

What's new in CycoreFX HD 1.7

Improvements and bug fixes since version 1.6.5

General:

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|--|---|
| <ul style="list-style-type: none">• After Effects CS5 64-bit native | <ul style="list-style-type: none">• 32 bpc (float support)<ul style="list-style-type: none">BubblesBurn FilmDrizzleFlo MotionGlue GunGriddlerGrid WipeKaleidaLensLight BurstLight RaysMr. MercuryParticle Systems IIRadial BlurRepeTileRipple PulseScale WipeSmearSphere |
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Plug-in specific:

- **Particle World:**
 - Completely reworked User Interface. All Options are now easily accessible in the Effect Control Window.

Version 1.6.5. Improvements and bug fixes since version 1.6.1.2

General:

- | | |
|---|---|
| <ul style="list-style-type: none">• 2 new filters<ul style="list-style-type: none">RainfallSnowfall | <ul style="list-style-type: none">• 32 bpc (float support)<ul style="list-style-type: none">Cross BlurColor NeutralizerRainfallSnowfallBlock LoadJaws |
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Plug-in specific:

- **Page Turn:**
 - Resizes layer to always fit.
- **Sphere:**
 - Improved seam sampling.

- Time Blend & Time Blend FX:
 - Added options for classic Blend and Composite modes.
- Toner:
 - Added options for duotone and pentone mappings.
- Particle World:
 - Added option to align textured discs to motionpath.
- PowerPin:
 - Added Comp UI controls.
- Radial Blur:
 - Added Rotate Fading option.

Version 1.6.1.2. Improvements and bug fixes since 1.6.1.1

Bug fixes:

- Particle World, crash on MacPro 8-core (Nehalem).

Version 1.6.1.1. Improvements and bug fixes since 1.6.1.

- Installer CS4 compatible.
- New install location.
- New CFX Unlock plug-in.

Version 1.6.1. Improvements and bug fixes since 1.6.

General:

- All plug-ins have been updated with latest After Effects SDK.

Plug-in specific:

- Pixel Polly:
 - Now prevents excessive sort when grid size < 5 (out of slider range).

Bug fixes:

- Slant bug with Comp Height/Width resolution set to different values.
- Pixel Polly cache bug.
- PageTurn bug when “Backpage Only” rendered frontpage if back opacity was zero.

Version 1.6. Improvements and bug fixes since 1.5.

General:

- **7 new filters**

- Cross Blur
- Color Neutralizer
- Kernel
- Threads
- Block Load
- Line Sweep
- Overbrights

- **32 bpc (float support**

- Kernel
- Toner
- Power Pin
- Threads
- Environment
- Threshold
- Threshold RGB
- Line Sweep
- Overbrights

- **AE Lights support**

- Blobbylize
- Drizzle
- Glass
- Glue Gun
- Mr. Mercury
- Plastic

Plug-in specific:

- Environment

- Support for HDR images (32 bpc).
- Support for Vertical Cross images.
- Increased adaptive motionblur limit to 64.

- Sphere

- Resizes layer.
- Improved performance.
- Improved texture sampling.

- PowerPin:

- New Comp Window guide option “center guide”.

- Repetile:

- Five new tile choices, Turn CW, Turn CCW, Slide, Brick and Twist.

- BallAction:

- Improved interpolation of twists.

- Scatterize:

- Now has 4 transfer modes.
- Improved interpolation of twists.
- Improved drawing quality.

- Page Turn:
 - New UI options for turning page.
 - New opacity control for back page.
- Jaws:
 - New transition type, Waves.

Bug fixes:

- Light Rays bug with Comp width/height resolution set to different values.
- Rain bug with Comp width/height resolution set to different values.
- Twister bug with Comp width/height resolution set to different values.
- Twister bug with Secondary layer pixel aspect ratio.
- Plastic, shading of unmasked zero values incorrectly shaded.
- Split2, antialiasing bug.
- Pixel Polly, crash using maximum polygon size