

Changelog

PIXEL STRETCH



SATORI^{FX}

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Pr

Version	Features / Fixes
1.6.0	<ul style="list-style-type: none">. Addition of seven new Channels options for filtering besides the default Luma: RGBA, Red, Green, Blue, Alpha, Luma (no Alpha), RGB. Addition of Pixel Stretch Intensity parameter to easily modulate the strength of the filter. Fix of intensity layer mapping in edge cases (and possible crashes). Fix of crash for unregistered version with composition height over 4096 pixels (watermark bug). Aescripts framework v4.0.7 - improved stability of license checks
1.5.1	<ul style="list-style-type: none">. Fix of native Apple Silicon support for Adobe After Effects (beta). Aescripts framework v4.0.4 - Fixed "invalid format" error for floating licences
1.5.0	<ul style="list-style-type: none">. Universal macOS binary (Apple silicon support). Code signed Windows binary. Multi-frame rendering support. Addition of Curve Smoothness parameter. Addition of Curve Graph. Fix of rare error pop-up ("attempt to call CheckoutLayer on non layer parameter") in After Effects (if the problem still persists, use: Preferences > Media & Disk Cache > Clean Database & Cache and restart AE). SatoriFX branding. Latest v4.0.2 Aescripts framework. Fix of crash while using intensity layer with image shift conjunction. Correct intensity layer mapping
1.1.0	<ul style="list-style-type: none">. Added support for using different layer as an "Intensity Source". Alpha channel support. Numerous minor bug fixes
1.0.0	<ul style="list-style-type: none">. initial release

updated: 20.07.2023



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