

Happy Otter Scripts Change Log

9/20/2021

Build:

1.0.3.19 9/20/2021

- New versions of Nvenc64, Qsvenc64, Vceenc64
- New Features and Improvements
 - 10 Bit Frameserving Support (requires use of CuminCoder)
 - Outputs 10bit v210 codec
 - Pause/resume rendering
 - RenderPlus
 - Added ProRes encoding including interlaced renders
 - Added option to use custom Avisynth scripts “as is” in Avisynth Filters dialog
 - 10 bit Frameserving and pause/resume support
 - Import Assist
 - New Trimmer dialog for accurately trimming media files prior to import
 - New Crop/Resize dialog
 - Added support for Avisynth pre-filtering with dialog similar to Render+ including
 - Crop/resize/trim
 - Deinterlacing
 - Frame rate changes/slow motion
 - Fisheye removal
 - Denoising/sharpening
 - V19 Dark theme preset
- Bug Fixes
 - KwikProxy—exception after creation of first proxy—fixed

1.0.3.18 7/7/2021

- New versions of MPC-HC, Nvenc64, Qsvenc64, Vceenc64, utVideo
- New HappyOtter Tool
 - AudioSyncR
 - Waveform matching of audio events and loop regions with reference audio track
 - Optional pre-syncing using timestamp metadata
 - Options for adding synced audio to event as a take or to new track
 - Drift detection and correction by adjusting Vegas playback rate
 - Synced events moved to align with reference track or remain in same position with added audio
 - Trial version for licensed HOS users expires 8/15/2021
- New HappyOtter Script
 - EventDucker
 - Event based ducking of audio Volume envelope and video Composite envelope
 - Selected or all track events can be used to control ducking
 - Silence detection and creation of new audio track with silent sections removed
 - Option to replace or add to existing envelopes in multiple target tracks
- New Features and Improvements
 - RenderPlus
 - Added dts audio encoding
 - Added button to replace render file name with project name
 - ImportAssist
 - Added dts audio import which transcodes to a lossless pcm wave file
 - Added Cineform and ProRes encoding options using FFmpeg
 - ProxyAssist
 - Added support for events with multiple Takes
 - OtterBar, OtterInfoBar
 - Added opacity control for toolbar icons
- Bug Fixes
 - License activation failed if first or last name contained spaces (E.g. Joe Bob)—fixed
 - AudioTrim

- Audio stream selection not being honored for events renders—fixed
- Keeping/removing certain audio event and track Fx not working correctly--fixed

1.0.3.17 5/13/2021

- New versions of DebugMode FrameServer, FFmpeg, MPC-HC, Nvenc64, Qsvenc64, Vceenc64
- New Features and Improvements
 - OtterMenu-now checks for new HOS builds when a script is launched
 - AudioTrim
 - Added option to add a delay (up to ± 10 secs in milliseconds) for rendered audio
 - KwikPreview
 - Added 8 and 10bit MagicYUV direct renders from Vegas for those with MagicYUV license
 - Added support for interlaced encoding to built-in Mpeg2 template
 - Added temp folder quick access button similar to other tools
 - RenderPlus
 - Added support for interlaced encoding when using the Mpeg2 format
 - AviDub
 - Added Avisynth color format conversion options including YUV422 and YUV444
 - MediaRenamer
 - Vegas interface now accessible after tool is launched permitting changes in What to Rename
- Bug Fixes
 - Uninstaller failed to remove BatchRender shortcut from desktop—fixed
 - ProxyAssist-no Vegas template error message on exit when using x264—fixed
 - Render Plus—join option not working for output filepaths containing whitespace—fixed
 - AviDub – use of media file properties for temporary render not working correctly--fixed

1.0.3.16 3/12/2021

- New version of MPC-HC
- New Features and Improvements
 - Batch Rendering
 - Batch rendering jobs may now be created for later execution (e.g. overnight for long renders)
 - Supported tools include RenderPlus and AviDub
 - Project Templates
 - Templates may be created which include all filtering, rendering and file saving settings
 - Supported tools include RenderPlus and AviDub
 - File Naming Setup
 - Custom settings for the names of rendered files
 - Supports Project, Loop Region, Regions, Events, and ByTrack rendering options when available
 - Options for overwriting or renaming when rendered file with same name exists
 - Supported tools include AudioTrim, AviDub, RenderEvents and RenderPlus.
- Bug Fixes
 - Setup failure when a previous Vegas version has been removed--fixed

1.0.3.15 2/21/2021

- New versions of Avisynth+, MPC-HC, Nvenc64, Qsvenc64, Vceenc64
- New Features and Improvements
 - Reduced likelihood of AntiVirus false positives.
 - MediaReplacer—check added to insure that replacement file exists
 - Open Save Folder button added to all “Where To Save” dialogs for quick save folder access.
 - Render+--added “by track” option so that loop, regions, and project may be rendered for selected tracks
 - SmartVideoTrim—new version
 - Improved speed and accuracy of frame matching algorithm using the autotrim option
 - Audio remains in sync using both the keep existing and replace audio options
 - Options for type of footage (camera vs rendered) and matching algorithm (exact vs closest)
- Bug Fixes
 - ImportAssist—regression in 1.0.3.14-- ac3 only import not working—fixed
 - RenderEvents—x264 renders for interlaced projects/media not working—fixed
 - Preview not working in AviDub, RenderEvents, and RenderPlus-- regression in 1.0.3.14—fixed
 - Disappearing Vegas render templates in AviDub, ProxyAssist, RenderEvents, and Render+--fixed
 - AviDub—save and use temp file options for direct renders not displayed correctly—fixed
 - SpeedRamp—incorrect estimated time for new render—fixed

1.0.3.14 1/12/2021

- New version of Nvenc64
- New Tool
 - MediaReplacer
 - Search and replace project media files with same or different file extensions
 - Support for renaming options when searching for replacement files (E.g. added suffix)
- New Features and Improvements
 - ImportAssist
 - Added option to import mjpeg media files within an avi container
 - AC3 (stereo and 5.1) import now transcodes to lossless pcm wave file for Vegas 17 and 18
 - Added vob import with AC3 audio (stereo and 5.1)—copies videostream and transcodes audio to lossless pcm wave file
 - KwikProxy
 - Added option to search subfolders
 - Disabled frame rate selection when Vegas Auto option is used
 - LoudnessToOpacity—added option to add or update just the render loop region
- Bug Fixes
 - RenderPlus—preview in crop/resize dialog not working correctly—fixed
 - MediaRenamer—remove text until end not working correctly—fixed
 - OtterBar, OtterInfoBar, OtterControl—shortcuts not working correctly for non-English users—fixed
 - Toolbars and FrameServer not working for Sony V12—fixed
 - ImportAssist
 - Layout error adding to timeline when importing multiple 5.1 audio streams—fixed
 - Crash for files in which the container's audiostream preceded the videostream—fixed
 - RenderEvents—warning messages not displayed correctly for UHD monitors—fixed
 - AudioTrim—track selection for event renders not being honored--fixed

1.0.3.13 12/1/2020

- New versions of Color Cop, MediaInfo, MediaPlayerClassic, Nvenc64, Qsvenc64, Vceenc64, UtVideo
- New Features and Improvements
 - AviDub
 - 10bit support using Direct Render option with MagicYUV and ProRes intermediates
 - Added IVTC script for converting telecined 29.97 footage to 23.976 progressive
 - Movable render progress dialogs
 - Offline activation now available
 - Reduced likelihood of AntiVirus false positives.
 - Color Cop—recompiled to support UHD monitors
- Bug Fixes
 - Import Assist—crashed when entering new filetag for rewrap--fixed

1.0.3.12 11/17/2020

- New version of Qsvenc64
- New Features
 - KwikProxy—QSV now supports 10bit 422 proxy creation
 - HOS licensing file and others now digitally signed to reduce number of AntiVirus false positives
- Bug Fixes
 - OtterBar, OtterInfoBar
 - Vegas crash if licensing file quarantined by user's AntiVirus software—fixed
 - Render progress properly displayed for KwikProxy and Import Assist for UHD monitors

1.0.3.11 11/09/2020

- New version of Nvenc64, Vceenc64
- New Tool
 - OtterControl—external app enabling power users to launch large number of editing actions
 - Vegas actions include execution of scripts, extensions, keyboard shortcuts
 - External actions include launching external apps and folder navigation
 - Highly customizable UI with choice of button size, text, color and icon
 - Compatible with multi-button mouse and Contour ShuttlePro V2
- New Features

- KwikProxy
 - added batch mode for unattended processing
 - added skip option to bypass processing of proxies that had already been created
 - added option to delete and then recreate proxy files log which enables easy swapping
 - project frame size automatically changed when swapping originals and proxies
- ProxySwitch—automatically changes project resolution for proxies created with KwikProxy
- OtterBar, OtterInfoBar
 - Action repeat button added which runs the last executed action
 - Option to add Vegas keyboard shortcuts as toolbar icons
- OtterBar
 - Maximum of 100 icon buttons with selectable number of buttons per row.
- Bug Fixes
 - ProxySwitch—not working correctly with ProxyAssist after mod to support KwikProxy—fixed
 - ProxyAssist—crash if no saved project and cancel selected in project save dialog—fixed
 - KwikProxy
 - Range selection (full vs limited) not being honored for MPEG-2 and GPU renders—fixed
 - Mpeg-2 proxies pixelated—fixed (default bit rate was set too low)

1.0.3.10 10/9/2020

- Bug Fixes
 - Better exception handling if FrameServer fails to start—all rendering tools
 - RenderPlus—2 pass option for X264 and X265 not working—fixed
 - Crash if tool launched from OtterMenu or Vegas script menu after new install--fixed

1.0.3.9 10/02/20

- New versions of Avisynth, Nvenc64, Qsvenc64, Vceenc64
- New Tool
 - KwikProxy—tool which greatly increases the speed of proxy creation when compared to native Vegas
- New Features
 - All tools—displays long folder names if larger than dropdown list width
 - Added Nvenc lossless as a mode to all rendering tools
- Bug Fixes
 - SpeedRamp—selected event also required track to be selected—track selection no longer required
 - LoadToOpacity—crash if launched in project containing no audio tracks—fixed
 - AudioTrim—wrong tooltip shown when hovering over Where To Save—fixed
 - KwikPreview—crash if MediaPlayerClassic not closed from the last preview--fixed

1.0.3.8 9/6/2020

- Major Bug Fix - Crash when performing GPU check for clean installs—fixed
- New Feature
 - RenderPlus—support for “burning in” subtitles during render from external files in .srt or .ass formats

1.0.3.7 9/2/2020

- New Tool
 - LoudToOpacity-enables user to control track opacity based on loudness of selected audio
- Bug Fixes
 - RenderPlus—5.1 renders not added back correctly to timeline—fixed
 - RenderPlus—stereo audio rendered for 5.1 projects when “simple” templates selected--fixed

1.0.3.6 8/16/2020

- New versions of DebugMode FrameServer, Nvenc64, Qsvenc64, Vceenc64, Exiftool, MediaInfo
- New Tools
 - SpeedRamp—enables user to gradually increase/decrease playback speed while maintaining audio sync
 - OtterBar2—added second taskbar for users requiring additional space for launching scripts
- New Features
 - RenderPlus - direct audio render for VCE renders thus eliminating need for remuxing
- Bug Fixes
 - Folder Browse exception—fixed
 - RenderPlus—incorrect Avisynth crop setting icons loaded after crop—fixed
 - Better exception handling during FrameServer installation

1.0.3.5 8/2/2020

- Support for Vegas 18
- New versions of FFmpeg, Qsvenc64, Nvenc64, DebugMode FrameServer
- New Tool
 - KwikZoom – enables the user to quickly Zoom In and Zoom Out
- New Features
 - AudioTrim – added option to insert project markers into rendered files when supported
- Bug Fixes
 - AviDub—temp audio file not removed upon render completion—fixed
 - OtterInfoBar-changes to background colors not saved--fixed

1.0.3.4 7/11/2020

- New versions of FFmpeg, Nvenc64, Qsvenc64, Vceenc64
- New Features
 - RenderPlus
 - direct audio render for Nvenc and QSV renders thus eliminating the need for remuxing
 - Added aac-adts as an Audio Only render option
 - AviDub—added warning to close editor after editing Avisynth scripts and VirtualDub settings
 - OtterBar and OtterInfoBar
 - Last layout saved and opened next time Vegas is launched
 - Added warning when layout is changed but not saved
- Bug Fixes
 - OtterBar and OtterInfoBar—icons for non-HOS tools would not stick—fixed
 - RenderPlus
 - some audio only render options not working—fixed
 - Crash when attempting to add transport stream renders back to Vegas—fixed
 - Crash with illegal audio formats in MPG container--fixed

1.0.3.3 6/13/2020

- New versions of FFmpeg, Nvenc64, Qsvenc64, Vceenc64
- New Features
 - OtterBar and OtterInfoBar can now be resized similar to other dialogs
 - Greatly improved UHD-high dpi monitor support
 - Common set of save folders—i.e. save folder location from one script will be available to all others
 - Improved folder browse dialogs
- Bug Fixes
 - ImportAssist—select audio stream dialog always shown regardless of checkbox to keep same—fixed
 - ProxyAssist—keep audio for x264 renders always crashed—fixed
 - RenderEvents and AviDub—template selection from main dialog not honored--fixed

1.0.3.2 5/23/2020

- New Features
 - RenderPlus—added option to use media properties for event renders rather than project settings
 - Added 422 and 444 chroma subsampling options for compatible codecs including X264, x265, MagicYUV, UtVideo, and Mpeg-2 (422 only) for all rendering tools (Render+, RenderEvents, ImportAssist, etc.)
 - UHD monitor support
 - ImportAssist-chapter information now shown when FileInfo is selected
 - AviDub—added checkbox to enable RGB32 FrameServer renders thus eliminating the need for conversion inside of Avisynth for certain filters such as defish.
- Bug Fixes
 - ImportAssist—occasional duplicate markers produced during chapter import--fixed
 - NavBar—navigating events would hang if events had transitions or blank spaces between events—fixed
 - Color matrix setting of “None” now truly none with no conversion to YUV—previously defaulted to Rec601

1.0.3.1 5/13/2020

- First release version with options for Free and Paid license
- New versions of Avisynth+, Qsvenc64, Nvenc64, Vceenc64, UtVideo, MediaInfo, Exiftool
- New Features
 - AviDub—improved dialog for Avisynth to FFmpeg render options
 - AudioTrim—auto selection of all, stereo, or mono tracks
 - Common set of color matrix options for AviDub, ProxyAssist, RenderEvents, and RenderPlus.
- Bug Fixes

- AviDub—Auto File tag not working when changing VirtualDub templates—fixed
- Lots of minor bug fixes and updates to tool dialogs

1.0.2.73 4/14/2020

- New version of Qsvenc
- New Features
 - Otter NavBar—enables timeline navigation and track/event selection from within most scripts
 - Preview render option added to AviDub and RenderEvents
 - AviDub—re-designed UI with added favorites options for VirtualDub render templates
 - Option to lighten/darken dialog controls with user input such as drop down boxes and textboxes
- Bug Fixes
 - AudioTrim—soloing an audio track led to gain increase in rendered audio file—fixed
 - FxAssist—crashed Vegas if launched with no project or no tracks--fixed

1.0.2.72 4/1/2020

- New version of VirtualDub2
- New Features
 - RenderPlus
 - Added Preview mode that renders selectable number of frames starting from the position of the timeline cursor
 - Avisynth Filter Settings Dialog
 - Added Fisheye Removal dialog for removing barrel distortion when using ultra wide angle lenses such as those found on a GoPro
 - Improved dialog for selecting slow motion and fast motion effects
 - Added LSFmod filter as a sharpening option
 - Improved selection of custom frame sizes in both Avisynth and Crop Settings dialogs
 - Improved exception handling for errors involving incorrect Avisynth script settings (no longer hangs)
 - Requires installation of latest Microsoft Visual Studio Redistributable Packages (included in Setup)
- Bug Fixes
 - SmartVideoTrim—failure to remove temp render track upon completion—fixed
 - QTGMC crash due to incorrect update of needi3.dll in last build—fixed

1.0.2.71 3/20/2020

- New Versions of VirtualDub2, Nvenc64, QSVenc64, VCEenc64 plus most Avisynth plug-ins including 64bit version of defish
- New Features
 - ImportAssist—crops gif files to make sure frame size is mod2 compatible necessary for x264
 - RenderPlus—added PSNR and SSIM metrics to render stats when available
 - ProxyAssist—added 4:3 frame sizes plus an option for a custom frame size
 - AviDub—added support for both YUV and RGB FFmpeg renders for MagicYUV and UtVideo
 - OtterMenu—added a “traditional” menu for launching HOS tools for those not using OtterBar or OtterInfoBar
 - Significantly faster launch times for most HOS tools
- Bug Fixes
 - DeshakerRedux-mask creation not displayed correctly for 4:3 footage—fixed
 - ImportAssist—import of multiple audio streams not added to timeline correctly--fixed
 - RenderPlus—render folder location not saved correctly after new HOS install--fixed

1.0.2.70 2/29/2020

- New Versions of VirtualDub2, Nvenc64, Qsvenc64, Vceenc64**
- New Features
 - Added 422 x264 rendering support to RenderEvents and AviDub
 - SmartVideoTrim
 - Option added to select bit rate when aac recoding is necessary
 - For PCM audio in MP4 files, option to use older FFmpeg which copies PCM or newer version which demands the audio be recoded to AAC. Newer version used for other file types.
- Bug Fixes
 - ImportAssist-- Newly created x264 templates not being immediately shown—fixed
 - ProxyAssist-- Selected encoder template in EncoderSettings not updated to main dialog—fixed
 - AudioTrim-- Selection of AAC renderer crashed Vegas—fixed
 - RenderEvents--GPU assisted renders not working—fixed

- Preferences—crashed Vegas on some systems when running ToolFileSetup—fixed
- SmartVideoTrim—option to add audio from different source not working correctly—fixed
- ** For AMD Radeon Users: The newest version of VCEEncC64 that supports VCE rendering, cannot be used in Win7. To continue using Win7, you must go to the folder “C:\Program Files\HappyOtterScripts” and delete the file “VCEEncC64.exe”. Then rename “VCEEncC64_Win7.exe” to “VCEEncC64.exe”.

1.0.2.69 2/18/2020

- New Tool
 - ExternalApps—launches external applications including those requiring a media file as an argument such as photo and audio editors. Launch ColorCop and VirtualDub are now included within this tool.
- New Features
 - AudioTrim
 - Now shares the same saved Vegas audio templates as RenderPlus
 - Added after render options to Open Folder, and Play Media
 - FileInfo—added MediaInfo as the default file info tool
 - FrameFixer
 - New frames now saved in a sub-folder of the media file folder
 - Added FrameFixer media bin where new frames are added
 - ImportAssist—added VirtualDub render templates for direct import of Webm files with alpha
 - Preferences—provides for selected launch of either ThemeDesigner or ToolFileSetup
- Bug Fixes
 - ImportAssist
 - Folder import only worked for still images and not video files—fixed
 - RenderPlus
 - Crash when opening EncoderSettings dialog—fixed
 - Long program audio (>4gb) support using wave 64 and fdk-aac now working correctly
 - GPU encoding check results only worked correctly in RenderPlus--now fixed in all tools
 - Lots of minor bug fixes and update to help files

1.0.2.68 2/6/2020

- New versions of FFmpeg, Nvenc64, VirtualDub2
- New Tool
 - FxAssist - simple tool to help user manage effects in Vegas
 - Creates and save sets of individual favorites and filter chains that can be applied to events, media, tracks, or output buses
 - Actions include adding, replacing, removing, enabling, bypassing and searching for individual Fx and filter chains
 - Insert at index allows user to add filter to an existing filter chain at a specific position
 - Easily select track and events for applying Fx
- New Features
 - RenderPlus
 - Specific option added to include alpha channel during render
 - Added Apple Animation and Motion-PNG codecs for alpha channel support
 - Added support for Wave64 long program renders including use of FDK-AAC encoder
 - RenderEvents - additional alpha channel rendering support
 - Select Regions-option to render only selected regions added to Render+, RenderEvents, AudioTrim, AviDub, and DeshakerRedux. In Loop regions render option added to RenderEvents.
 - AudioTrim - added By Tracks option which allows the loop region, regions or project to be rendered for selected tracks. Also enables choice of Fx to bypass/enable for such renders.
 - ImportAssist
 - Added support for import of Webm media with alpha—can be imported into Vegas as lossless PNG's or rendered to a lossless file
 - Added Apple Animation codec to import render options
- Bug Fixes
 - Deshaker-Redux
 - Non English filenames caused crash when using turbo option—fixed
 - Reworked dialog logic to ensure compatibility between main UI and Advanced Options UI
 - Setup—failed when registry entries from previous Vegas versions not removed—fixed
 - AviDub--Virtualdub scripts with frame rate changes not working--fixed

- GPU Check—failed to show VCE encoding available with new render app--fixed

1.0.2.67 1/13/2020

- Beta period extended to 15 March 2020 - new license provided
- New versions of Nvenc64, Vceenc64
- New Features
 - MediaRenamer—can now rename veg files
 - FileInfo—option to copy stream information to clipboard
 - KwikPreview
 - Three split-screen options (Fx on/off, compare two tracks, Active Take vs original)
 - Default render template uses high bit rate Mpeg-2 encoding (faster than GPU encoding)
 - RenderPlus
 - Mpeg-2 Encoding
 - Modes include cq, abr, cbr, and 2-pass
 - Supports HD and UHD at 60 fps
 - VP9 additional two pass render option (2 pass-cq and 2-pass-abr)
 - OtterPlay—use of Avisynth decoding filter added in addition to use of Windows DirectShow
- Bug fixes
 - RenderPlus - last commandline not properly loaded—fixed
 - AviDub
 - 32 bit defish not working with new FrameServer—fixed (requires uses of direct render option)
 - Option to use media properties for rendering did not included frame rate adjustments—fixed
- Updated help files

1.0.2.66 12/9/2019

- New Versions of FFmpeg, Virtualdub2, Nvenc64, Qsvenc64
- New Features
 - RenderPlus
 - Use of Vegas render templates to create intermediate for 10bit Avisynth filtering and x264 renders
 - Image sequence with alpha and choice of bit depth (including 16bit/channel) for png, tif, and dpx
 - Gif Animation encoding
 - Joined file from regions now CFR—support for playback and import to timeline added
 - ImportAssist
 - Enhanced MKV and MP4 import including choice of audio streams, chapters, and subtitles
 - Gif animation import
 - GoToFile -single app that combines the previous GoToEvent and GoToMedia
 - FileInfo—new tool that provides detailed media info for selected project media or timeline events
 - Simplified Vegas Template Selection dialog for RenderPlus, RenderEvents, and ProxyAssist
 - Quicker loading and simplified dialogs for RenderEvents and ProxyAssist
 - AviDub - improved dialog logic

Bug Fixes

- Import Assist—import folder dialog not working for still images—fixed
- Audio Trim - erroneous error message after track renders—fixed
- RenderPlus—x264 render of interlaced footage crash—fixed
- AviDub—use of VFW direct renders not working--fixed

1.0.2.65 10/30/2019

- Beta period extended for final time to 15 Jan 2020—new license provided
- New version of FFmpeg
- New Features
 - RenderPlus - option to add a custom video thumbnail to the rendered file
 - FrameFixer - split at markers will now split audio track as well as the video track
 - ImportAssist
 - Improved MKV support including selection of audio stream for import
 - Option to import AC3 directly for media files with dolby digital audio
 - New crop/resize GUI
 - Option to change project settings to match media file properties
- Bug Fixes
 - Kwik Preview—would crash Vegas if launched in project without video tracks-fixed
 - AviDub—incorrect frame rate with frame doubling option in QTGMC-fixed

1.0.2.64 10/8/2019

- New versions of MediaPlayerClassic, NVEnc64, VirtualDub2, Exiftool, UtVideo
- New Features
 - RenderPlus – render image sequences in bmp, dpx, jpg, png or tif formats
 - ImportAssist
 - Import images in dpx format
 - Import stereo images in mpo format
 - FrameFixer – added option to select number of reference frames for flash detection
- Bug Fixes
 - Creation of signpost avi file taking longer than 5 sec led to crash – fixed

1.0.2.63 9/7/2019

- HOS is now digitally signed
- Bug Fix
 - KwikPreview – file not found in MediaPlayerClassic when preview folder changed - fixed

1.0.2.62 9/6/2019

- New versions of FFmpeg VirtualDub2, NVEnc64
- New Tools
 - KwikPreview
 - Similar to RAM preview except saved to disk with same choice of render quality options
 - Choice of preview size with option for half frame rate rendering
 - Choice of built-in or custom x264 templates from Render+ as well as lossless options
 - External preview using MediaPlayerClassic with choice of shaders to simulate levels conversions
 - MediaRenamer Extension
 - Bulk rename of media files from the Project Media Window
 - Renaming rules similar to those found in other external renaming apps
 - Options to select media from media bins or timeline events plus an Undo option
 - DeshakerRedux – a dedicated deshaker app with additional features not previously available
 - Turbo option for Pass 1 motion analysis (roughly 2X for HD and 6X for UHD)
 - GUI for creating masks to include/exclude areas to be analyzed during Pass 1 motion analysis
 - Dedicated deshaker log files to support batch Pass 1 and/or Pass2 processing.
 - Option to add head/tail time for events to eliminate “bobble” often seen in first few frames
 - Select Vdub filters can now be directly added through advanced options dialog
 - New crop-resizing GUI
- Bug Fixes
 - ProxyAssist
 - Proxies for stills in portrait orientation not correctly rotated-fixed
 - Subclip names with illegal filename characters led to crash—fixed
 - RenderEvents –events render of generated media crash--fixed

1.0.2.61 7/30/2019

- Beta testing period extended to 1 Nov – new license provided
- New Features
 - ProxyAssist—added option to resize stills to proxy resolution in addition to video
 - ImportAssist—added still images import option
 - High quality crop/resize with choice of save formats
 - Option to import small images (less than Project frame size) without timeline “zooming”
 - AudioTrim—additional options for selecting which event and track fx to keep including gain, pan, volume and track envelopes
- Bug Fixes
 - RenderPlus
 - Custom CommandLines for GPU renders not saved correctly—fixed
 - Nag screen that template has not been saved removed

1.0.2.60 7/16/2019

- New versions of DebugMode FrameServer, VirtualDub2, NVEnc64, QSVEnc64
- New Features
 - AudioTrim—added track render option plus options to bypass event gain, envelopes, and pan settings
 - VideoSmartTrim—support for subclips added

- RenderEvents—added checks to insure that video exists in the selected tracks for region and project renders
- Bug Fixes
 - AudioTrim-keep FX for event renders not working—fixed
 - ProxyAssist-Nvenc renders not working--fixed

1.0.2.59 6/5/2019

- New Feature
 - All Tools—scalable dialogs with choice of three font sizes; default font size may also be set

1.0.2.58 6/2/2019

- New version of Nvenc64, FFmpeg
- New Tool—FrameFixer
 - Optical scene detection optimized for both video and still frame sequences
 - Bad frame detection including black frames, flash frames, and duplicate frames
 - Bad frame replacement with interpolated frames using optical flow techniques
 - Replacement of multiple adjacent bad frames
- New Features
 - MediaFinder - new dialog shows both included and excluded filters
- Bug Fixes
 - AviDub—crash warning when no events selected and open folder checked—fixed
 - RenderPlus—simple mode not properly correcting audio delay—fixed
 - RenderPlus—removed fast decode in settings when using simple render option
 - RenderPlus—required manual selection of default wave templates--fixed

1.0.2.57 5/13/2019

- Beta testing period extended to 1 Aug—new license provided
- New Tool—Media Finder
 - Search and replace with options for all media, selected media, or missing media
 - Include/exclude folders, media extensions, and parts of the media file name
 - Search for new media with option to add to project media
 - Wildcard support for all search options
 - Template creation for all media search options for easy reuse
- New versions of VirtualDub2 and Nvenc64
- New Features
 - ImportAssist—support for transcoding Canon XF705 files for import including Cineform 10bit
 - ProxyAssist—removed proxies are sent to recycle bin and not permanently deleted
 - SmartVideoTrim—option to add comment to metadata of trimmed files
 - Render+-- option to add comment to metadata of rendered files
 - AviDub—scripts added
 - Optical scene detection—markers added at predicted scene change location
 - Duplicate frame finder—markers added at duplicate frame location
 - Black frame finder—markers added at black frame location
 - Duplicate frame replaced with interpolated frame from motion vectors
- Bug Fixes
 - ProxyAssist—Media in Use error when attempting to remove proxies from duplicated events—fixed
 - Render+--crash if calculated bitrate exceeded 100Mbps—fixed
- Help Files updated

1.0.2.56 4/4/2019

- Bug fixes
 - News Alert not working for non-USA users--fixed
 - ImportAssist-image sequence import for bmp, jpg, and tif formats not working—fixed
- New Features
 - AviDub—velocity envelopes now removed and playback/undersample rates set to 1 when Fx are removed
 - Render + --use selection loop to determine which regions will be rendered

1.0.2.55 3/29/2019

- Beta testing period extended to 15 May—new license provided
- New versions of Nvenc64, Qsvenc64
- Major Enhancement—lossless conversion from variable frame rate recording to constant frame rate without transcoding

- Bug fixes
 - AviDub—could not change location of Deshaker log file—fixed
 - AviDub—Deshaker x264 rendering crash--fixed
 - Render+--custom project frame rate with decimal separator led to crash—fixed
 - ProxyAssist—crash when deleting proxies that have no file tag--fixed
- New Features
 - Render + option added to render selected events
 - Render + option to render ProRes and VFW codecs such as Cineform, Canopus HQX using VirtualDub
 - ImportAssist—lossless conversion from variable frame rate recording to constant frame rate
 - AviDub—added both pre and post-filtering support to Deshaker
- Known issues:
 - Help files still in need of update

1.0.2.54 3/13/2019

- Major Bug Fix
 - Render+ Avisynth settings dialog errors from last release leading to incorrect frame rates after deinterlacing—fixed
 - Render+ denoising now works correctly for interlaced sources when rendering interlaced

1.0.2.53 3/10/2019

- New Versions of VirtualDub2, MvTools, Nvenc64
- Bug fixes
 - Render+ pillarbox not added for saved templates—fixed
 - Render+ incorrect audio bit rates for 5.1 projects--fixed
 - Render Events crash when adding audio to hevc events—fixed
 - OtterInfoBar—context menu for script settings would not close—fixed
 - Render+ crash opening Avisynth script files created for AviDub—fixed
 - Render+ deinterlacing plus slow motion produced incorrect frame rates--fixed
- New Features
 - Windows and Vegas installations no longer limited to C directory
 - UtVideo silent install
 - Non-English filenames and folders now supported in all tools including SmartVideoTrim
 - Render+, RenderEvents, AviDub--open folder and select file after render
 - New Tools: added simple GoToEventFile and GoToMediaFile for quick access in Explorer
 - Option to add HOS scripts to Vegas script menu folder for use in Vegas toolbar and keyboard shortcuts
 - AviDub—2nd pass only deshaking option added to main GUI
- Known issues:
 - Help files in need of update

1.0.2.52 2/18/2019

- New version of VirtualDub2,
- Bug fixes
 - SmartVideoTrim crash when using non-English media filepaths—warning now given that all file and folder names must be English only for this tool
 - Render+ interlaced renders with fast motion very juddery—fixed.
 - Render+ sloMotion templates saved incorrectly when using non-English decimal separators-fixed
 - Render+ entered file name not honored for region renders—fixed
 - ProxyAssist shows unnecessary messages—fixed
 - ProxyAssist crash when removing proxies without audio--fixed
- New Features
 - Avidub
 - Direct lossless renders using MagicYUV or UtVideo thus bypassing VirtualDub
 - Render+
 - New crop resize dialog
 - Point (Nearest Neighbor) and Sinc resizers added
 - Lossless renders using Magic YUV or UtVideo
 - Added VP9 (WebM) cpu rendering options
 - Added YUV conversion options to Avisynth Filter Settings dialog
 - SloMotion range extended to also include fast motion
 - External audio file support during render

- ImportAssist
 - Additional render options for import of image sequences
- Known Issues:
 - Help files in need of update
 - SmartVideoTrim requires English filenames and filepaths (FFmpeg is English-only)

1.0.2.51 1/26/2019

- New version of UtVideo
- Extended public beta through 3/31/2019
- Improved non-English language support
- New version download through browser
- New features
 - ImportAssist
 - Import image sequences-- lossless to UtVideo
 - Added crop settings dialog
 - Added aac audio encoding option
 - Render+
 - Added interlaced x264 encoding
 - Enhancements to crop-resize dialog
 - AviDub
 - Added media properties check to frameserved renders
 - Added RGB to YUV conversion options to main dialog
 - Option to render using either media or project properties
 - Added check for known 32bit only plug-ins
- Bug Fixes
 - AviDub – crashes in VDub due to Avisynth errors no longer produce crash report
 - Miscellaneous bug fixes
- Known issue: help files in need of update

1.0.2.50 12/29/2018

- New versions of Avisynth+, Nvenc, QSVenc, VCEEnc, mvTools
- Added older version of FFmpeg that supports trimming of MP4 files with PCM audio
- SmartVideoTrim now checks for attempting to trim avi file
- New features
 - Added direct ac3 audio import to ImportAssist
 - Crop settings feature added to RenderPlus
 - Additional save options for most tools
- Numerous bug fixes to ImportAssist and other tools
- Known problems: Non-English language issues—in particular, simplified Chinese.

1.0.2.49 11/30/2018

- New version of Mvtools
- Bug fix to license validation

1.0.2.48 11/24/2018

- New versions of Nvenc, QSVenc, VCEEnc, VirtualDub2, Exiftool, FFmpeg, Mvtools
- Extended beta expiration date to 1/31/2019
- Misc bug fixes and enhancements

1.0.2.47 11/3/2018

- New versions of Nvenc, QSVenc, VirtualDub2, Exiftool, MediaInfo, Mvtools
- R+ QuickSync now encodes 2.7K and UHD
- SmartVideoTrim – audio replace now working correctly
- Commandlines for OpenAudioEditor and OpenPhotoEditor now available in respective script folders
- Misc bug fixes to AviDub and ProxyAssist

1.0.2.46 10/15/2018

- New versions of Nvenc, QSVenc, VirtualDub2
- Added MP4Box and Exiftool to installed software
- R+ Bug fixes. Use of Sony AVC for audio encoding now working. Setting PCtoTV luminance in R+ now works.
- Smart VideoTrim. Added feature. Now supports replacing audio from different track.
- Extended beta expiration date to 12/31/2018

1.0.2.45 – 9/9/2018

- Fixed: OtterInfoBar custom color for Head/Tail could not be set
 - Fixed: AudioTrim would not save changes in subfolder name when saved in Project File or Media File
- 1.0.2.44 – 8/31/2018
- Support for Vegas 16
- 1.0.2.43 – 8/29/2018
- New version of VirtualDub2, FFmpeg, Nvenc, QSVenc, and other avisynth pug-ins
 - Extended beta expiration date to 10/31/2018
 - Minor bug fix to RenderEvents
- 1.0.2.42 – 6/18/2018
- Added email option to crash report
 - Fixed: crash when adding audio back to timeline in RenderEvents
 - Fixed: crashes when saving to project or media sub-folder in AudioTrim
 - Fixed: proxy removal bug with events having multiple takes
 - Added: notification of current project settings using Proxy Switch
 - New version of VirtualDub2
- 1.0.2.41 – 6/8/2018
- AviDub—added option to match project settings to rendered media file properties
 - R+: Fixed bug leading to slo motion crashes
 - New versions of Nvenc64, VirtualDub2, and MediaInfo
- 1.0.2.40 – 5/28/2018
- R+: Bug fixes to FDK-AAC and Nero Encoding and also new GUI for rendering progress
 - OtterReset: added a new script that permits user to reset script settings, clear log files, and reset registry
 - Fixed: bug in aborting a render while performing simultaneous multi-project renders
- 1.0.2.39 – 5/25/2018
- New versions of Nvenc64 and Qsvenc64
 - R+: reworked the Encoder Settings UI and bug fixes for FDK-AAC and Nero encoding
 - Known issue: special characters found in Non-English installations in folder/file names can cause FFmpeg to crash. Use of English-only recommended for now.
 - SmartVideoTrim: Added FFmpeg render log.
- 1.0.2.38 – 5/20/2018
- Fixed: date format issues with non-English versions of windows
- 1.0.2.37 – 5/17/2018
- R+: Added support for both FDK-AAC and Nero-AAC audio rendering. After beta, will require user to download and install binaries to the HO tools folder.
 - OpenAudioEditor and OpenPhotoEditor: Added support for render to new track. Also new UI adding renders back to Vegas.
 - OpenAudioEditor: Fixed bug preventing use of Adobe Audition for editing.
 - Updated information provided in server check.
 - SmartVideoTrim: Added check for presence of QuickTime. Removed m2t and m2ts as new container options.
 - Added hooks for public beta distribution.
 - AviDub: fixed problem with renaming files in Vegas explorer for loop renders
- 1.0.2.36 – 5/11/2018
- Added server check for checking new version or uploading crash logs
 - AviDub—added media bin for AviDub renders
 - Render+: Minor bug fixes and confirmed QuickSync h264, hevc, and hevc-10 bit renders for Intel 630 graphics
 - Known problem: AviDub. Cannot rename loop rendered AVI files using Vegas explorer. Rename OK in project media window. Event renders OK.
- 1.0.2.35 – 5/7/2018
- New versions of VirtualDub2 and FFmpeg
 - AviDub-auto luminance now working correctly; also renamed to Auto Color
 - AviDub now checks for no video track selected or empty tracks for Project renders
 - AviDub-fixed missing first letter for loop render names
- 1.0.2.34 – 5/2/2018
- New version of VirtualDub2 and Nvenc render app
 - Fixed: AviDub-keep pan/crop settings not being honored
 - Fixed: Render+ Change from simple to advanced, and selecting Last Used led to crash
- 1.0.2.33 – 4/28/2018

- Added option to insert crash description before upload.
 - Added warning when attempting to de-interlace progressive projects
 - Bug fixes: multi-instance renders
- 1.0.2.32 – 4/23/2018
- New versions of UtVideo Codec and qsvenc for QuickSync renders
 - Added: join option for region renders in Render+
 - Fixed: multi-instance renders now supported in both Win7 and Win10 for all versions
- 1.0.2.31 – 4/19/2018
- Fixed: check for updates logic
 - Added: choice of download folder location in the Launch Help script
 - Added: multi-instance rendering now possible although not recommended. Requires additional testing. Seems to work OK under Win7, but problematic under Win10 if two instances of same version (E.g. V14) are attempted. V13 and V14 together seem OK.
- 1.0.2.30 – 4/14/2018
- Added checks for template and file names to prevent illegal characters.
 - Added crash log upload option for all scripts
 - Added option of how frequently to check for updates and to directly view change log
 - Bug fixes in R+ and AviDub
- 1.0.2.29 – 4/10/2018
- New builds for VirtualDub and MvTools.
 - Fixed: R+ Custom commandline can now use ffmpeg for running gpu-supported codecs although not recommended. Corrected profile and chroma subsampling options for all encoders.
 - Added: Checks for new build when Vegas launches. If found, option to download directly from DropBox the first time a script is run.
 - Added: Direct upload of crash log to DB. If crash occurs, option to upload or not. Only works in R+, RE, and AviDub for now.
 - Added: Launch Help also enables check for updates and direct link to website (under construction)
- 1.0.2.28 – 4/2/18
- New version of VirtualDub.
 - Bug fixes—quite a few.
 - Updated help files for R+
- 1.0.2.27 – 3/29/2018
- New Version of Avisynth+
 - Added bit rate calculator for abr, cbr, and 2-pass
 - Options to “run minimized” and “restore Vegas” after render.
 - Added notifyicon to indicate rendering progress
 - Save max memory/threads for use in other scripts
 - Minimize and restore Vegas UI during render.
 - Added 422 chroma subsampling option
- 1.0.2.26 – 3/26/2018
- New Version of MvTools.
 - Added 10bit Nvenc encodes
 - Added 10bit QuickSync encoding for KabyLake CPU's (needs testing)
 - Re-designed GUI for R+
 - AviDub bug fixes.
- 1.0.0.25 – 3/18/2018
- New versions of MvTools, VirtualDub2, and Nvenc (see version log)
 - Added 10-bit option for X264 and X265 cpu renders in Render+. Note that 10 bit files (with some exceptions) cannot be added back to the timeline after the render. MediaPlayer OK.
 - Re-designed ToolFileLocation setup GUI
 - Additional checks and log file entries added to setup
 - Fixed CustomCommandLine bug in R+
- 1.0.2.24 - 3/14/2018
- Fixed problem with installer showing errors during update.
 - Changed most dropdown boxes to make them non-editable which could lead to crashes.
 - New Version of MvTools.
- 1.0.2.23 – 3/13/18

- New version of VirtualDub2. Note that the name has been changed by the developer from VirtualDub FilterMod to VirtualDub2.
- HO development now uses Visual Studio 2017. The latest C++ redistribution packages have now been included and will be installed.
- Quite a few cosmetic changes including the correct icons and names being shown in the Taskbar and elimination of the confusing checkboxes during the GPU check.

1.0.2.22 - 3/6/18

- New Version of Avisynth+
- Bug fix to DebugMode FrameServer install.
- Fixed crash for missing save folder in RenderPlus.
- Bug fixes for non-English versions of Vegas and Windows.

1.0.2.21 - 2/27/18

- New versions of FFmpeg, VirtualDub FilterMod, MvTools2, and Masktools2.
- Further changes to support non-English versions. (Needs further testing)
- Render abort actions now the same across scripts. Partially rendered files deleted.

1.0.2.20 - 2/23/18

- Default wave template dialog added
- Fixes for use with non-English versions of Vegas and Windows

1.0.2.19 - 2/16/2018

- Original version of RenderPlus deprecated.
- Setup and uninstall simplified.
- Uninstall has option to keep settings for a later re-install
- Apps and plugins version info can be found in "C:\Program Files\HappyOtterScripts\Version Information.pdf"

1.0.2.18 - 2/13/2018

- New versions of VDub FM (41093) and Masktools2 (2.2.13) plug-in.
- Added 64bit frameserver decoder support.
- AviDub now runs Vdub64 without avfs and the Pismo File Mount package.
- Major script updates to RenderPlus2 and ImportAssist. Will eliminate original version of RenderPlus in the next build.
- Major installer changes. The original DebugMode FrameServer installer has been eliminated altogether. Now installs FS without any user intervention for all versions of Vegas including the 64bit codecs. Also adds desktop shortcut for MPC-HC.
- No separate ScriptUpdater. Too confusing. Just run Setup and select update only.
- All scripts (except RenderPlus) now use the same x264 templates. Existing scripts converted to new format.
- Licenses folder added
- German version in V15 now working. Other versions need testing.

1.0.2.17 - 1/24/2018

- New versions for VirtualDub FilterMod, utVideo, and qsvenc for quick sync renders.
- Replaced avs2yuv with avs2pipemod. For use in Win7, avs2yuv required installation of an Intel redistributable for C++. Avs2pipemod uses the same visual studio 2015 redistributable which is already included.

1.0.2.16 - 1/22/2018

- Correct version of needi3.dll installed.
- AviDub. Added check for missing parentheses in Avisynth scripts. All Avisynth scripts generated from AviDub now have frame rate information (e.g. AssumeFPS(30000,1001)). Previously generated only for x264 renders.
- RenderPlus2—Added new version of RenderPlus script which allows the same render templates to be used for all HO scripts. Allows creation of separate Avisynth templates. For resizing, added custom frame sizes and choice of resizers. Also an option to save generated scripts in the Avisynth Script folder which can be opened directly in AviDub.
- Known limitations. Tooltips not yet implemented in R+2. Required c++ redist package not yet implemented for use on Win7.

1.0.2.15 - 1/5/2018

- Updated tools including Avisynth+ R2580, ffmpeg 3.4.1, and latest versions of needi3, mvtools2 and resampleMT. Thanks Nick.
- Added "Play Media" option to AviDub, RenderEvents and Render+. Exclusively uses Media Player Classic - Home Cinema. Thanks Guillaume. Permits split-screen playback of original and rendered media using AviDub and RE. Uses internal LAV filters for playing AVS files without need for additional codec pack installation such as K-lite. Limitations. Split-screen may not be in sync for certain formats due to limitations in accurate seeking for certain formats using DirectShowSource. Seems to work OK with MP4's and Avi's. Testing with different formats is needed. Other alternatives explored including FFMpegSource and L-SMASH. FFMS probably works best but requires indexing which can be quite time-consuming for long source files and hence, impractical. LSMASH also has problems with accurate seeking. DirectShowSource seemed to be best of 3 bad choices. Avi's always use AviSource so no problem there.
- Render+ now has option for changing the number of rendering threads for simple direct renders. Max Memory and Threads is now applied to all renders. Thanks Guillaume.
- Setup dialog simplified with no pauses during Avisynth+ installation.
- AudioTrim now has an option to keep any Time Stretch changes.

1.0.2.14 - 12/11/2017

- New Version of Vdub FM