

AJA Adobe Plug-ins

Release Notes - Windows v10.6.1

Requirements and Recommendations

- Operating System Required: Windows 7 or Windows 8.1 (64-bit). Windows 8.1 is recommended.
- QuickTime™ 7.6 or higher must be installed
- KONA, Io, T-TAP driver required: v10.6 or later
- Premiere CC/CC 2014, After Effects CC /CC 2014, Photoshop CC/CC 2014, Prelude CC /CC 2014, Encore CC /CC 2014 or Speed Grade CC /CC 2014 are required. Installation of future updates for Adobe applications is highly recommended.
- An Adobe-approved Mercury GPU is highly recommended.

Improvements

- Adds support for Premiere Pro CC 2014.1 (8.1)
- Fixes several audio issues in output from Premiere Pro
- Fixed issue with Io 4K in Speed Grade
- Improved ability of AJA Transmit plug-in to work in After Effects CC 2014

Important Note

This will be the final release of AJA Adobe Plug-ins to support the KONA 3 card.

Known Issues and Limitations

- Audio output from AJA device can be compromised when sequence framerates do not match hardware framerates.
 - This can occur when working in 720p formats other than 720p-50, 59.94, 60.
 - To work around this limitation, go to Premiere Pro Playback preferences, and set the AJA video device to 'Match Control Panel'. Then set up a cross-conversion to output 1080 format. For example, if using a 720p-23.98 project, set the AJA Control Panel to cross-convert to 1080PsF-23.98, which is a valid SDI output.
- Millisecond delay controls will not function for video device in Premiere Pro Playback Preferences.
- Only DPX captures will work correctly when capturing 4K on Windows

- 'System Sleep' should not be used with KONA and Io devices. Sleep modes should be disabled in the operating system settings.
- Timecode is not stored in crash captured clips when the timecode source is RS-422. If this is required, use embedded timecode instead of RS-422 timecode.
- Variable frame rates (VFR) with pull down added are not adjusted for timecode.
- 'Crash Capture' and 'Print to Video' will work on Varicam frame rates over HD-SDI, but 'Insert Edit', 'In/Out. Capture', and 'Batch Capture' will not.
- When insert editing on Panasonic decks, destructive edits may occur too early on the tape. In order to avoid this, be sure that menu item 202 "ID SEL" is set to "OTHER".
- Preroll shorter than 3 seconds is not recommended for use with any deck, for capture or layback.
- Premiere Pro defaults to 'Display First Field' in its monitor wing menus. If interlacing issues appear on the output of AJA hardware, try changing this setting to 'Display Both Fields'.
- When changing from a DF tape to an NDF tape on the same deck, with the Premiere Pro capture window open, the NDF/DF status may not be picked up correctly. If this happens, the timecode values seen in the Premiere Pro capture window may be incorrect.
 - This Issue will NOT affect users unless they are changing between DF and NDF tapes on the same deck, in the same Premiere Pro Capture session.
 - To Avoid This: Always give the new tape a new name in the 'Tape Name' dialog that appears when changing tapes and be sure to let the new tape spool up all the way before clicking the 'OK' button on the dialog.
 - To Fix This: Close the Premiere Pro capture window and reopen it.
- When capturing from or exporting to a Panasonic D5 deck, The timecode source setting in the AJA Premiere Pro Device Control plug-in must be LTC+VITC.

Relevant Products

The following products are covered by this update:

KONA 4

KONA LHi

Io Express

KONA 3G

KONA LHe Plus

Io XT

KONA 3

Io 4K

T-TAP™

Technical Support

AJA Technical Support is free and available to help you answer questions or resolve issues with any of your AJA products.

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Version History

10.5.2 - Release Date: August 21, 2014

Improvements

- New Hardware buffering setting in the Transmit plug-in. To change the setting in Premiere Pro, go to Edit>Preferences>Playback>Video Device>AJA Device>Setup>Buffer Mode
 - Standard – This mode uses an 8 frame buffer and is recommended for use when mastering tapes. This is the default mode.
 - Minimum – This mode uses a 3 frame buffer. Using this mode will increase the likelihood of dropped frames on the output when system resources are not keeping up, but can improve the stop/start and JKL performance on the timeline while editing.
 - Maximum – This mode uses a 14 frame buffer and should be used any time occasional frame drops are occurring and limited system resources are the suspected culprit. For example, with an underpowered, older Mac Mini, or a system without a Mercury Approved GPU, this setting may help mitigate minor frame drops.
- Fixed issue where After Effects plug-in was using incorrect channels for output
- Enhanced audio handling performance
- Improved JKL performance in Premiere Pro (See also Hardware Buffering change above)
- Fixed issue with After Effects plug-in when displaying 16 bpc projects
- Fixed issue with Premiere Pro capture plug-in where double-byte characters in the filename will cause an error.
- Fixed issue in Premiere Pro Transmit plug-in that caused illegal black levels when VANC was turned on in the AJA Control Panel.
- Fixed issue where JKL around the last frame of a timeline could intermittently cause Premiere Pro to crash.
- Fixed an issue where A/V sync might be out by 1-2 frames at start of playback in Premiere Pro

10.5.1 - Release Date: April 19, 2014

Improvements

- Changed the Adobe Plug-In Installer to install plug-ins to new plug-in directories in Adobe CC June 2014

10.5 - Release Date: January 28, 2014

New Features

- Added support for Io 4K

Improvements

- Fixes issue with After Effects Alpha Channel support

10.4.8 - Release Date: October 24, 2013

New Features

- Added support for OSX v10.9 (Mavericks)

Improvements

- Fixed issue where horizontal and vertical resolution of AJA device output were offset incorrectly.

10.4.5 - Release Date: June 17, 2013

New Features

- Supports Adobe Premiere Pro CC, After Effects CC, Photoshop CC, and Speed Grade CC
- Adds Apple ProRes capture to Premiere Pro CC (in OS X 10.8 only)
- Adds new Photoshop capture plug-in
- Adds 4K and QuadHD capture support when using KONA 3G driver version 10.4.5 in 4K mode
- Adds 4K and QuadHD support at 29.97 and 30 fps when using KONA 3G driver version 10.4.5 in 4K mode
- Adds VoiceOver support in Premiere Pro. See PDF manual for setup instructions.
- Adds 16-channel Audio Capture from Premiere Pro when using AJA hardware which supports 16-channel audio such as KONA 3, KONA 3G, and Io XT.
- Adds 12-channel Audio Export to Tape in Premiere Pro when using AJA hardware which supports 16-channel audio such as KONA 3, KONA 3G, and Io XT. (In Premiere Pro CC only)
- 'Match Control Panel' mode to AJA Transmit plug-in.
- Adds new 'Disable' checkbox to After Effects plug-in. This allows the user to shut off the AJA hardware without uninstalling the plug-in.

Improvements

- Fixes issue where capture of 720p in Premiere Pro can drop frames.
- Fixes issue where capture using DVCProHD or CineForm capture setting in Premiere Pro actually creates uncompressed files.
- Fixes issue where After Effects may crash when selecting 720p or 2K modes using AJA Control Panel.

- Improves Performance of RAM Preview from After Effects when output from AJA devices.
- Fixes 'Print to Video' in Export to tape Dialog in Premiere Pro.
- Fixes 1080p50/59.94/60 capture in Premiere Pro with KONA LHi.
- Fixes audio clicking when using DNxHD capture in Premiere Pro.
- Fixes audio only insert editing during Export to Tape in Premiere Pro.
- Adds the 'Compressor Info' metadata field to files captured in Premiere Pro.
- Fixes the 'Match Sequence' feature of the AJA Transmit Plug-In to more accurately detect 720p sequences and program the AJA hardware accordingly.
- Fixes issue where SDI Embedded Timecode from Premiere Pro was always non-drop frame.
- Fixes issue Export to Tape in Premiere Pro could not be cancelled by the user.
- Fixes issue capturing files in Premiere Pro with Unicode characters in the filename.
- Fixes uncompressed capture issues using Io Express in Premiere Pro.
- Fixes issue where video in Premiere Pro capture window goes blank after first video capture.
- Fixes intermittent A/V sync issues when repeatedly stopping/starting playback on the Premiere Pro timeline.
- Fixes batch capture problems when using the CineForm codec in Premiere Pro.
- Fixes batch capture problem where one clip in the batch will drop frames and fail to capture.

10.4.1 - Release Date: October 9, 2012

New Features

- Adds DNX HD 145 capture to the AJA Capture plug-in in Premiere Pro. Files are captured in QuickTime .mov wrapper.
- Adds T-TAP support to Adobe CS6 applications on Mac.
- Adds Auto Detection of attached deck resolution, frame rate, and Drop Frame (DF) or Non Drop Frame (NDF) status. This auto detection feature is now the default setting in the AJA Device Control Dialog. Users will no longer need to set these settings before capturing or Exporting to Tape. If the Auto detection must be overridden for some reason, the user may still manually set the AJA Device Control plug-in to a specific frame rate and DF/NDF status.
- Note: When changing from a DF tape to an NDF tape on the same deck, with the Premiere Pro capture window open, the NDF/DF status may not be picked up correctly. If this happens, the timecode values seen in the Premiere Pro capture window may be incorrect.

- This Issue will NOT affect users unless they are changing between DF and NDF tapes on the same deck, in the same Premiere Pro Capture session.
- To Avoid This: Always give the new tape a new name in the 'Tape Name' dialog that appears when changing tapes and be sure to let the new tape spool up all the way before clicking the 'OK' button on the dialog.
- To Fix This: Close the Premiere Pro capture window and reopen it.
- Photoshop and After Effects plug-ins have now changed. Rather than setting resolution, framerate, and framebuffer colorspace in the plug-in dialog, the plug-in will now simply use the user specified settings in the AJA Control Panel.
- Capture of Audio Only and Video Only files now works in Premiere Pro.
- SDI Output of Closed Captioning from Premiere Pro CS 6.0.2 is now supported. Please see Adobe Premiere Pro documentation for information on using the Closed Captioning features of Premiere. For best CC performance, use 8-bit YUV setting in the Transmit settings of the AJA card.
- Supports Adobe Premiere Pro 6.0.2
- Dramatically increases speed of RAM preview from After Effects CS6 when using Io Express from around 6fps to RT in 8-bit YUV output mode and very near RT in 10-bit YUV mode when working in a 1080i29.97 comp. 10-bit YUV mode should be real-time in 1080 comps with lower framerates.

Improvements

- Fixes issue with SD DV 16x9 sequences and clips being output from the AJA hardware incorrectly letterboxed from Premiere Pro.
- Mapping of audio output is now working in the Premiere Pro Audio Mapping preferences.
- Use of the 'Match Sequence' mode in the AJA Transmit plug-in will now honor the AJA Control Panel P/PsF format settings. For example, the default 'Progressive Format' mode of the AJA control panel is 'use PsF formats'. When a user starts a progressive sequence in Premiere Pro, the AJA Transmit plug-in will match the resolution and framerate of the sequence, and will output progressive segmented frames over the SDI output. If a user instead selects 'use P formats' in the AJA Control Panel, the Premiere Pro output will be true progressive rather than progressive segmented frame.
- Added user message in the Premiere Pro Export to Tape dialog to indicate when no deck is online.
- Fixes issue with audio being lost.
- Fixes issue with Video + Key (V+K) output functionality in After Effects and Photoshop CS6 when using KONA 3, KONA 3G, and Io XT.
- Fixes issue where After Effects CS6 crashes on shut down when using AJA After Effects plug-in.

- Fixes issue where true 24fps (as opposed to 23.98) captures having incorrect timecode in them.
- Fixes issue with inability to capture RGB formats using Io XT in Premiere Pro.
- Fixes issue up-converting while capturing from analog inputs on KONA LHi in Premiere Pro.
- Fixes issue where batch captured clips will be intermittently off by 1 frame.
- Fixes issue capturing 8-bit RGBA QuickTime files in Premiere Pro.
- Fixes issue with last frame of QuickTime files captured during down-conversion using AJA hardware in Premiere Pro.
- Fixes issue where After Effects CS6 has bad output from KONA cards when YUV preview modes are selected for KONA.
- Fixes issue with audio output to AJA hardware being lost when using JKL keys in Premiere Pro.
- Fixes issue with Export to Tape cancellation causing failure in subsequent Export to Tape attempts in Premiere Pro.
- Fixes issue with In-to-Out captures and batch captures in Premiere Pro when capturing from a Ki Pro.
- Fixes issue where capture resolution must match sequence/timeline resolution in Premiere Pro. The AJA Capture plug-in for Premiere Pro will now lock to any resolution of video regardless of the resolution of the project sequences.
- Fixes issue where changing the timebase in the AJA Device Control dialog causes capture failure.
- Fixes issues where Export to Tape using most Panasonic decks will fail intermittently.
- Fixes issues where Export to Tape using more than two audio tracks only arms tracks one and two on the deck, causing only two tracks to be laid down on the tape.
- Fixes issue where clicking on the timeline while playing footage in the Source Monitor, in Premiere Pro 6.0.2 or 6.0.3 causes a crash.
- Fixes issue where dragging the CTI in the timeline while the timeline is already playing can cause loss of audio.
- Fixes issue with desktop preview failure in Premiere Pro capture window when capturing with Io XT.
- Fixes issue with After Effects and Photoshop output having incorrect colors.
- Changed Default Device control Preroll to 3 seconds.
- Fixes issue where leaving AJA Photoshop Export dialog open causes 100% usage of one processor core.