



## Release Notes

# AtomOS 10.56

## NINJA V

---



### Important Note:

---

With the installation of this update if not previously activated users will be required to activate ProRes® RAW, as a codec. Following the Firmware update, when a RAW source is plugged in, or a user selects ProRes RAW Codec, a UI pop-up will ask for activation code to continue.

Visit Atomos website [www.atomos.com/activation](http://www.atomos.com/activation) and follow the online instructions to generate a code.

## Features

---

### RAW recording from Olympus OM-D E-M1X and OM-D E-M1 Mark III

- **Support for Olympus OM-D cameras for 12-bit RAW out over HDMI.**  
For E-M1X, Camera Firmware version 2.0 is needed and for E-M1 Mark III Camera Firmware version 1.2 is needed.
- **12-bit ProRes RAW Recording:**
  - 4K DCI (4096 x 2160p at 24fps).
  - 4K UHD (3840 x 2160p at 23.98, 25, 29.97 fps).
- **AtomOS RAW Monitoring Settings:**
  - Native - Linear to Log gamma or use with 3D LUTs - can use any existing Log gamma LOOK LUTs .
  - Rec709 - to view RAW input in SDR up to 6.7 stops of dynamic range.
  - HLG - to view RAW in HLG with up 10.5 stops of dynamic range.
  - PQ - to view RAW in PQ/HDR10 with up to 10.5 stops of dynamic range, for scenes with extended spectral highlights.
- **AtomOS Non - RAW Monitoring Settings:**
  - Monitor OM-Log400 gamma in DCI-P3 D65 colour space.
  - Monitor Olympus flat gamma in Rec709 colour space.

## Known limitations

---

- The Ninja V monitor display colour balance changes momentarily when the camera ISO speed is changed from 400 to 500. The issue is only observed in REC mode and DOES NOT affect the recorded clips.
- RAW to HDR HDMI output - PQ / HDR10 output conversion may appear slightly darker by 1-2 stops.
- Camera Triggers and Timecode are not available when outputting RAW from the E-M1X and EM1 Mark III
  - Use rec run or time of day on the NinjaV timecode settings page.
- Timecode recorded internally on the camera and externally on the NinjaV may not be frame accurate for non-RAW video.

## Fixes

---

- Fixed an issue where 3D LUTs would not display correctly when switching between playback and record mode, or when restarting the Ninja.