Flame Family 2018.2 Update Release Notes

25 July, 2017

Welcome to the 2018.2 Update release of the following Flame Family products:

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

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

Contents

Essential Links

What's New	- [What's New in Flame/Flare](#) - [What's New in Flame Assist](#) - [What's New in Lustre](#)
All Flame Family Documentation	http://www.autodesk.com/flame-docs
Flame Learning Channel Videos	https://www.youtube.com/user/FlameHowTos
System Requirements (includes DKU download link)	- 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
Licenses and Release Download links	https://manage.autodesk.com/ **Note: Open the Updates and Add-ons tab for Update release versions.** **Managing Users & Permissions:** https://knowledge.autodesk.com/customer-service/account-management/subscription-management/users-permissions
Download Backburner	https://apps.autodesk.com/en **(Search for Backburner)**
Contact Flame Family Support	https://www.autodesk.com/flame-support

New DKU Required for 2018.2 Update

Version 2018.2 update requires the installation of DKU version 12.0.2 on all Linux workstations. This DKU contains, amongst other changes:

- New AJA driver v12.5.5-10.
- DKU now creates a log file in /var/log/Autodesk/DKU-<DKU-version>_install.log.
- Updated sudo RPM for the security vulnerabilities CVE-2017-1000367 & CVE-2017-1000368.

The DKU can be downloaded from the System Requirements page for your product (links in table above).

Legacy Hardware End of Support Notifications
- 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) should upgrade to new hardware. To summarize:
    - 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).
- NVIDIA SDI Out (via daughter card) will no longer be supported on any hardware configuration in the Flame Family 2019 release. NVIDIA does not support this hardware anymore, and the equivalent functionality is possible through AJA Kona 4 hardware.

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 2018.2 Update Fixed Bugs List

Key	Summary
Action General	
SMOK-43695	Crash using Motion Vectors pass or Matchbox Stingray with Particles.
SMOK-44050	Keyframes of a locked object are not shown in the Action Timebar.
SMOK-45181	3D Text: crash toggling Adaptive for Original Wire.
Action Geometries	
SMOK-44870	Alembic Import: cannot apply scale unit to Camera if there is no Geom present.
Action Keyers	
SMOK-44481	GMask Tracer can crash when HWAA sampling is used.
Action Trackers	
SMOK-44395	Tracking an Image UV points doesn't work if the Batch Start Frame is set to a value different than 1.
Archive	
SMOK-35841	Restoring a setup archive on a remote project is slow.
SMOK-41878	Size estimation is not accurate for workspaces & libraries when using Flame_archive command-line tool.
SMOK-42271	Restoring an archive with the Convert To Local Path option enabled does not correctly set the media file path.
AVIO	
SMOK-43441	There is an 8 to 10 frame delay between the user interface monitor and SDI Output.
SMOK-45367	AJA HDMI output is set to 8bit when using 4K or UHDTV timings.
Batch General	
SMOK-44165	Changing the presets of a Matchbox node residing in a Batch Schematic group results in an application crash.
SMOK-44554	The software crashes when you load a Modular Keyer setup that does not contain a Result node.
SMOK-44960	The Broadcast Toolbar disappears when you exit Action's indirect tracker.
SMOK-44980	Keyframes on a Action Media FX MK layer are not pasted at the correct frame when the Batch Start Frame is not set to 1.
Batch Group	
SMOK-43460	The Iterations number is reset to 1 when a Batch setup is loaded using the Load and Create option and no changes were made between two iterations before saving.
BFX	
SMOK-44424	The software crashes when you load a Batch FX setup containing an empty Modular Keyer node.

Key	Summary
SMOK-44847	A Comp Timeline FX applied to a Batch FX with alpha segment is not working properly if the BFX was created on a Matte Container while Comp was disabled.

Burn / Background Reactor

Key	Summary
SMOK-44505	Open Clip files are not created / updated when rendering a Write File using Burn.
SMOK-44853	The <batch iteration> token is not properly resolved when a Write File node is rendered using Background Reactor.

Colour Corrector / Warper

Key	Summary
SMOK-30054	The software crashes when a Colour Warper Timeline FX containing a corrupted Shape animation is duplicated or initialized at the project selection window.

Colour Management

Key	Summary
SMOK-43013	Manual Link To Media File does not create clips with the right colour space data.
SMOK-44163	Duplicating a Colour Mgmt node rebuilds the user colour space catalog.

Conform

Key	Summary
SMOK-38606	The Clip Name criteria is considered in the Sources Sequence creation, creating duplicated entries in the Sources sequence if your sequences have different clip name for the same content.
SMOK-44561	No audio when linking an audio segment located inside a container.
SMOK-44857	Adobe Premiere XML files with a 0 frame edit cause issues when imported in Flame Family.

Conform

Key	Summary
SMOK-44366	Resize effects created automatically when importing an AAF/XML are not using the Timeline Resize preferences

Conform Interoperability

Key	Summary
SMOK-43383	AAF/XML/EDL custom resolution does not create sequence with the defined attributes.
SMOK-44148	FCP XML from Adobe Premiere with % characters in their path url tag cannot be imported in Flame Family.

Creative Tools

Key	Summary
SMOK-43472	Modular Keyer advanced links get disconnected when loading a setup.

Data Management

Key	Summary
SMOK-39008	Flushing Source Media cache does not remove the cache if content located in the same Library share the same cached frames.
SMOK-41133	Reduce time required for tar extraction when restoring an archive with huge clip history folders over the network.
SMOK-44307	Imported DPX media files from a fast storage do not playback at same speed as managed DPX files located on the same file-system.
SMOK-44496	Crash when switching project if a shared library of previous project was refreshed while switching
SMOK-44932	The Network.cfg file is not correctly created when installing the Backburner distribution.
SMOK-45182	Cannot cache in remote workflow if the same flame user id, user name and group don't exist on both systems.
SMOK-45213	Flame crashes if the performanceTable.xml file gets corrupted.

Key	Summary

Desktop & Reels

SMOK-43664	The application becomes unusable if you have a very large number of clips in a single Reel / Folder and it is displayed in the Freeform view.
SMOK-44010	The software crashes when the Delete Under Cursor shortcut is used inside an Audio Timeline FX editor.
SMOK-44037	The software will crash when you use the Select Incoming/Outgoing side of Transition shortcut while no segment is currently selected.
SMOK-44038	The software crashes when you use the Paste FX shortcut over an empty part of the Timeline while a Batch FX segment is in the Copy / Paste clipboard.
SMOK-44284	The Replace Media operation is not always accurate when the destination has a Timewarp Timeline FX with a negative speed and some head and tail frames.

Installation and Packaging

SMOK-43834	Launching the application with the --start-remote-user switch doesn't work
SMOK-44581	The custom port defined in flamefamily.lic file is lost when re-installing Flame Family applications.

Media Import / Export

SMOK-41188	QuickTime file with AAC audio shows No Media for the last frame
SMOK-44304	Content from Apple ProRes 4444 shows a white alpha even if the file does not contain a valid alpha channel.
SMOK-44379	Memory leak when reading SonyRaw, causing slowdown of the application.

Media Panel

SMOK-43845	The Mark In and Mark Out shortcuts do not work on a locked clip.

MediaHub Import/Export

SMOK-43190	Colour Management rules are not correctly used when exporting content using Sequence Publish with re-imported published clips.
SMOK-44219	Warning message regarding No Media frames is displayed even if No Media frames are located outside of the exported span
SMOK-44425	Content with gap is not exported correctly when using Background Media Export.
SMOK-44610	Aspect ratio metadata is not read/written in TIFF file format.
SMOK-44720	Importing Quicktime media files with mono and stereo audio tracks gives wrong result.
SMOK-44838	The start frame of an exported File Sequence should be 1 instead of 0.
SMOK-44931	Flame reads the wrong timecode from 8K 59.94fps DPX files coming from Pablo Rio.
SMOK-45023	Color shift happens when caching or rendering DNxHD media.
SMOK-45311	10bit clips exported in foreground from flame_export are corrupted.

Open Clips

SMOK-45212	Sequence publish to add a version on an Open Clip only keeps the link to the most recent published version.

Key	Summary
OS and Software Configuration	
SMOK-39545	On CentOS, Flame window is brought to front on mouse over instead of on mouse click like on Red Hat.
SMOK-43835	Errors are returned because of the /usr/bin/dcop line defined in the ~/.kde/Autostart/loginInit file on CentOS7.2
Paint Tools	
SMOK-43387	Desktop Paint: custom brushes get corrupted using certain brushes to create.
SMOK-44461	Batch Paint frame number does not work correctly with Duration / End Frame.
Player	
SMOK-42783	The Overlays are not properly displayed when the Side-by-Side Compare mode is set in the Player.
SMOK-44325	The Fit function available in the Player zoom value dropdown does not work.
Project and User Management	
SMOK-42334	Multiple project editing/loading & saving operations may lead to :Fail to load libraries.ooo.clibs error on edit project.
Shortcuts and Shortcuts Editor	
SMOK-43995	The "Toggle To MK Result View" and "Action Context" shortcuts are conflicting inside the Modular Keyer accessed from the Action Media List.
SMOK-44159	Longer user names displayed inside the Keyboard Shortcut editor are cut off.
SMOK-44259	The "Select Outgoing side of a Transition" shortcut doesn't work when the incoming side is already selected (Smoke classic Profile).
Shotgun	
SMOK-45214	The Shotgun Plugin won't start if the user doesn't have read access to the Shotgun log file.
Timeline	
SMOK-44132	Timeline FXs from the source clip are not invalidated when you edit the clip in another sequence using Overwrite while the background track is not patched.
SMOK-44167	Enabling Scene Detect will result in a crash if you previously went to the Matchbox Load File Browser, but left the browser without selection anything.
SMOK-44426	It is not possible to select the head or tail of an unselected timeline segment with a single click. Containers, Matte Containers and Batch FX segments do not yield this problem.
SMOK-44626	Performing a 4-point edit using mismatched frame rates while "Contain Timewarped Edits" will result in a blank track.
SMOK-45119	The software crashes when a video container containing audio tracks or an audio container containing video tracks is uncontained.
UI	
SMOK-43849	A User Interface glitch appears at the bottom of the screen when you enable the Fullscreen mode in Batch while the Clip node's Extended menu is currently selected.
Warper / Distort	
SMOK-44587	Distort tracked shape is not getting piped out of the matte output correctly.

Key	Summary
Wire	
SMOK-45266	Background Wire fails on sequence combining cached clips and renders.
LUSTRE: Colour Grading	
SMOK-43339	CDL values coming from EDL are not properly applied on Multi clips, Containers and Matte Containers.
LUSTRE: HDR Workflow	
SMOK-44487	Content with Matte Container in Lustre shows conflicts with DolbyVision analysis tools.
SMOK-44768	Content with Container / Matte Container cause issue with DolbyVision HDR trims not being applied on the proper frames.
LUSTRE: Render	
SMOK-44437	Content rendered through multiple Shot Reactor nodes might not show the media with the selected output colour transform.
LUSTRE: Wiretap	
SMOK-43909	Shot Reactor reports missing frames and fails to render in shared library (Wiretap).

Flame Family 2018.2 Update Known Bugs List

Key	Summary	Workaround
Action Analyzer		
SMOK-45195	The software crashes when a Stereo Analyzer analysis is cancelled.	
Action General		
SMOK-43494	When there are existing keyframes, Reset Shape does not work in an extended bicubic Surface node.	
SMOK-45396	When using Surface offset parameters, the projection follows the UV even if the reference is not set.	Use an extra axis if you need to offset the image and not the projection
SMOK-45548	Vertices of an instantiated object cannot be properly picked from the Viewport.	
Action Rendering		
SMOK-45138	The image displayed in a viewport / player is incorrect using Proxy on Scrub of Action following GMask Tracer.	
Action Trackers		
SMOK-44286	The software crashes using the Motion Analysis Global mode on heavy setups using older Quadro cards.	
AVIO		
SMOK-45074	On AJA Kona 3G Quad, the Dual 3G option on 4K and UHDTV timings display corruption.	
Backburner		
SMOK-45395	Backburner Web Monitor returns an invalid account error message on Mac when accessing the apache web server via "localhost".	Clear your browser's cache or access Backburner Web Monitor via the full hostname.
Batch General		
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.
SMOK-45488	A Batch FX setup file is wrongly named "_" if the Batch FX was created on a timeline segment with a "/" in its name.	
BFX		
SMOK-45485	Renders are invalidated after "Sync Connected Segment" is used on segments with a Resize Timeline FX.	
Burn / Background Reactor		
SMOK-45350	New versions created using Batch are not added to Shotgun when the Write File	

Key	Summary	Workaround
	node is rendered using Burn or Background Reactor.	

Colour Management

Key	Summary	Workaround
SMOK-45058	Color Management rule is not properly applied when using path translation.	

Conform

Key	Summary	Workaround
SMOK-44814	Wrong resizing when conforming an AAF sequence with subclip of content having a different resolution than the sequence.	

Creative Tools

Key	Summary	Workaround
SMOK-45543	The new GMask Tracer blending modes are not available after the "Reset to GmaskTracer" Start Mode is used in Modular Keyer.	

Desktop & Reels

Key	Summary	Workaround
SMOK-45331	The first frame of a Sequence Publish reimported clip is not properly refreshed after a successful background export.	Use the Refresh Thumbnails in the Clip's contextual menu.
SMOK-45426	The software crashes when you overwrite a source clip with In and Out marks that also has a Burn-In Metadata Timeline FX on it.	

Media Import / Export

Key	Summary	Workaround
SMOK-45412	Movies created using the Avid Media Composer (QuickTime DNxHR HQX 12-bit) preset are created in 10-bit instead of 12-bit.	

MediaHub Import/Export

Key	Summary	Workaround
SMOK-39080	Alpha is lost on sequence publish of a single frame source within a matte container.	Export as file sequence.
SMOK-45052	Colour management input rules are applied when browsing media in the Media Export panel.	
SMOK-45108	Color Space is not preserved when exporting sources clips using Sequence Publish presets without Create Open Clip option.	

OS and Software Configuration

Key	Summary	Workaround
SMOK-45536	Restarting Flame immediately after it was closed may hang the startup process.	

Player

Key	Summary	Workaround
SMOK-44702	Playing back a clip in the player doesn't work when the Compare Mode is enabled and an unlinked segment is in the Primary Track.	

Key	Summary	Workaround
Shotgun		
SMOK-45378	The software crashes when the "Switch Shotgun Site" button is used in a Shotgun dialog.	Linux: rm ~/.shotgun/authentication.yml Mac: rm ~/Library/Caches/Shotgun/authentication.yml If you want to change Shotgun site.
SMOK-45529	Launching Flame from the Shotgun website doesn't work until you perform a ./tank update.	
Stone and Wire		
SMOK-45125	Possible silent crash in sw_dbd when running vic on a corrupted database.	Backup database file and run swdb_recover
Timeline		
SMOK-45199	Gap FX segments are not properly invalidated when they are trimmed after a cut was added on them.	
LUSTRE: AVIO		
SMOK-45534	The software crashes when the HDMI HDR setting is modified without an AJA raster being enabled.	Enable an AJA raster prior changing HDMI HDR setting
LUSTRE: Wiretap		
SMOK-45420	CDL Values from sequence imported from Flame are not seen after the initial sequence import in Lustre.	Disable the "Auto Load CDL/SDL" option in User settings or, after first import, clear the timeline and reload the cut.