

# Quantel Rio Rio Assist

## V3.1 rev 1 New Feature List

**Note:**

Due to the addition of the new data track used for closed captions this release required a database change and so is a point release - V3.1 rev 1. The first run up will migrate the base, desk and dict folders automatically creating a back-up of the original ones. After this migration the database will not be backwardly compatible with V3.0 rev 1.

If you have any questions please contact Damon Hawkins  
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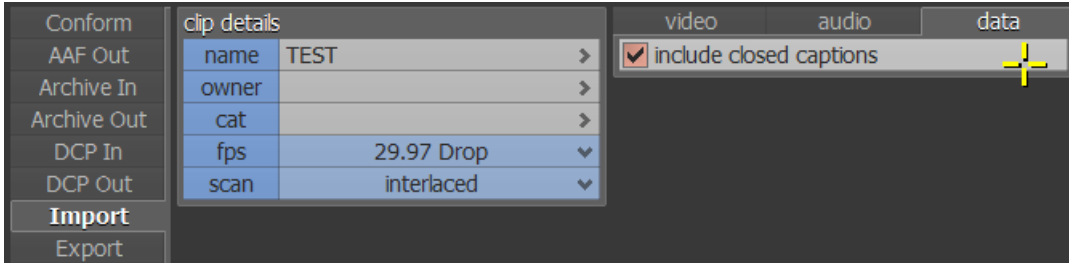
**V3.1 rev 1 – New Features – January 2016**

- Closed Caption support – Phase 1
- Rio Assist - Paint module without Effects
- OFX Floating Point Processing Support
- Neo / Neo Nano - To map CDL controls onto the panel
- Neo, Neo Nano - Assign S-Curve RGB and Pivot features onto the Neo and Nano panel
- Improvement to show video attributes for each segment on timeline
- DVE - To have an extra decimal point in the values for finer control on larger resolutions
- Added support for AVID Opacity and FrameFlex Effects via Conform
- RED Weapon camera support - SDK 6.04

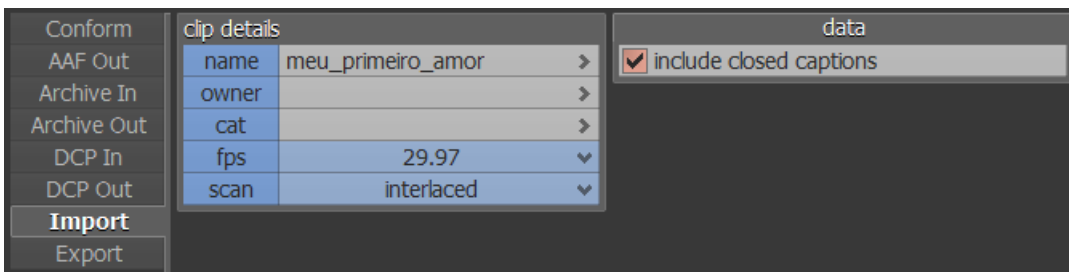
### Closed Caption support – Phase 1

Quantel Rio and Rio Assist now support a Closed Captions workflow.

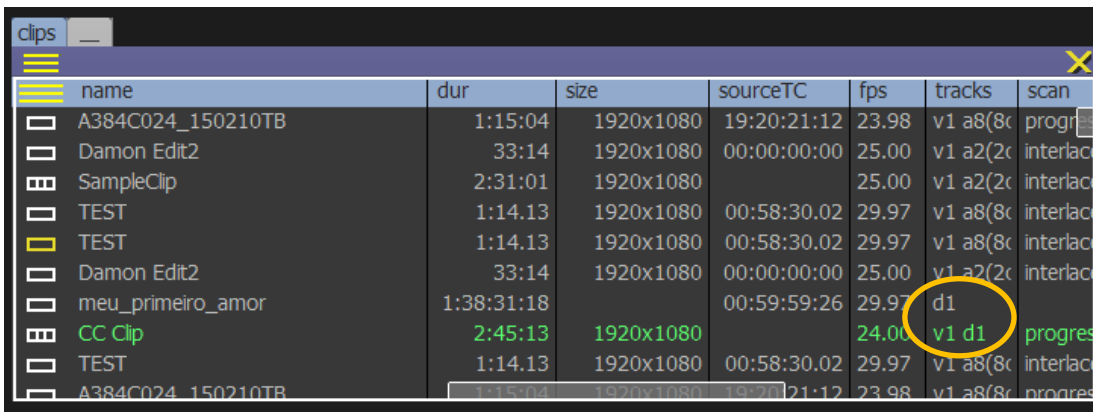
MXF files containing closed captions stored as ancillary data according to SMPTE 436M can now be imported into the system. If Closed Caption data is present then an additional 'data' tab will now appear that offers the choice to bring in the closed captions.



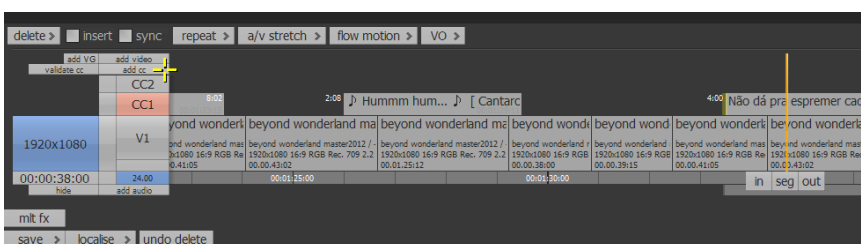
Alternatively a .scc (Scenarist Closed Caption) file can be imported. These will be imported as data only.



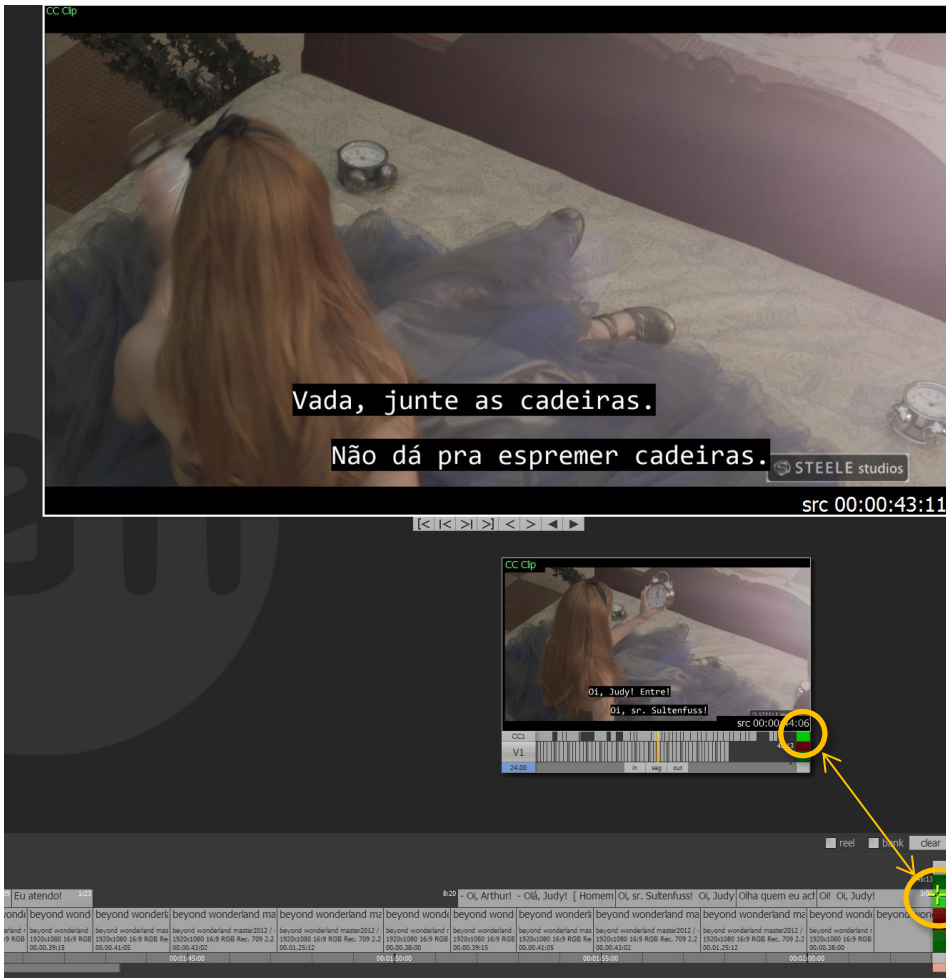
In the library the column that was 'va' is now called 'tracks' and it indicates that a data track is present, shown here as 'd1'.



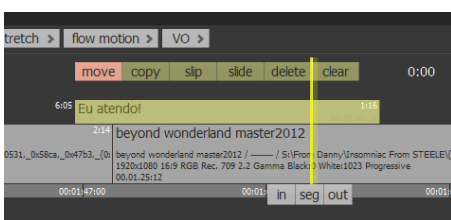
The new CC data track is now a part of the Quantel Rio timeline. Additional closed caption tracks can be added, but only one can be active/decoded at any one time.



The closed captions can be viewed on the UI and on the main output by turning on the CC data track as shown.



The close captions can be moved, copied and trimmed in the same way as any video segments. This means that video editorial can take place with the captions adjusted accordingly.

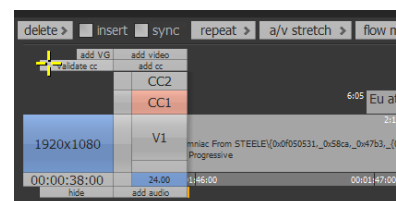


**Note:**

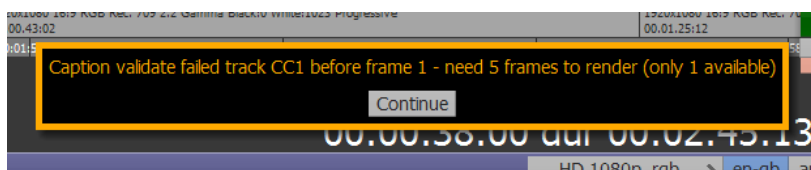
Close Captions cannot be repositioned or edited for things like spelling mistakes and font/background changes. This will be a phase 2 development later in the year.

When closed captions are decoded they require lead times to render and display.

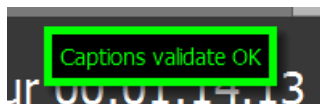
Before any edit that includes closed captions is exported as an MXF file it should be validated to ensure there are no issues. This can be done by tapping on the 'validate cc' button.



If there is an issue then a message is displayed and the appropriate action can be taken.



The validation can then done again to make sure all is ok.



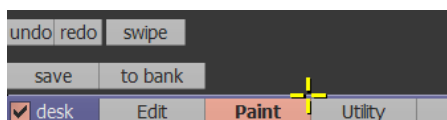
Clips with validated closed caption data can then be exported as an MXF file with the closed captions stored as ancillary data according to SMPTE 436M.

The MXF export support for closed captions is as follows:

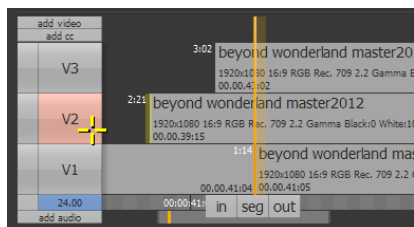
Mode	Caption Track
Default	Yes
XDCAM	Yes
XDCAM (FAM)	No
SStP	Yes
P2	No
XAVC	No
AS-11 DPP	No
VC-3 (DNxHD)	Yes

### Rio Assist - Paint module without Effects

Paint is now available as a separate module on Rio Assist.



Any active track can be taken into Paint for retouch providing it is selected first as shown.



### OFX Floating Point Processing Support

OFX plugins will now support floating point processing allowing a float 16 or float 32-bit clip to be written to disk when OFX plugins are used.

### Neo / Neo Nano - To map CDL controls onto the panel

The CDL menu can now be controlled from the panels. The UI menu ordering has also been changed to match.

Offset Red 0.1234	Offset Green 0.1234	Offset Blue 0.1234	Power Red 0.1234	Power Green 0.1234	Power Blue 0.1234	Slope Red 0.1234	Slope Green 0.1234	Slope Blue 0.1234	Sat 0.1234
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**Offset**  
Ring – R,G,B all locked together  
Ball – R,G,B – Red = North

**Power**  
Ring – R,G,B all locked together  
Ball – R,G,B – Red = North  
(numbers reversed – positive direction = brighter)

**Slope**  
Ring – R,G,B all locked together  
Ball – R,G,B – Red = North

### CDL Mapping

On the Neo Nano this is available as a separate 'CDL' rotary menu.

### Neo / Neo Nano - Mapped S-Curve RGB and Pivot features onto the panels

The individual RGB S-Curve and associated Pivot features have been mapped to the panels.

This is now a secondary menu within the RGB H/L menu.

ByPass	S-Curve Master 2.0	S-Curve Red 1.0	S-Curve Green 1.0	S-Curve Blue 1.0
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RGB H/L S-Curve	Pivot Master 0.5	Pivot Red 0.0	Pivot Green 0.0	Pivot Blue 0.0
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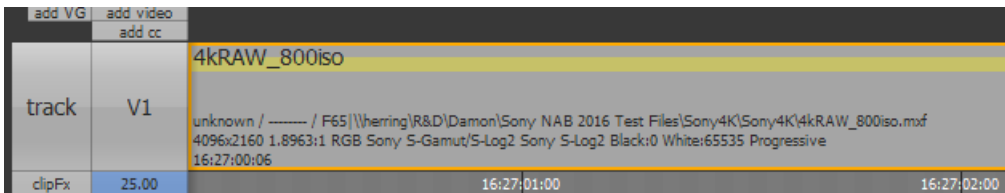
**Notes:**

On the main center function a Control + S-Curve adjusts the master pivot point.

On the Neo Nano these functions are all on their own new menu called S-Curve.

**Improvement to show video attributes for each segment on timeline**

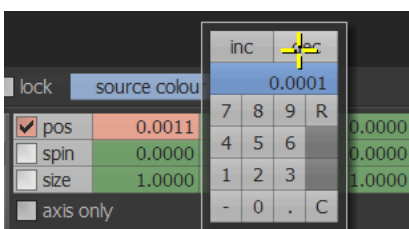
The video attributes, including black/white levels, scan, colorspace and transfer curve, of each segment are now displayed on the timeline.



The ability to change these attributes on the timeline will be in a release later this year.

**DVE - To have an extra decimal point in the values for finer control on larger resolutions**

To enable finer control on larger resolution canvas sizes there is now an extra decimal point in the DVE adjustment parameters.

**Added support for AVID Opacity and FrameFlex Effects via Conform**

AVID makes available 2 Opacity Effects:

- A 3DWarp based version.
- A Superimpose based version.

We have added support for both.

FrameFlex uses both scale and position to enable working with larger canvas sizes in Avid. In this release we will support FrameFlex scaling information coming over from Avid via an AAF and will be supporting position in a patch release in the very near future.

**RED Weapon camera support - SDK 6.04**

Support for 8k RED Weapon files

This R3D SDK has these Rocket & Rocket-X requirements:

- Rocket-X driver 2.1.31.0 and firmware 1.4.1.16 or later
- Rocket driver 2.1.23.0 and firmware 1.1.18.0 or later
- Rocket Breakout Box firmware 1.1.3.0 or later