

Flame Family 2018 Release Notes

Welcome to the 2018 release of the following Flame Family products:

- Autodesk® Flame®
- Autodesk Flare™
- Autodesk Flame Assist®
- Autodesk Lustre®

These Release Notes include important last-minute information, and a list of fixed and known bugs in this release.

For details on the new features:

- Flame/Flare: <http://www.autodesk.com/flame2018-whatsnew>
- Flame Assist: <http://www.autodesk.com/flameassist2018-whatsnew>
- Lustre: <http://www.autodesk.com/lustre2018-whatsnew>

Make sure to check <http://www.autodesk.com/vxf> for the latest Flame Family documentation (including Installation Guides, User Guides, and other documents). Also, many new feature videos (as well as other workflow videos) are available at <https://www.youtube.com/user/FlameHowTos>. This Learning Channel is updated frequently, so be sure to subscribe or bookmark the page.

System Requirements

Please see the following pages for the System Requirements for your software:

- Flame: <http://www.autodesk.com/flame-sysreqs>
- Flare: <http://www.autodesk.com/flare-sysreqs>
- Flame Assist: <http://www.autodesk.com/flameassist-sysreqs>
- Lustre: <http://www.autodesk.com/lustre-sysreqs>

New Licensing Framework

Autodesk is pleased to announce several exciting changes to its Flame Family of products designed to give you even greater choice in how you license our products as well as greater freedom in how you can purchase. Plus, we are making Flame even more accessible to a new generation of artists. Highlights:

- New, single-user subscription to Flame, Flare, and Flame Assist on macOS.
- Free Flame educational licenses for students at eligible institutions.
- A new 30-day trial version of Flame.
- Option to buy a single-user monthly and annual subscription for Flame on macOS via the Autodesk Online Store (where available).

See the [Licensing & Offering Changes FAQ](#) for more information.

Important links:

- [Your Autodesk Account](#): Locate the software you wish to download in the list of Products & Services.
- [Flame Family System Requirements](#) pages: System requirements for the currently-available versions of Flame Family, also includes DKU download link.
- [Autodesk App Store for Backburner](#): This Maya App Store link contains a version of Backburner that is compatible with the Flame Family.

Important Notes

New DKU required for 2018

Version 2018 requires the installation of DKU version 12.0.0 on all Linux workstations. This DKU contains, amongst other things, the BIOS v2.29 support for HP Z840 and HP Z440 workstations. The DKU can be downloaded from the System Requirements page for your product (links above).

End of Support for Red Hat OS

The Flame Family 2017 (and its service packs and extensions) were the last to support Red Hat Enterprise Linux. Going forward from this 2018 release, the Autodesk Flame Family will only support CentOS as the Linux OS.

For more information, see the [Flame Family Installation Guide](#).

Hardware End of Support

The following hardware components are no longer supported in version 2018:

- NVIDIA FX5800 board
- AJA OEM2K board
- InfiniBand DDR board (from QLogic)
- Myricom 10 GigE

Legacy Hardware End of Support Notification

The Flame Family 2019 release will not be qualified for any HP Z800 workstations. Customers who own this hardware and wish to maintain the Flame experience (fast, productive) will have to upgrade to new hardware.

- HP Z840 & Z440 workstations remain certified and supported.
- HP Z820 remains supported as a legacy workstation.
- HP Z800 second generation will be removed from Legacy support as of Flame version 2019 (expected Spring calendar year 2018).

For an up-to-date list off all certified and vendor self-qualified hardware, see the System Requirements for your software using the links above.

Flame Family 2018 Fixed Bugs List

Key	Summary
Action General	
SMOK-41329	Maps without axes do not display their controls when selected.
SMOK-41381	Gimbal Lock on IBL Y rotation.
SMOK-41385	Animation Regen tab keeps deselecting.
SMOK-41445	Picking issue in GMask Object (F8) view, if Broadcast Monitor is enabled for that viewport.
SMOK-41530	Some geometry Readfile parameters not saved with setup.
SMOK-41562	Navigation keyboard shortcuts should work for Camera, Light, and Projector Object (F8) views.
SMOK-41565	UI issue when connecting Matchbox to Substance Diffuse.
SMOK-41576	Schematic: Copy/Paste offset with 4096x2160 monitor and Broadcast SDI out.
SMOK-42033	Overscan render out error with Use as Back.
SMOK-42201	Copying and pasting a media/axis/Matchbox tree from one Action to another leads to crash.
SMOK-42366	Lack of pipeline invalidation optimization creates slowdown when loading, saving, and sending jobs to Burn.
SMOK-42626	Manipulators should not be displayed when the selection is hidden.
SMOK-42627	GMask vertices cannot be selected in some scenarios.
SMOK-42631	Gravity widget in Particle Animator is missing.
SMOK-42651	Selecting the manipulator on child node should focus that node.
Action Geometries	
SMOK-41681	Alembic Read File import impacts interactivity.
SMOK-42122	Models and cameras animation start frame not adjusted according to Batch Start Frame.
Action Keyers	
SMOK-34478	Undo/Redo not functional for the GMask tracker edit box.
SMOK-42128	Keyframe doesn't add on first frame when analyzing GMask cluster tracking with backward on.
Action Rendering	
SMOK-33785	GMask Tolerance setting unexpectedly affects Blur.

Key	Summary
SMOK-38404	GMask Tracer: Render error when keying with mask set to Occluder.
SMOK-41234	Self-casting flickering in 3D soft/hard shadows.
SMOK-41592	Stingray DOF should have an Exclude Background option.
SMOK-42647	Setup with Reflection and Clearcoat Gloss creates NaN and Inf values.

Action Substance

SMOK-42548 Home directory for Substance PBR presets is incorrect.

Audio

SMOK-41514 Without Record timeline, Audio tracker is crashing.

SMOK-42901 Timeline FX Gain from Flame does not work when Lustre is opened.

Batch General

SMOK-37916 Editing animation curve inside BFX doesn't invalidate render.

SMOK-39115 Matte Blend: Crash (Resolution mismatch) with cached playback.

SMOK-40700 Unrendered media in BFX node for matte.

SMOK-40793 Different behaviour (than 2015x3) on Create BFX result on a MUX with Freeze Current Frame.

SMOK-41154 Kiss link is not possible with multilayer clips aligned in the schematic.

SMOK-41570 System performance hit when using Lens Distort node with resize output option.

SMOK-41754 Batch keyframes shifted after restoring an archive.

SMOK-42258 Clear Batch does not properly refresh the Multiview Layout popup.

SMOK-42997 Connections between Matte-only clips and Action media nodes are lost when you load a legacy Batch setup.

Batch Group

SMOK-40890 When deactivating outputs of nodes inside a Batch group, non-selected outputs are affected.

BFX

SMOK-38780 Render not working correctly when Flush Cache and Re-Cache with updated BFX source clip.

SMOK-41915 Crash when scrubbing uncollapsed clips in BFX fullscreen Player.

SMOK-42045 Copying a BFX 1-Up view containing an Action node displays a 2-Up view.

Central Install

SMOK-41071 Deprecation Warning messages should not be displayed in shell.

Key	Summary
SMOK-41072	chmod: changing permissions of "/opt/Autodesk/presets" Read-only file system message not needed.
Colour Management	
SMOK-41607	Colour Sampler X and Y values are not accurate.
SMOK-42235	Broadcast viewing transform setting is not kept when selecting clips (on reels).
SMOK-42484	Newly created Colour Management rules are displayed as selected when not selected.
Conform	
SMOK-17662	Importing AAF exported from Flame Family does not automatically link media files in Avid ProTools.
SMOK-23965	Cannot conform different frame rate audio from AAF.
SMOK-32348	Frame rate and negative timecode issues with some stereo 3D AAF sequences from Avid Media Composer.
SMOK-40742	Crash importing sequences on the ConformList from the Conform tab.
SMOK-41665	Can't link media when importing AAF via MediaHub.
Connected Colour Workflow	
SMOK-42107	Unable to send Wiretap Server sources tagged as Unknown to Flame.
Control Panels	
SMOK-39756	Lustre: Incorrect Hue Curve mapping on the Tangent Element panel.
SMOK-41233	Tangent Mapper: It is not possible to map the Render shortcut.
Data Management	
SMOK-40791	Managed media not deleted if Auto-Purge is disabled.
SMOK-41111	It is not possible to set Mark As Viewed on a multi-selection of timeline segments.
SMOK-41886	Message not specific when link to soft imported media is lost when a different Gateway version was used.
SMOK-42340	Imported .tif clips become checkerboard when changing Sequence Detection in MediaHub.
SMOK-42758	DLmpd: Sporadic connection failures on Mac.
SMOK-42782	CentOS: Direct I/O error when browsing CIFS server.
SMOK-42815	Startup hangs at VolumeMgt Initialization or unable to convert project or export background.
SMOK-42833	2016 Extension 2 SP1 or previous version cannot launch after installing 2017 SP3 (DLmpd issue).

Key	Summary
SMOK-42862	DLmpd fails when executing filesystem operations across NFS in a FreeIPA authentication environment.
SMOK-42889	Setups directory of a migrated project located on a remote file system is created on the local workstation.

Desktop & Reels

SMOK-41480	Performance issues with slate generation.
SMOK-42153	Unsync Reel not working as expected in some scenarios.
SMOK-42311	Shouldn't be possible to scroll outside the media of a synced clip.
SMOK-42312	Clips move on the Reel when you Collaspe or Uncollapse them.
SMOK-42407	Unsync all clips is no longer possible.
SMOK-42465	Clips slide within a reel when Collapsed Reel / Desktop is used.

Documentation

SMOK-42233	Documentation: Incorrect info about supported bit-depth in Setting Cache and Renders Format topic.
------------	--

History

SMOK-41497	Explode History clip with render range causes slipped keyframes.
------------	--

Installation & Software Configuration

SMOK-36726	HFS+ formatted drive cannot mount after installing DKU 10.6.0.
SMOK-42070	init.cfg file does not get copied over from previous build/version when installing in /opt/Autodesk.
SMOK-42101	Mac: Can't install with System Integrity Protection (SIP) enabled.

Matchbox / Lightbox

SMOK-40260	Stingray Reflections show a vertically squeezed result.
------------	---

Media Import / Export

SMOK-40336	QuickTime wrapped compressed intermediates show error messages in console.
SMOK-40757	Cannot drag clips at bottom of screen to delete them.
SMOK-41479	Continuous Pan not working in MediaHub.
SMOK-41748	Open Clip: Entering the Pre-Processing menu changes the media for the primary eye media (left).
SMOK-42048	Open Clip: Wrong media path is shown when Alt+hovering a Timeline segment for Stereo3D content (right eye segment shows left eye media path).
SMOK-42204	Export: Corruption with some Quicktime/h264 profiles when there is a resize.

Key	Summary
SMOK-42583	OpenEXR ObjectID / Normals pass from V-Ray are incorrectly shown in MediaHub.
SMOK-42773	Red Dragon HDRx files ingested with blended exposure causes Wiretap Gateway errors.
SMOK-43014	OpenEXR: Channels are inverted when importing 2 channel images (UV) in MediaHub.

Paint Tools

SMOK-38190	Overlay display vanishing while painting strokes after visiting Reveal.
SMOK-41107	Compare On with Context selected on a Mux offset to -1 can crash.
SMOK-42870	Batch Paint: Cannot draw when you sample pick a colour of a stroke.
SMOK-42869	Batch Paint: Ctrl+Click picks wrong colours after closing Colour Picker window.

Project / Preferences & Hotkey Management

SMOK-41405	The Frames Used info box is not updating correctly.
SMOK-41435	The application should not default to the Freeform view when using Smoke Classic profile.

Shotgun Interoperability

SMOK-43033	Make sure that Shotgun credentials are still valid before sending a job to Backburner.
SMOK-43059	Direct I/O: Automatically disable on EINVAL error.

Timeline

SMOK-34355	Timeline operations in multitrack timelines are slow when using long media in a Proxy project.
SMOK-41314	Timeline navigation is sluggish after bringing in XMLs with longer timelines.
SMOK-41573	Timeline Markers are based on Source TC when using Match Use Sequence Info.
SMOK-42203	Matte container with Cut and Timewarp results in incorrect render.

LUSTRE: AVIO

SMOK-38087	AJA stereo glitches between L/R eyes when grading.
------------	--

LUSTRE: Background Render

SMOK-42325	Background Rendering media reading timeout is not long enough.
SMOK-42503	Burn: Corruption when rendering frames on CPU.

LUSTRE: Browser

SMOK-43198	Cannot see all supported CTF/LUT formats when browsing using the ColourTransform plugin.
------------	--

Key	Summary
LUSTRE: Colour Management	
SMOK-42674	Lustre Colour Management with From File or Rules mode does not show the resulting colour space.
LUSTRE: Colour Secondaries	
SMOK-34311	GPU interactivity with grading tools decreases the more you add secondaries/keys.
SMOK-42690	Collapse view unselects matte secondary.
LUSTRE: Import	
SMOK-31798	RGB 32-bit beauty of an OpenEXR is not correctly displayed.
LUSTRE: Preferences / Project / User and Hotkey Management	
SMOK-41883	Xml parsing error message not helpful.
LUSTRE: Render	
SMOK-42032	Dust rendering option with a Crop results in corruption on 16-bit fp media.
LUSTRE: Tools	
SMOK-32854	Copying Locked state from the Selector also copies the parameters values.

Flame Family 2018 Known Bugs List

Key	Summary	Workaround
Action General		
SMOK-42313	Axis still visible on non-flat surface when Lock Selection toggle is active.	Unlock Selective Toggle (Space+Alt+L) or click on another surface's dot.
SMOK-42398	Media crop value resets to Project resolution.	
SMOK-42540	Crash adding a Source Matte if Modular Keyer uses GMask Tracer.	
SMOK-42632	Broadcast Monitor tab disappears on entering tracker.	In the Preferences menu, deactivate then reactivate it, or press Ctrl+Alt+V twice to toggle it off then on again.
SMOK-42660	Copy/Pasting branch with Planar Tracking, Use Media gets set to -1.	
SMOK-42707	Output view not updated when changing Render Layers selection, if the focus is not on the Output.	
SMOK-42857	Grid doesn't display when defining ground plane in Action 3d Analyzer.	
SMOK-43002	PBS Map: Colour Management setting for Custom Material is greyed out.	
SMOK-43053	Conversion of Texture to new working colour space does not auto-update.	
SMOK-43070	Extended Bicubic: UV Point sliders do not work after Stabilization.	
SMOK-43147	Comp Background colour pot picks from Display space.	
SMOK-43461	Extended Bicubics incorrect when restored from a 2016.x archive.	
SMOK-43494	When there are existing keyframes, Reset Shape does not work in an extended bicubic Surface node.	
SMOK-43511	Action Media Matte view not tagged with correct colour space.	Enable Blur on the media layer, set the amount to 0.

Key	Summary	Workaround
Action Geometries		
SMOK-43226	Crash extending GMask gradient in multiple GMasks shape.	
Action Keyers		
SMOK-43050	Cannot pick Vertex if it overlaps another spline.	
Action Rendering		
SMOK-43116	Tri-Planar mapping doesn't support Displacement Bump Normals.	
Action UI		
SMOK-39822	GMask vertices should be displayed when not the active selection.	
Acton Geometries		
SMOK-42244	Crash importing 2017x1 FBX after exporting in 2018.	Clear /usr/tmp each time you switch between 2017x1 and 2018.
Acton UI		
SMOK-43439	Schematic: Hide All reverses the state of nodes instead of Hide/Show All.	
SMOK-43495	On a dual-monitor + broadcast monitor setup, onscreen manipulations are unusable if schematic is on right side monitor.	Show result on right monitor and schematic on left.
Batch General		
SMOK-42659	Alt+Click on the Batch FX Save button doesn't bypass the Save File Browser.	
SMOK-43266	Tracker accessed via Distort node cannot be used if the Batch Start Frame is not 1.	
SMOK-43481	Crash when undoing a timeline cut on a multi-channel clip in Batch.	
SMOK-43484	Dragging Import node crashes when Player is up on the Desktop.	Make sure that Reel/Thumbnails view is on Desktop before going back to Batch.
BFX		
SMOK-42918	An offset is applied when replacing a clip from MediaHub in BFX if media source timecode is different than Timeline.	Reset the Offset value of the clip.

Key	Summary	Workaround
Colour Management		
SMOK-42331	Colour Management node data missing when saving / loading setups created on remote workstations.	
SMOK-42535	Result is clipped on DVI Broadcast in Timeline FX or Batch.	
SMOK-42578	Colour Sampler gives different results based on the location of the flyout.	
SMOK-42760	Image display may be lost when you modify a Matchbox shader while viewing a Colour Mgmt node as Context.	
SMOK-43101	Result is clipped on Media Panel and Reels / Freeform thumbnails.	
SMOK-43121	DCDM colour spaces cannot be used when creating user colour spaces.	
SMOK-43268	Colour tag goes to unknown when accessing Tracker through the Distort node.	
SMOK-43393	Lens Distort Colour Space is not updated in Resize output mode.	
SMOK-43402	Modifying the Policy from Project Settings doesn't load the new policy file.	
Conform		
SMOK-42329	AAF cannot be read if filename contains UTF-8 characters.	Avoid creating AAF files with illegal unix characters in the filename
SMOK-43013	Manual Link To Media File does not create clips with the right colour space data.	Ensure media file location is available on the workstation prior importing to AAF or XML so automatic Link to Media file can be used at AAF/XML import time or use Set Search Location.
SMOK-43036	Exporting AAF with 32-bit audio files crashes ProTools.	
SMOK-43383	EDL custom resolution does not create sequence with the defined attributes.	Reformat on the imported sequence.
Connected Colour Workflow		
SMOK-43019	Connected Colour Workflow: Audio is disabled when going from Lustre to Flame.	Enable Audio in Flame's Audio preferences.

Key	Summary	Workaround
Creative Tools		
SMOK-41934	FCP shortcuts: Warper tools crash performing multiple Undo's using the Meta+Z keyboard shortcut.	Use Undo button.
SMOK-43071	Regrain node slider display is corrupted on IMac 5k.	
SMOK-43472	Modular Keyer nodes disconnect when loading setups.	
SMOK-43485	When connecting a Distort node, the ratio is not refresh properly.	Double-click on the Distort node.
SMOK-43559	Batch Distort: Crash when deleting All Nodes.	If you need to delete Distort objects, use the Selected instead of the All Nodes.
SMOK-43620	Unable to animate GMask circle preset.	
Data Management		
SMOK-42428	Permissions: Xorg configuration error when opening the FlameSetup utility with a UNIX user.	
SMOK-42893	Open Clips: It is not possible to use the Cache All Versions if the current version is already cached.	Select a cached version to cache all versions (or uncached version to uncache all versions).
SMOK-43107	An empty Recovered_Media folder is automatically created on project creation.	
SMOK-43615	Wire disabled by default in configuration if Burn is installed first before the application.	Manually change config.
Editdesk, Desktop & Reels		
SMOK-42682	Cannot import media from the macOS Finder.	Import using MediaHub.
SMOK-43168	Refresh Shared Library crash when viewing the source timeline of a modified clip.	
Installation, OS & System configuration		
SMOK-41872	Crash when local Help location directory doesn't exist in Preferences > General > Help Location.	
SMOK-43189	Certain fonts and thumbnails not loading.	
SMOK-43202	rmsoft detects Mental Ray for Maya plugin as a Flame removable component.	

Key	Summary	Workaround
LUSTRE: Export		
SMOK-42318	Cannot export sequences from Lustre (loaded from Wiretap).	
LUSTRE: Interoperability		
SMOK-42125	Migrated project from Pre-2017 won't have any BatchRender path defined for Connected Colour Workflow, and it will automatically be set in /.	
LUSTRE: Preferences / Project / User and Hotkey Management		
SMOK-43572	When creating a project on a remote framestore, the Lustre Render path is not correct.	Manually modify the project in Lustre to set the IP address of the host using the project.
LUSTRE: Views and Multiviews		
SMOK-42714	When in Multiview, selecting shots and pressing F6 crashes Lustre.	
Matchbox / Lightbox		
SMOK-42852	Matchbox with extra angle bracket in XML bypasses errors and corrupts setups.	
SMOK-42974	Matchbox / Lightbox bins are empty if loading legacy project in upgraded version.	Open and close the Project > Preferences > Shader Paths menu to force the bins to update to the new shader paths.
Media Import / Export		
SMOK-43088	Media Export: Exporting content over file system links erases linked media files.	
SMOK-43190	Colour management rules not being obeyed when Background publishing.	
SMOK-43215	Cannot detect correct duration when importing 120fps mp4 movie with Auto Rate.	Using Select Rate instead of Auto Rate.
SMOK-43220	Crash when reading audio from MXF (Uncompressed) from FCP X 10.3 (decoded via MediaReactor).	Import video track only.
SMOK-43399	Crash when exporting 12-bit DPX file sequence with alpha.	
SMOK-43403	Import Resolution values are not refreshed.	Re-select same needed values.

Key	Summary	Workaround
SMOK-43531	Caching imported Pixspan media should not create hard links to original media.	
Media Panel		
SMOK-43039	Media Panel jumps to the top after dropping a Timeline clip in it.	
Paint Tools		
SMOK-35736	Paint forces a Crosshair pointer even if disabled.	
SMOK-42863	Batch Paint: Painting on a frame that is not included in the Stroke Range actually paints that frame.	
SMOK-42867	Batch Paint: In an Edit list listing more than one Stroke, deleting the first stroke leaves the list without any selected stroke.	Select a new stroke after deleting the top stroke.
SMOK-42868	Batch Paint: In an Edit list where the scrollbar is displayed, selecting anything other than the second stroke forces the list to scroll.	
SMOK-42975	Desktop Paint: Tile mode is unusable on Mac Retina (imac 5K).	
SMOK-43057	Batch Paint: Blending options are not grayed out for recursive operations.	
SMOK-43080	Batch Paint: S keyboard shortcut should be disabled in Consolidate mode.	
SMOK-43221	Batch Paint cannot clone over leftmost pixel at 2880x2160.	At the end of the operation, go into Edit mode and move the stroke just a little bit.
SMOK-43310	Batch Paint: Error loading setup after using undo on stroke reorder.	<ol style="list-style-type: none"> 1. Use Undo with Edit List functions with discretion. If you used undo, swap and re-swap the priority of the stroke to force the Edit List to update the channels. 2. If you load a setup with the error about the missing stroke, you can click Continue, but the parameters of all the strokes that follow the problematic Stroke #

Key	Summary	Workaround
		<p>have been reset to their default settings.</p> <p>An internal script can be provided by Support for users who have setups containing hundreds of strokes to automate the process of correcting the bad lines.</p>
SMOK-43329	Batch Paint: Brush size value not persistent in Set popup when loading setup.	
SMOK-43517	Batch Paint: Result error when stroke x/y position linked to Action channels.	
SMOK-43540	Batch Paint: Display Colour transform doesn't follow Rotate canvas angle.	
SMOK-43621	Batch Paint: Offset between Stroke and Edit box in Expression workflow.	Delete the keyframe that was set.
Player		
SMOK-42783	Overlays display is incorrect in Side-by-Side Compare Mode.	
Project, Preferences & Hotkey Management		
SMOK-41779	Project conversion of remote MacOS project from Linux fails at Move command when renaming.	Make the conversion locally.
SMOK-42334	Multiple project editing/loading & saving operations may lead to :Fail to load libraries.000.clibs error on edit project.	
Shotgun		
SMOK-42321	Shotgun crash when trying to run Central Install as root.	
SMOK-42619	Toolkit does not detect if new Flame Project has same name as existing SG Project.	
SMOK-43217	Toolkit/Plugin: Ignoring to log in on project launch, then logging into user account inside Flame will not update the menus properly.	Switch back and forth to another project or restart Flame.
SMOK-43279	Custom UI actions are duplicated when using Shotgun toolkit integration.	

Key	Summary	Workaround
Timeline		
SMOK-43406	Rendering fails if Timeline has a Timewarp FX and the part to render is past the last frame.	Render all the segments in the same chunk.
User Interface		
SMOK-21578	When you Save a Desktop and choose Rename, cancelling the rename does an Add instead of bringing you back to the Add/Replace/Rename dialog.	
SMOK-42801	Flame menu is hidden behind Status bar after an EDL, XML, or AAF file is loaded.	