

# Tin Man

## Release Notes

Tin Man  
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### Version 24.7.1 – July 11, 2024

- Added** – 10-bit monitor playback support for Windows and macOS
- Fixed** – misc bug fixes

### Version 24.6.3 – June 26, 2024

- Added** – Support for Blackmagic RAW BRAW files
- Added** – Support for Leica L-Log
- Added** – Support for the colorspace SGamut3.Cine/S-Log3 and SGamut3/S-Log3 for Blackmagic RAW
- Added** – CDL for Blackmagic RAW
- Added** – Pro/Post CDL 3D LUT for Blackmagic RAW
- Added** – Official ARRI, Sony, and Panasonic 3D LUT's for Blackmagic RAW
- Added** – Speed up for exporting Blackmagic RAW to multiple formats including ProRes, H264 and H265
- Added** – Ability to change the color level of Blackmagic RAW files using GPU
- Fixed** – misc bug fixes

### Version 24.6.2 – June 12, 2024

- Added** – Updated ProRes RAW SDK
- Added** – Support for Fujifilm F-Log2
- Added** – Support for the colorspace ACES2065-1, ACEScg, ACEScc, and ACEScct for ProRes RAW MOV files
- Added** – Contrast Pivot when adjusting contrast for Sony RAW and ProRes RAW files
- Fixed** – misc bug fixes

### Version 24.6.1 – June 6, 2024

- Added** – Support for ProRes RAW CDL and Pre-CDL/Post-CDL Custom 3D LUTs
- Added** – Speed up for exporting ProRes RAW to multiple formats including ProRes, H264 and H265

- Added** – Support for official Sony and Panasonic 3D LUTs for ProRes RAW MOV files
- Added** – Ability to change the color level of ProRes RAW files using GPU
- Fixed** – misc bug fixes

### **Version 24.5.2 – May 28, 2024**

- Added** – Speed up for exporting Sony RAW to multiple formats including ProRes, H264 and H265
- Added** – Speed up for exporting ARRI RAW to ProRes
- Added** – Ability to change the orientation of Sony RAW files using GPU
- Added** – Ability to change the color level of Sony RAW files using GPU
- Added** – Ability to change the color level of ARRI RAW files using GPU
- Updated** – ARRI SDK to 8.2
- Fixed** – misc bug fixes

### **Version 24.5.1 – May 17, 2024**

- Added** – Support for official Sony 3D LUTs for Sony RAW MXF files
- Added** – Read/Write MOV metadata for color spaces for Panasonic V-Gamut/V-Log, Canon Cinema Gamut/Canon Log2/Log3, Nikon N-Log, and DJI D-Gamut/D-Log
- Added** – ProRes ARRI LogC3/LogC4 MXF/MOV files with incorrectly labeled color spaces from other applications can be reinterpreted correctly in Tin Man to use the ARRI SDK workflow in Tin Man
- Fixed** – misc bug fixes

### **Version 24.4.4 – April 30, 2024**

- Added** – Support for GPU exporting Sony RAW as 16-bit YUV 444 Full Range for Apple ProRes 4444/4444XQ encoding
- Fixed** – ProRes RAW decoding fixed for Apple M1
- Fixed** – misc bug fixes

### **Version 24.4.3 – April 25, 2024**

- Added** – Support for Sony RAW Pre-CDL/Post-CDL Embedded LUTs and Custom LUTs
- Added** – Support to export Apple Pro Res 4444/4444 XQ from either YUV 4444 or RGB 4444 sources
- Added** – Ability to switch decoding Apple Pro Res 4444/4444 XQ to either YUV 4444 or RGB 4444
- Changed** – Export Window can now be docked into the main application window
- Changed** – Displaying ‘Video Level’ video as ‘Full Level’ was made into a global option – previously it was a per file option
- Fixed** – importing Audio Only MXF files would lead to an application crash (bug was introduced previous release)
- Fixed** – misc bug fixes

### **Version 24.4.2 – April 4, 2024**

- Added** – Support for Sony Burano
- Added** – Support for Sony RAW Embedded ASC CDL
- Added** – Support for adjusting Brightness/Contrast in Sony RAW
- Fixed** – misc bug fixes

#### **Version 24.4.1 – April 1, 2024**

- Added** – Support for additional Sony RAW color conversions to 709, 2020, 2020/HLG, 2020/PQ, ACES and more
- Fixed** – misc bug fixes

#### **Version 24.2.1 – February 28, 2024**

- Added** – Support for embedded 3DLUT's, custom 3DLUT's, and CDL's for ARRI created ProRes LogC3/LogC4 MOV/MXF files
- Added** – Support for ARRI Custom Color Management for ARRI RAW LogC4 files and ARRI created ProRes LogC4 files
- Added** – Support for importing .alf4c files for ARRI RAW LogC4 files and ARRI created ProRes LogC4 files
- Added** – Global 3DLUT and Global Color Conversion options when importing ARRI RAW files and ARRI created ProRes LogC3/LogC4 files
- Added** – Support for exporting .alf4, .alf4c, .aml, and .cube 3DLUTs for ARRI RAW and ARRI created ProRes LogC3/LogC4 files
- Added** – Support for ATOMOS QuickTime Metadata tags for Gamut/Gamma in ProRes RAW MOV files
- Fixed** – misc bug fixes

#### **Version 24.1.4 – January 17, 2024**

- Changed** – Windows Tabs for Video Image, Video Inspect, and Export are now at the top of the windows
- Fixed** – Issue with QT User Interface crash when macOS Accessibility is enabled ([QTBUG-120469](#))
- Fixed** – misc bug fixes

#### **Version 24.1.1 – January 9, 2024**

- Added** – Support for Canon RAW .RMF and .CRM files
- Fixed** – misc bug fixes

#### **Version 23.12.1 – December 15, 2023**

- Added** – ARRI RAW support for Embedded and Custom 3D LUTs. Custom 3D LUT support includes .cube, .alf4, and .aml

**–Added** – Sony RAW support for Sony Burano Camera

**–Fixed** – misc bug fixes

### **Version 23.11.2 – November 25, 2023**

**–Fixed** – on macOS new RAW Color Space and CDL controls were not present in the User Interface

**–Fixed** – misc bug fixes

### **Version 23.11.1 – November 20, 2023**

**–Added** – Support for CDL for ARRIRAW files. This can be accessed in the Video Image -> Source -> ARRI RAW Properties window

**–Fixed** – Exporting EXR files would convert between Scene Linear Normalized and Scene Linear Reflection for all files – now this conversion is only done for RAW files as defined by ACES

**–Fixed** – misc bug fixes

### **Version 23.10.3 – October 31, 2023**

**–Added** – Support for exporting of EXR 16-bit half/32-bit float RGB(A) single image files with compression types of None, RLE, ZIP, ZIP16, PIZ, PXR24, B44, B44A, DWAA, DWAB

**–Added** – Support in export to adjust Sequence Index Numbering size, start offset and character prefix

**–Fixed** – misc bug fixes

### **Version 23.10.1 – October 19, 2023**

**–Added** – Support for reading/playback of EXR 16-bit half/32-bit float RGB(A) single image files

**–Added** – Support for the colorspace ACES2065-1, ACEScg, ACEScc, and ACEScct

**–Added** – Support for colorspace SGamut3/Linear for Sony RAW Formats

**–Added** – Support for colorspace AWGamut3/Linear and AWGamut4/Linear for ARRIRAW formats

**–Added** – Ability to read Binary Color Temperature metadata in ProRes RAW MOV files

**–Fixed** – misc bug fixes

### **Version 23.9.3 – September 20, 2023**

**–Added** – Hardware decoding/encoding of ProRes and ProRes RAW on supported Apple Silicon computers (requires macOS 12.3 or greater)

**–Fixed** – misc bug fixes

### **Version 23.9.2 – September 14, 2023**

**–Added** – Support for LogC3 to LogC4 conversion with ARRIRAW

**–Added** – Support for ARRIRAW SDK GPU color conversion of ARRIRAW LogC3/LogC4 to 709, 2020, 2020/HLG, 2020/PQ

**–Fixed** – misc bug fixes

### **Version 23.9.1 – September 11, 2023**

**–Added** – Title and Action Safe Areas, and Display Mask

**–Changed** – Gamut Warning and Channel Isolation were made global instead of per file

**–Fixed** – misc bug fixes

### **Version 23.8.4 – August 21, 2023**

**–Added** – Apple Silicon GPU decoding support for the following 10-bit YUV 4:2:2 Progressive compressed formats: Sony XAVC-Intra 2k/QFHD/4k, Sony XAVC-Long GOP, Sony XAVC-S, Sony XAVC-Intra HD 100Mb & 200Mb, Panasonic AVC-Intra 2k/QFHD/4k, Panasonic AVC-Intra HD 100Mb & 200Mb, Panasonic AVC-LongG, Canon XF-AVC Intra 2k/QFHD/4k, Canon XF-AVC-Long GOP, H264 10-bit YUV 4:2:2, H264 10-bit YUV 4:2:0

**–Fixed** – misc bug fixes

### **Version 23.8.3 – August 16, 2023**

**–Added** – ability to rewrap Canon XF-HEVC MXF 10-bit YUV 4:2:2 to HEVC 10-bit YUV 4:2:2 MOV/MP4 files

### **Version 23.8.2 – August 14, 2023**

**–Added** – export HEVC 8-bit YUV 4:2:2 MOV on macOS 12.3 and up (requires Apple Silicone)

**–Fixed** – issue that prevented exporting to H265 8/10-bit YUV 4:2:0

**–Fixed** – removed ability to export H265 10/8-bit YUV 4:2:2 on macOS Intel - this is an Apple Silicon only feature

**–Fixed** – require GPU only encoding for HEVC 10/8-bit YUV 4:2:2 on Apple Silicone

**–Fixed** – issue when rendering SLog2 to another colorspace on export

### **Version 23.8.1 – August 3, 2023**

**--Added** - licensed ProRes RAW support for Windows and macOS

**--Added** - support for HEVC 10-bit YUV422 MOV export on macOS 12.3 and up (GPU encode requires Apple Silicone)

**--Added** - support for HEVC 8-bit YUV422 MOV playback

**--Added** - DJI D-Gamut/D-Log colorspace

**--Added** - Nikon 2020/N-Log colorspace

**--Added** - Blackmagic Design Camera Wide Gamut Gen 5/Film Gen 5 Log colorspace

**--Added** - Canon Cinema Gamut plus Canon Log, Canon Log 2 and Canon Log 3 colorspace

**--Fixed** - misc. bug fixes

--**Deprecated** – macOS 15 should still will work with Tin Man but is no longer supported and has been deprecated – recommended macOS version is 13 (Ventura)- min macOS version is 11 (Big Sur)

### **Version 23.7.2 – July 26, 2023**

- Added – Monitor Look and LUT (Pro version required)
- Updated – ARRI SDK
- Updated – OpenGL 4.5 required for Windows
- Fixed – macOS Export failure if failed library link
- Fixed – macOS when exporting h265 - last frame sometimes did not export properly

### **Version 23.5.3 – May 18, 2023**

- Added - ARRIRAW HDE playback support
- Fixed - Windows installer now adds a shortcut to the desktop and the Start Application Folder
- Fixed - reading ARRI Dynamic Metadata during playback did not close MXF file handle

### **Version 23.5.2 – May 14, 2023**

- Fixed installer error on macOS
- Fixed - Windows Only - during playback if using ARRI LogC3 as a video look then video would be washed out
- Fixed - Audio Export Channel Mapping - if export audio number of channels was greater than source channels then export audio mapping would revert to the lesser number of source channels

### **Version 23.5.1 – May 4, 2023**

- Added in Pro version - export with AAF for MXF-OP Atom
- Added in Pro version - export with FCPXML for MOV, MP4, MXF OP1a, MXF OP-Atom
- Removed platform/toolkit labeling in MXF OP-Atom export
- Updated display/sample width for XAVC Intra 50 in MXF OP-Atom (was 1920 now 1440)
- Fixed issue where extra silent audio was padded to exports for MOV, MP4 and MXF OP-Atom
- Fixed sampled width tag in MXF OP1a and MXF OP-Atom for AVC-Intra 50 (was 1920 now 1440)
- Fixed issue with green line on right side when encoding from source AVC-Intra 50 to destination AVC-Intra 50