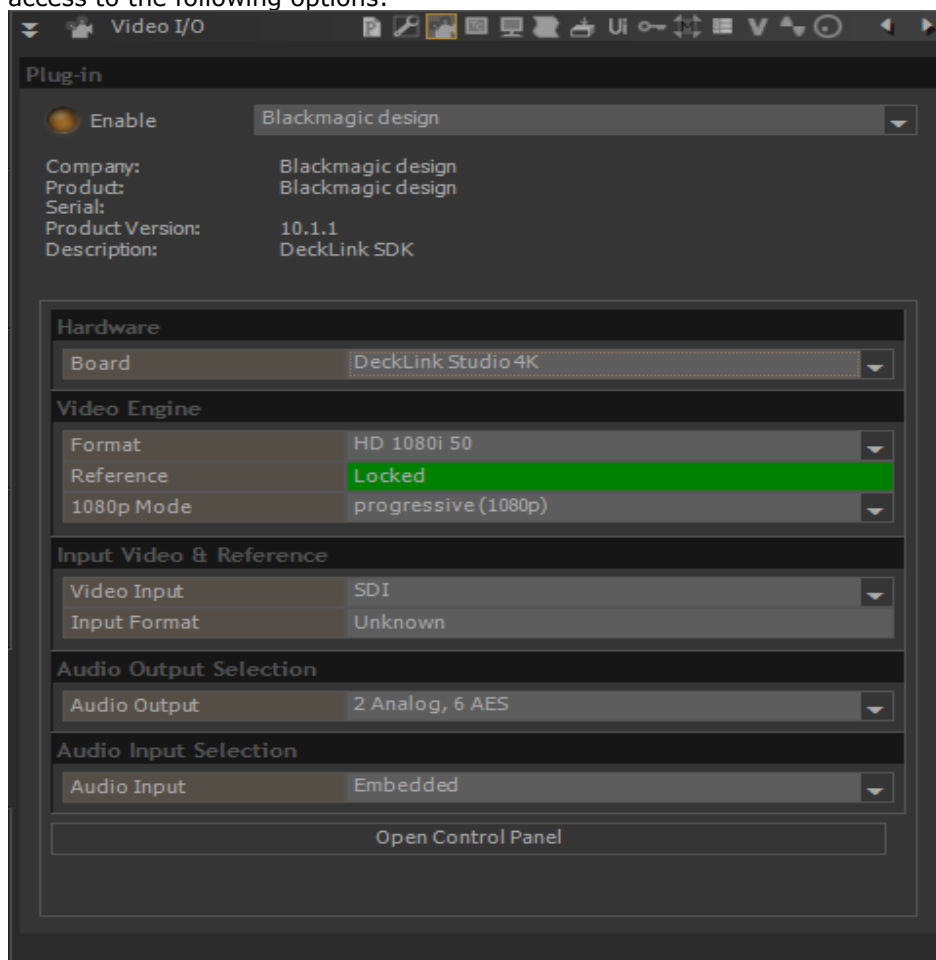
## Behavior description

### **Enable Blackmagic design video I/O in VCube.**

1. Start VCube.
2. Prompt the Video I/O setting tab (SHIFT-ALT-P).
3. From the drop down menu select "Blackmagic design" and enable the card



The Video I/O Plug-in tab gets populated. Depending on options and card properties, you'll get access to the following options:







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## Hardware

If several Blackmagic design cards are installed, you can select the one you control from the Board dropdown.

## Video Engine

Format: Choose video format / resolution. HD formats will require the proper keys.

Reference: Indicator of the video reference. Note: Some cards might not support this

1080p mode: Segmented frame mode; Progressive or segmented (for VTR supporting Interleave).

*Note: We recommend users to use the VCube quick SD (ALT+F5) and quick HD settings (ALT+F6) in order to automatically configure the format and 1080p mode.*

## Input Video & Reference

Video Input: Only valid for some Blackmagic cards supporting input. Note that this option is only available for VCube SE users. Allows users to select video input source (connector); Choices can vary from; SDI, HDMI, Component, Composite, S-Video

Input Format: Only available on some Blackmagic cards. Indicates the input video format. Only active when in record Mode.

## Audio Output Selection

Audio Output: Choice can vary with different Blackmagic cards. Users must select their audio output source. Available possible physical output choices (example: DeckLink-Studio); 4 analog, 2AES or 2 Audio, 6AES

## Audio Input Selection

Audio Input: Choice can vary with different Blackmagic cards. Users must select their audio input source. Available possible physical input choices (example: DeckLink-Studio); Embedded, AES/EBU, Analog.

## Open Control Panel:

Will open the Blackmagic Design control panel



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## OTHER KNOWN ISSUES

-> AJA LHi or 2K GUI: "Audio Source" selection under construction

-> Installer: upgrades can at time end up with a repair process or rolling back to the previously installed version. In such case Merging recommends that you un-install the current VCube version prior to installing VCube v5.0, instead of doing an upgrade.

-> VCube Runtime C++ Error when playing video file  
Merging recommends that all VCube 5.0 configurations have at least 2GB of Ram (memory).

-> 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.

-> MT4478: Audio track numbers ignored by Dolby E decoder  
Dolby E decoder will only work on the first Audio track group (a1). (**dolby not in V6**)  
*Workaround: Make sure the Audio Files are all in the same Audio Track Group. Add Audio Layers if you need more audio tracks (Ctrl + Shift + N)*

-> MT4463: Dolby E does not decode in 720p timeline (**dolby not in V6**)  
Due to FPS (x2) Dolby E signal cannot be decoded

-> MT3468: VCube: Composition with too many MXF (MPEG-2 HD) clips may crash VCube due to memory load  
*Workaround: We recommend not to use more than 10 MXF containing MPEG2-HD/XDCAM-HD files simultaneously to avoid such a problem*

-> MT3266: VCube high memory consumption when searching media

-> MT3530: VCube playback may flicker at very high speed (>60 fps)

-> MT3533: VCube could crash if Audio Meters are detached at UI launch  
Workaround: Make sure Audio Meters are attached at launch

-> MT3561: MT USB Sync Board with AJA not locking in CrossLock mode (e.g. 9pin Remote 24fps + composition 25fps )  
*Workarounds: Merging recommends the use of a Mykerinos & AJA in order to work in CrossLock Synchronization*