

## GBDeflickerApp – Release Notes

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### Known Issues

1. Occasional "Not enough storage is available to process this command" error. One user has reported this error when processing a large number of TIFF files. This seems to be a Windows 7 resource problem. I'm looking for a repeatable sequence of actions that can produce this error.

### Revision History

#### 2.4.6

- Changed: Now ignores "Apple Double" files. These are Max OSx system files beginning with the string ".\_" . If not ignored there would appear to be twice as many files in a folder and the extra files would be blank.

#### 2.4.4

- Changed: When you drag and drop a folder, it will now switch to the most prevalent file type in the folder and load the corresponding image sequence
- Changed: "Create Preview Video" can now make videos from RAW thumbnails and input images in addition to preview images, so you can very quickly make a simple video from your RAW images.

#### 2.4.3

- Fixed: Keyframes weren't drawn correctly in luminance graph when zoomed.
- Fixed: An error that prevented rendering .CR2 files.

#### 2.4.2

- Added: Will read and process Canon "CR2" raw files.

#### 2.4.1

- Fixed: Now correctly reads ImageLog.xml info for JPG previews of RAW files.

#### 2.4.0

- Added: "Create Preview Video" to make a quick-look video from the preview images.

#### 2.3.0

- Added: Free trial is now 7 days, a watermark appears on the output after the trial has expired.

## 2.2.0

- Added: Added a new deflicker method called Shift. Now there are three methods: Linear, Shift and Gamma
- Added: More controls over what histogram data is displayed

## 2.0.6

- Change: The url displayed in the product license manual activation dialog was incorrect

## 2.0.5

- Change: Added ND filter value to settings display

## 2.0.4

- Fixed: Alignment of the red indicator line was off a bit in the settings graph

## 2.0.3

- Fixed: Overlay info text size is more consistent

## 2.0.2

- Fixed: Occasional 'Out of memory' error while rendering

## 2.0.0

- Initial product release

## 1.0.4

- Fixed: Several random errors while rendering

## 1.0.2

- Fixed: Error stopped rendering sometimes
- Fixed: Rendered images were cropped incorrectly

## 1.0.1

- Fixed: File date/time was set incorrectly, now using LastWriteTime instead of CreationTime

## 1.0.0

- Initial beta release