Aurora Fuse™ ReadMe

Revision 2.0.2 — August 10, 2001

This ReadMe file is provide to give late breaking news about the operation of your Aurora Fuse™ card, any known issues and work a rounds, and a revision history of the drivers.

Operational Addendum:

1) Although a movie made using the Fuse™ system may contain clips of varying sizes, i.e. 640 x 480, 320 x 240, we recommend that all clips be of the same size for the best overall performance when making a movie.

2) When making a movie in Adobe™ Premiere™ on a system that contains the Fuse™ hardware, always select the Aurora Design MJPEG A codec over the Apple MJPEG A codec in order to take advantage of the hardware acceleration of the Fuse™ system when making a movie. If the movie is made on a system without the Fuse™ hardware present, then select the Apple MJPEG A codec. The movie created by the Apple codec will be fully compatible with the Fuse™ system for playback or further editing.

Known Issues:

None

Revision History:

Version 2.0.2:
August 10, 2001

1) Improved playback peformance when used with high bandwidth applications like ProTools™. (Note: due to the way these programs allocate CPU bandwidth, there may still be a slight amount of jerking in the playback)

2) Improved compatibility with MJPEG-A files created by other cards.

Version 2.0.1:
January 29, 2001

1) Improved color space convertor for improved color accuracy.

Version 2.0:
October 2, 2000

1) Changed memory allocation scheme for better compatibility with newer systems.

2) Fixed incompatibility with Sorenson Broadcaster™.

3) Corrected issue in FinalCut Pro™ so unrendered frames can be viewed using the F15 key. (see the FinalCut Pro™ manual for more information)

Version 1.8.4:
January 20, 2000

1) Improved performance in *Computer Only* mode on G4 systems..

Version 1.8.3:
October 5, 1999

1) Corrected problem that some boards would come up at the wrong frequency.

2) Modified for compatibility with OS9.

Version 1.8.2:
July 28, 1999

1) Corrected problem when cropping images in some applications that could cause a freeze.

2) Impoved performance when playing back from timeline.

Version 1.8.1:
April 12, 1999

1) Corrected problem induced in version 1.8 that could cause a lockup on certain systems.

2) Provide better handling of small images.

Version 1.8:
March 27, 1999

1) Corrected problem which forced NTSC playback mode after every capture. Playback mode now correctly gets updated to the capture mode.

2) Improved smoothness of playback in the Computer Only mode.

3) Now display single fields only on the computer monitor when the movie is scaled to less than half the height to provide a better image.

Version 1.7:
February 4, 1999

1) Added *Slow Motion Field Control* option to Aurora Fuse™ PlaybackStrip. See explanation of option above.

2) Corrected incompatibility with Virtual Memory. The Fuse™ system now works correctly when Virtual Memory is enable, although Aurora Design still recommends that Virtual Memory be disabled for best performance.

3) Corrected issue that could cause the Fuse™ not to be recognized at boot.

4) Adjusted *Sharpness* control's range.

Version 1.6:
January 1, 1999

1) Updated software to be compatible with the New World Software of all future Macintosh's.

2) Corrected issue that could cause long movies to stutter.

3) Improved accuracy of color space conversion calculations during rendering.

Version 1.5:
November 4, 1998

1) Corrected issue with *Print to Video* in Premiere.

2) Improved image quality at extremely high data rates.

3) Now compatible with VideoScope.

4) Added support for dual drivers.

Version 1.4:
October 7, 1998

1) Corrected issue which could cause a forced *Computer Only* mode.

Version 1.3:
September 6, 1998

1) Added support for *Default Video Screen* to Fuse™ PlaybackStrip for better user feedback.

2) Correct problem that could cause movie render times under Adobe™ Premiere™ to be too long.

3) Improved recovery behavior on older systems when playing back a movie at a rate higher than the system can support.

4) Improved startup behavior during capture. The time to the first frame grabbed was substantially reduced.

5) Improved audio/video synchronization of capture when using different audio rates.

6) Corrected problem when transcoding in Premiere 5.0.

7) Greatly improved playback performance on 603e machines.

8) Doubled decompression speed when scrubbing in Video Only mode.

Version 1.2:
July 12, 1998

1) Eliminated possibility of stutter or skip when looping or Printing to Video in Adobe™ Premiere™.

2) Eliminated flicker on external monitor when setting markers, or looping in Print to Video in Adobe™ Premiere™.

3) Corrected playback behavior when "Optimized Stills" are inserted into a movie under Adobe™ Premiere™. This was also noticeable when playing back movies with extremely low frame rates. (i.e. <5 fps)

4) Corrected a problem which could cause thumbnails to look distorted when the Apple MJPEG A codec was selected.

5) Corrected problem when making a movie with the Data Rate limit set to more than 8MB/s.

6) Improved playback behavior when movie's data rate exceeds systems capability.

Version 1.1:
May 26, 1998

1) Corrected problem which could cause systems with over 256MB of physical RAM to crash when playing back a movie.

2) Added support for monitors set to less than thousands (16 bit) color depth.

3) Improved playback performance.

4) Added option dialog to the compressor to be able to override the auto-determination of the number of fields in the output. You can now manually select one or two fields in the output.

Version 1.0:
April 15, 1998

Initial Release to production.