

# Flame Family 2018.1 Update Release Notes

April 24, 2017

Welcome to the 2018.1 Update 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:

- [What's New in Flame/Flare](#)
- [What's New in Flame Assist](#)
- [What's New in Lustre](#)

Make sure to check <http://www.autodesk.com/flame-docs> 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 DKU required for 2018.1 Update

Version 2018.1 update requires the installation of DKU version 12.0.1 on all Linux workstations. This DKU contains, amongst other things, support for the new Wacom Intuos Pro (PTH-660). The DKU can be downloaded from the System Requirements page for your product (links above).

## Important Installation & Configuration Notes

- dlhostid is now available as binlegacy\_dlhostid (it is located at */usr/local/binlegacy\_dlhostid*).
- When copying a project, the migrated project will assign itself the first available group on the user list (applies only to projects older than version 2015).
- */opt/Autodesk/cfg/channelrules.cfg*, used for importing Multi-Channel clips has been modified to fix some typos. If you have edited this file, check the *channelrules.cfg\_sample* file to see what was modified.

## 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 2018.1 Update Fixed Bugs List

Key	Summary
<b>Action Trackers</b>	
SMOK-41574	Analyzer gets de-selected after clicking Create Axis.
SMOK-43634	The Stabilizer's magnify widget is not colour managed and might be darker than the actual image.
<b>Action General</b>	
SMOK-37641	Live Preview: Must toggle between views to display the grids.
SMOK-39822	GMask vertices should be displayed when not the active selection.
SMOK-41354	Cannot undo after using Create Media on texture nodes.
SMOK-41666	Desktop Action: Cannot access priority editor using swipe down.
SMOK-42398	Media crop value resets to the resolution of the project.
SMOK-42540	Crash when adding a Source Matte if the Modular Keyer uses the GMask Tracer.
SMOK-42857	Grid doesn't display when defining the ground plane in Action 3D Analyzer.
SMOK-42916	Axis widgets should offset when the centre position changes.
SMOK-42924	Rotation information of the Light node does not appear in the Animation editor.
SMOK-42932	Read File node intermittently loses its texture.
SMOK-43070	Extended Bicubic: UV Point sliders do not work after Stabilization.
SMOK-43147	Comp Background colour pot picks from the Display's colour space.
SMOK-43495	On a Dual Monitor & Broadcast SDI setups, there are drawing issues if the Action schematic is on the right-hand monitor.
SMOK-43511	Action Media Matte view tagged with the wrong colour space.
SMOK-43580	Stickiness when editing Deform or Extended Bicubic mesh.
SMOK-43725	Crash when deleting a 3D camera created with the keyboard shortcut Space+C.
SMOK-44152	Deform Mesh does not work with 3D Shape.
<b>Action Geometries</b>	
SMOK-42921	An FBX with empty point locator prevents Action from loading the Geometries.
<b>Action Keyers</b>	
SMOK-41615	Cannot adjust GMask points in Solo mode.

Key	Summary
SMOK-43050	Cannot pick a vertex if it overlaps another spline.
<b>Archive</b>	
SMOK-35400	Repeated "Incompatible pixel formats" and "Incompatible dimensions" messages can appear when archiving using the <i>flame_archive</i> command line tool.
SMOK-38826	Restore fails if segment file name + absolute path has more than 259 characters.
SMOK-39841	Archive: View Content does not work.
SMOK-40892	Audio might be incorrectly archived if you archive audio of different sample rates within the same archive session, resulting in .wav files getting restored with wrong offset.
SMOK-41948	Crash when doing Flush Source Media Cache on arbitrary clips.
SMOK-43395	LTO Archiving cannot format volumes larger than 4000GB.
<b>Batch General</b>	
SMOK-42224	Slow interactivity when multiple action nodes are connected together.
SMOK-42659	Alt+Click on the Batch FX Save button doesn't bypass the Save File Browser.
SMOK-42774	Cannot multi-select nodes in the GMask schematic.
SMOK-43055	The Batch Start Frame information is not properly saved when a Batch is saved to a Library as part of a Save Desktop > Replace operation.
SMOK-43073	The Edit Mode switches to "Draw Compass" when you add a Paint Node after you created a Compass.
SMOK-43173	Flame crashes when loading batch setups with corrupted FBX file path.
SMOK-43266	The Tracker module accessed through the Distort node cannot be used if the Batch Start Frame is set to a different value than 1.
SMOK-43481	The application crashed when undoing a timeline cut operation performed on a multi-channel clip located in Batch.
SMOK-43484	Dragging an Import node to the Batch Schematic will crash the application if Player currently displayed in the Desktop.
SMOK-43653	The Timeline Positioner jumps to the frame defined in the Batch Start Frame preference when you exit Batch FX.
SMOK-43690	The Start Frame dialog appears when you load a setup saved in the Stabilizer into a Stabilizer accessed from Action.
SMOK-43900	The Tape information set in a Write File is not written in the exported file.

Key	Summary
<b>BFX</b>	
SMOK-43689	The application crashes when a Batch FX is closed while the Media Panel dialog window is open.
SMOK-43693	Connections coming out of the Back Clip node are lost after you copy a Gap BFX to another gap.
SMOK-43877	Segment Markers are lost when creating a Batch FX with the Selection As Flowgraph option selected.
<b>Central Installation</b>	
SMOK-43838	Errors are returned when you launch the application using Central Install and a licence server is specified using the -n argument.
<b>Colour Management</b>	
SMOK-42331	The Colour Management node data is missing when saving / loading setups created on remote workstations.
SMOK-42578	The Colour Sampler gives different results based on the location of the flyout.
SMOK-43268	The viewing transform goes to unknown when the Tracker module is accessed through the Distort tool.
SMOK-44031	The Tagged Colour Space of a clip residing in a Batch Group is not properly updated after it has been modified.
<b>Conform</b>	
SMOK-33972	FCP XML files from Adobe Premiere Pro CC are not correctly imported if there are Linux invalid characters in media file name and path.
SMOK-42827	AAF Import: The strobe parameter from Avid Media Composer's timewarp is not translated.
SMOK-43064	AAF Import: The wrong timecode is used for sources that have multiple timecode tracks (can cause doubled timecodes, timecodes starting at 0, etc.).
SMOK-43117	Nested segments with effects are not correctly created when conforming AAF from Avid Media Composer.
SMOK-43692	The software crashes when you import multiple audio-only EDLs at once using drag & drop.
<b>Connected Colour Workflow</b>	
SMOK-43378	Lustre: CDL and SDL data not read by Lustre when imported from Wiretap server
<b>Connected Conform Workflow</b>	
SMOK-42976	Segment Connection doesn't work if the connected segments do not have the same bit-depth.

Key	Summary
<b>Creative Tools</b>	
SMOK-43048	Duplicate hotkey not working in the GMask and Distort schematic.
SMOK-43559	Batch Distort: Crash when deleting All Nodes.
SMOK-43747	Resize node renders incorrect aspect ratio when Crop/Lock Output is active.
SMOK-43763	The software crashes when you use the Proxy Extract tool on a clip that contains a rendered Timeline FX.
<b>Data Management</b>	
SMOK-42236	Burn jobs are not persisted between sessions if the workspace is renamed within the session
<b>Desktop &amp; Reels</b>	
SMOK-42682	It is no longer possible to import media directly from the macOS Finder.
SMOK-43168	The software crashes when you refresh a Shared Library that was modified by another application while viewing of its clip in the Source Timeline.
SMOK-43269	It is not possible to delete a Library when it contains at least one locked clips.
SMOK-43906	The application crashes when you use a Batch FX segment as the source of a Replace operation in the Timeline.
<b>External Hardware</b>	
SMOK-43893	The A key on the Tangent Element TK panel does not work as expected.
SMOK-43908	Accessing a Colour Corrector after adding a Matchbox node will crash the application if a Tangent panel is connected.
SMOK-43928	Pressing Play on the Tangent Element panel does not work when Player is enabled.
<b>Installation &amp; Software Configuration</b>	
SMOK-43202	rmsoft is a utility for removing Flame software components. It no longer tries to remove other Autodesk software, for example Mental Ray for Maya plugin.
SMOK-44054	XFS repair is unable to repair in some cases (requires xfsprogs rpm update).
<b>Matchbox/Lightbox</b>	
SMOK-42974	Matchbox / Lightbox bins are empty if loading legacy project in upgraded version.
SMOK-43154	Matchbox Colour Correct always display "Lift" as a Tooltip.
<b>Media Panel</b>	
SMOK-43039	The Media Panel jumps to the top when a clip coming from the Timeline is dragged and dropped in it.

Key	Summary
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## MediaHub

SMOK-42926	MediaHub Export: UI displays with token pattern box.
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## MediaHub (Import / Export)

SMOK-41546	MediaHub freezes when doing a refresh in a directory accessed by a bookmark.
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SMOK-43143	Muted Gap FX will export black frames in a background export.
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SMOK-43403	Import Resolution values are not refreshed.
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SMOK-43414	Import resolution resize type does not use the correct value on import after a project restart
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SMOK-43459	Media files generated through Sequence Publish with the Link Media option have the wrong file ownership.
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SMOK-43881	Spanned RED R3D files located outside of an RDC folder cannot be seen as a single clip in MediaHub.
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SMOK-43988	QuickTime export in DNxHD 120/145 1080i 8bit is seen as black in Avid and QuickTime player.
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## MediaHub (Import / Export)

SMOK-44034	Flame Trial crashes when submitting for Shotgun review due to a non-supported codec.
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## Paint

SMOK-43057	Batch Paint: Blending options are not grayed out for recursive operations.
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SMOK-43080	Batch Paint: we are unable to change brush attributes while in consolidate mode.
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SMOK-43081	Batch Paint: Some drawing type are causing graphic update problem.
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SMOK-43156	Batch Paint: brush selection doesn't always match what is being used.
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SMOK-43164	Batch Paint: Bypass button isn't working in Result view.
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SMOK-43221	Batch Paint cannot clone over leftmost pixel at 2880x2160.
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SMOK-43310	Batch Paint: Error loading setup after using undo on stroke reorder.
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SMOK-43577	Batch Paint: painting performance can be sticky.
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SMOK-44204	Batch Paint fix possible corruption with drag brush.
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## Project, Preferences & Hotkey Management

SMOK-43155	The Shift-C drag shortcut to adjust Contrast in a viewport also expands / collapses the selected node if a Batch Schematic viewport is displayed.
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Key	Summary
<b>Publish Workflows</b>	
SMOK-44291	Crash when publishing a sequence with generated colour frames.
<b>Shotgun</b>	
SMOK-43279	Custom UI actions are duplicated when using Shotgun toolkit integration.
<b>Timeline FX</b>	
SMOK-43652	Modifying the duration of a timeline segment using a Timewarp Timeline FX will ripple the segments after it even though the Ripple setting is deactivated.
SMOK-43698	It is not possible to change the Tagged Colour Space from the Colour Management Timeline FX editor.
<b>User Interface</b>	
SMOK-42801	The Flame menu located at the bottom right of the interface is hidden behind the Status bar after an EDL, XML, or AAF file is loaded.
<b>Wiretap</b>	
SMOK-44079	It is not possible to use Wiretap Central on macOS.
<b>LUSTRE: AVIO</b>	
SMOK-41709	VTR button goes away when using Insert with Preview enabled (Assemble button displayed twice).
<b>LUSTRE: Background Render</b>	
SMOK-42499	Cannot export shots with token for creating folder.
<b>LUSTRE: Colour Grading</b>	
SMOK-38030	Lustre noise plugin produces moiré pattern on certain media with high frequencies.
<b>LUSTRE: Colour Management</b>	
SMOK-35415	Reference Buffer should not have Setup/Calibrate LUT applied.
SMOK-37340	Lustre GPU: Input Log>Lin custom values have no effect using integer media.
SMOK-40292	Still view calibration is wrong on the broadcast.
SMOK-44147	Auto Convert "From File or Rules" broken for camera native formats
<b>LUSTRE: Colour Tools</b>	
SMOK-43562	alt-select Flag should affect flatten timeline only.
<b>LUSTRE: Export</b>	
SMOK-42318	Cannot export sequences from Lustre (loaded from Wiretap).

Key	Summary
<b>LUSTRE: Import</b>	
SMOK-42999	OpenEXR files with an invalid frame rate cannot be imported in Lustre.
SMOK-43337	Media files with system reserved tape name metadata (i.e. BL) cannot be read by Lustre.
SMOK-43791	Lustre does not read alpha channel from Multi-Channel OpenEXR files.
<b>LUSTRE: Render</b>	
SMOK-43457	Lustre crashes when rendering a matte container to the Flame library.
<b>LUSTRE: Wiretap</b>	
SMOK-34196	No media path for 16-bit float Managed Media read from Wiretap server.
<b>LUSTRE: Wiretap Gateway</b>	
SMOK-43197	Clip name from imported OpenEXR files in Lustre does not show the "filename+channel" naming (only the channel name is shown).

## Flame Family 2018.1 Update Known Bugs List

Key	Summary	Workaround
<b>Action General</b>		
SMOK-43751	Substance Materialize PBR: Enabling a Texture Resolution of 1024 or greater can crash Flame on macOS.	
SMOK-44050	Keyframes of a locked object are not shown in the Action Timebar.	
SMOK-44065	Action / GMask Tracer Timeline FX renders get invalidated when reloading a timeline if the Show Icons option is enabled in the Player.	Disable the "Show Icons" option in the Player.
SMOK-44289	Action: Snap Object To Z-Depth does not work.	
<b>Action Keyers</b>		
SMOK-44105	Adjusting gradient curve of a GMask while viewing downstream context via frozen Mux hangs Flame.	
<b>Action Trackers</b>		
SMOK-44395	Tracking an Image UV points doesn't work if the Batch Start Frame is set to a value different than 1.	
<b>Batch General</b>		
SMOK-43916	Exploding the history of a clip rendered in Batch will crash if the Render node had a Resize enabled on it.	
SMOK-44445	The Forward Vector input of the 3D Blur node doesn't accept 32-bit clips.	Apply a Colour Management node between the 32-bit vector and the 3D Blur Forward Vector input.
<b>Burn / Background Rendering</b>		
SMOK-44505	.clip files are not created / updated when a rendering a Write File using Burn.	
<b>Colour Management</b>		
SMOK-43423	Action outputs are clipped on the DVI Broadcast.	

Key	Summary	Workaround
<b>Conform</b>		
SMOK-43824	Committed audio timewarps get exported with the wrong duration in AAF (one frame off).	
SMOK-44148	FCP XML from Adobe Premiere with % characters in their path url tag cannot be imported in Flame Family.	Perform a <b>_Find and Replace_</b> in a text editor to replace '%' with '_'
SMOK-44251	AAF conform relink based on UMID doesn't work on Panasonic media.	Avoid relinking based on this criteria for P2 media.
<b>Connected Colour Workflow</b>		
SMOK-43019	Audio is disabled when switching from Lustre to Flame on the same workstation.	Enable Audio in Flame's Audio preferences.
<b>Creative Tools</b>		
SMOK-44146	Loading a preset for a second time in the same node or tool doesn't invalidate the result.	Scrub in Timebar after loading a Preset.
<b>Data Management</b>		
	Flame users can get locked, preventing it to open projects when it's used by different Unix users which are not part of the same group. The shell will report: PID 14050: Cannot read lock "/opt/Autodesk/user/<USER NAME>/tmp/user-lock" - Could not read /opt/Autodesk/user/<USER NAME>/tmp/user-lock.ext: Permission denied Could not read lock file: Could not read /opt/Autodesk/user/<USER NAME>/tmp/user-lock.ext: Permission denied Failed to obtain exclusive lock for user "<USER NAME>".	Carefully remove the lock manually under: "/opt/Autodesk/user/<USER NAME>/tmp/user-lock.ext"
SMOK-43883		
<b>Desktop &amp; Reels</b>		
SMOK-44284	The Replace Media operation is not always accurate when the destination has a	

Key	Summary	Workaround
	Timewarp Timeline FX with a negative speed and some head and tail frames.	
<b>Media Hub (Import/Export)</b>		
SMOK-44126	Importing individual channels from an OpenEXR file via MediaHub does not create clips named using the "filename+channel" pattern: only the channel name is used.	Import the main EXR and do not touch the multi-tag and the naming will be fine.  The big drawback is if you only wanted 1 layer, you have to import all of them to get the naming settings to work.
SMOK-44379	Memory leak when reading SonyRaw, causing slowdown of the application.	Use a raw colour space in the SonyRAW format specific colour option. Select desired LUT in general tab instead.
SMOK-44440	Some Cinema DNG files import incorrectly in Flame when loaded through MediaReactor (wrong colors / green cast). This is a MediaReactor issue.	
<b>Paint</b>		
SMOK-43682	Desktop Paint: AutoPaint corruption if using Matte in Tiled mode on a Mac.	
SMOK-43717	It is not possible to create a new stroke from the sources list when the Consolidate mode is enabled.	
SMOK-43921	Batch Paint: Switching between Proxy and Full Res can corrupt the memory.	Restart your session and avoid switching between Full Res and Proxy.
SMOK-44006	Batch Paint: Pixels shift in X and Y between Front and Result viewing.	
SMOK-44461	Batch Paint frame number does not work for spliced BFX segment.	
<b>Timeline FX</b>		
SMOK-43826	Compare modes are broken when an Action Timeline FX is added to the timeline.	
SMOK-44167	Enabling Scene Detect will result in a crash if you previously went to the Matchbox Load	

Key	Summary	Workaround
	File Browser, but left the browser without selection anything.	
<b>LUSTRE: Export</b>		
SMOK-43295	Cannot export original media with media cached on the Flame storage.	Perform the Export directly from Flame.
<b>LUSTRE: Stereo</b>		
SMOK-43843	When working in Stereo3D in Lustre, scrubbing over a dissolve on shots with shapes, the outline of the shapes might be seen at the wrong location. Note: this issue does not affect rendering of the shapes.	
<b>LUSTRE: Wiretap</b>		
SMOK-43909	Shot Reactor reports missing frames and fails to render in shared library (Wiretap).	