1.0.7

1.0.7.41

- Add support for 8 bit DPX files

1.0.7.40

- Display OpenColorIO settings dialog on .ocio import
- Add "Apply Default OCIO Configuration" to lookup table menu

1.0.7.39

- Support .ocio config files as lookup tables, using Import... and
  --lookup_table=my_config.ocio or
  --lookup_table=my_config.ocio,color_space,display,view

1.0.7.38

- When a layer is rescanned for new frames and automatic preload is enabled, preload the modified frames

1.0.7.37

- Fix handling of grayscale JPEG

1.0.7.36

- Increase AIVF playback performance

1.0.7.35

- Support more .3dl variations

1.0.7.34

- Fix support for alternate license servers

1.0.7.33

- Add support for packed 12 bit DPX files

1.0.7.32

- Add both DWAA and DWAB compression; change default quality to 90
- Add write support for AIVF

1.0.7.31

- Update LUTs to work consistently in log space regardless of input format
- Add support for LUT_1D_INPUT_RANGE, LUT_3D_INPUT_RANGE

1.0.7.30

- Fix crash with Next/Previous Image when caching was disabled

1.0.7.29

- Add support for bottom-up DPX files.

1.0.7.28

- Add Disable Caching Globally instead of Disable Caching by Default
- Add Side by Side (Full), (Half) in Source > Target View

1.0.7.27

- Enable saving .mov with alpha
- Recognize .vri as a VRIMG extension
- Add option for parallel (multithreaded) sequence preload

1.0.7.26

- Add support for field expressions on the command line
- Add support for --name+=value, --name-=value

1.0.7.25

- Update OpenEXR to 2.2.0.
- Add default filename to Save Frame As dialog

1.0.7.24

- Add Copy Frame as Image
- Add a second frame/timecode indicator
- Add default filename to Save Layer As dialog

1.0.7.23

- Add --print_commands, which prints all commands
- Improve interactive performance when caching is disabled

1.0.7.22

- Add read support for .aivf files
- Track metadata viewer state separately in full screen
- Change default audio sample rate from 44100 to 48000
- Declare DPI awareness to avoid scaling

1.0.7.21

- Load audio in background

1.0.7.20

- Fix "Set Checkerboard as Default"
- Write 444 .jpeg files instead of 420

1.0.7.19

- Add "layer_scan_for_new_versions" command

1.0.7.18

- Use EXR part names

1.0.7.17

- Add support for multipart EXR files

1.0.7.16

- Fix crash when "Frame from File Name" was selected on the info bar and the time slider was outside the selected layer

1.0.7.15

- Add metadata viewer (hotkey M)
- Change the flip hotkey to F
- Read metadata from R3D files
- Read metadata from EXR files
- Read metadata from DPX files
- Fix --global:selection

1.0.7.14

- Fix text layer center/right alignment

1.0.7.13

- Add support for .MX .MY .MZ layers in EXR files

1.0.7.12

- Add //-style comment support in pdpcmd files
- Fix "invalid option" errors on --attach, --attach_nf
- Automatically enable console output under Windows

1.0.7.11

- Enable "Duplicate" in menu on multiple selection

1.0.7.10

- Add --stdout=, --stderr=, --print= options
- Print diagnostic messages to stderr
- Add support for %{scope:field}, --scope:field=value
- Add --print_field=field, --print_fields=scope (scope can be global, env, var, selected, or a layer set)
- Add support for id(5) in a layer set

1.0.7.9

- Add support for secondary timecode
- Read timecode fron DNG files
- Read timecode from MOV files
- Write timecode to MOV files
- Write timecode when saving mask

1.0.7.8

- Improve DNG import performance and dynamic range
- Add support for WAVE_FORMAT_EXTENSIBLE PCM .wav files

1.0.7.7

- Set initial directory of LUT import
- Add Undo Reset, ctrl+double-click to edit fields
- Add --temperature=K
- Fix temperature not being exported, copied and pasted
- Read DNG images as floating point
- Improve DNG import performance
- Add support for non-ASCII DNG file names

1.0.7.6

- Add --export_composition_as=filename

1.0.7.5

- Portability and performance improvements

1.0.7.4

- Add support for RGBA .vrimg channels (generated by V-Ray 3.0)

1.0.7.3

- Add temperature color control.

1.0.7.2

- Update .nk export to handle per-channel color settings
- Load .vrimg images as floating point
- Load IEEE float TIFF images as floating point

1.0.7.1

- Add per-channel exposure, brightness, contrast, hue, saturation.