SCRATCH REDCODE Installation Notes

The REDCODE zip file contains the following files:
- REDCODE.node – This is the input node that reads the RED .r3d files
- RED Luts folder – This folder contains several Lookup Tables for use with RED footage
- SCRATCH REDCODE Installation Notes.pdf – This file

To install the REDCODE node:
1) Extract the contents of the zip file to a temporary location.
2) Copy the REDCODE.node file into the **\bin** directory of your SCRATCH installation. By default, this directory is located at: **C:\Program Files\Assimilate\bin.** If you get a message saying the file already exists, choose to overwrite the existing file with the new version.
3) Copy the RED Luts folder into the **\LUT** directory of your SCRATCH installation. By default, this directory is located at: **C:\Program Files\Assimilate\Settings\LUT**
4) Run SCRATCH normally and you will be able to load .r3d files directly.