



| Version | Features / Fixes |
|---------|---|
| 1.3.1 | <ul style="list-style-type: none">. Fix of crash for unregistered version with composition height over 4096 pixels (watermark bug) |
| 1.3.0 | <ul style="list-style-type: none">. Splits Graph - visual representation of splits configuration. Splits Grouping feature - adds the ability to converge split directions into fewer groups. Curve Phase Split (RGB filtering only) - additional curve phase shift for R/B components. Aescripts framework v4.0.7 - improved stability of license checks |
| 1.1.1 | <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 licenses |
| 1.1.0 | <ul style="list-style-type: none">. Multi-frame rendering support. Addition of Curve Smoothness parameter. Fix of Curve Graph presence in Premiere Pro. Latest v4.0.2 Aescripts framework |
| 1.0.3 | <ul style="list-style-type: none">. Universal macOS binary (Apple silicon support). Code signed Windows binary. Fix of "low-level exception error" for 4K+ videos in Premiere Pro. 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) |
| 1.0.2 | <ul style="list-style-type: none">. Fix of "low-level exception error" in Premiere Pro for RGB channels mode |
| 1.0.1 | <ul style="list-style-type: none">. Compatibility fix with AE CS6 version. Intensity Layer defaults to NONE |
| 1.0.0 | <ul style="list-style-type: none">. initial release |

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