

### Smoke 2012 Subscription Advantage Pack 2 Release Notes

Important information for this release:

- [Important Notes](#)
- [Hardware Limitations](#)
- [Compatibility](#)
- [Fixed and Known Bugs](#)

#### Important Notes

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##### Hardware and Drivers

Smoke 2012 SAP 2 is compatible with AJA driver version 10.1, only, for all devices. Smoke 2012 SAP2 also supports AJA ioXT Thunderbolt devices on MacBook Pro & iMac platforms.

**Note:** You may download either the DD or NDD flavor of the AJA driver. Smoke does not use the "Desktop Display" feature and works equally well with either version of the driver.

Driver links:

- Kona 3: <http://www.aja.com/support/konaNEW/kona-3-3x.php>
- Kona 3G: <http://www.aja.com/support/konaNEW/kona-3g.php>
- ioXT : <http://www.aja.com/support/io/io-xt.php>

Note There may be a Firmware upgrade/downgrade to perform after mandatory reboot, depending on your hardware. Follow the on-screen instructions to complete.

If you have Smoke 2012 SAP1 SP1 on your workstation, you must either downgrade the AJA driver to 10.0.1 to use Kona cards with 2012 SAP1 SP1 or keep the 10.1 drivers installed and run the SAP1 SP1 build without the AJA hardware (by disabling Video & Audio device in Smoke Setup Application).

To upgrade/downgrade your AJA driver:

1. Download the driver from AJA.
2. Run the AJA uninstaller application from /Applications/AJA Utilities/.
3. Run the installers of the driver you want to install and follow the on-screen instructions.

##### ARRI and RED SDK Support

- RED SDK 4.3
- ARRI SDK 4.0

#### Hardware Limitations

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##### CPU Burn Limitations

Keep in mind the following limitations when working with non-GPU Burn render nodes.

##### Action CPU Burn Limitations:

- Action setups cannot be rendered if the output format is set to 16-bit fp.
- Action setups cannot be rendered if one or more layers are 16-bit fp.

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- Action setups cannot be rendered if Clamp Colours is disabled.
- Action - Lights profile with range outside of 0,1 are not supported.
- Action Old Blending modes (Subtract, Multiply, Exclusion, Spotlight) when they are used with Surface blending curves or lens Distort are not supported.
- Action Point or Spot lights are not supported.
- Action New Lights are not supported
- Action New Blending Modes are not supported.
- Action Shadows are not supported.
- Action Ambient Occlusion is not supported.
- Action IBL is not supported.
- Action Lens Flares are not supported.
- Action Blooming is not supported.
- Action Rays are not supported.
- Action Hardware Displacement is not supported
- EWA filters in Action cannot be applied.
- Anisotropic filters in Action cannot be applied.
- Action Substance and Substance Materialize cannot be rendered.

#### Batch CPU Burn Limitations:

- Batch Exposure node cannot be rendered.
- Batch Matte Edge node - Noise functionality cannot be rendered.
- Batch - Substance- 16 bit fp output resolution cannot be rendered.
- Batch - Substance Noise node cannot be rendered.
- Batch - Substance Splatter node cannot be rendered.
- Batch | Desktop - RGB Blur Directional and Radial modes 16- bit fp output resolution cannot be rendered.
- Batch | Desktop | SoftFX - Text 16-bit fp output resolution cannot be rendered.
- Batch | Desktop - Auto-Stabilize 16-bit fp output resolution cannot be rendered.
- Batch | Desktop - Burn-In 16-bit fp output resolution cannot be rendered.
- Batch | Desktop - Glow Node Directional Blur 16-bit fp output resolution cannot be rendered.
- Batch | Desktop - Distort 16-bit fp output resolution cannot be rendered.
- Batch | Desktop - Color Frame Gradient cannot be rendered.
- Batch | Desktop - Gradient node 16-bit fp output resolution cannot be rendered.

#### Soft Effects CPU Burn Limitations:

- SoftFX - Axis 16-bit fp output resolution not supported.
- SoftFX - CC 16-bit fp output resolution not supported.
- SoftFX - Wipe 16-bit fp output resolution not supported.

#### Flame Effects CPU Burn Limitations:

- FX Tools -Damage cannot be rendered.
- FX Tools -Pixel Spread cannot be rendered.
- FX Tools -Bump Displace cannot be rendered.
- FX Tools -2D Transform cannot be rendered.

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- FX Tools -Deform cannot be rendered.
- FX Tools -Denoise cannot be rendered.
- FX Tools -Glow in 16 bit fp in directional mode cannot be rendered.
- FX Tools -Match Box cannot be rendered.
- FX Tools -Depth-Of-Field and Blur additive blooming mode cannot be rendered.
- FX Tools -Motion Blur cannot be rendered.
- FX Tools -Depth-Of-Field and Blur additive blooming mode cannot be rendered.
- FX Tools -Recursive Ops cannot be rendered.
- FX Tools -Strokes cannot be rendered.
- FX Tools -Motif cannot be rendered.

#### Other CPU Burn Limitations:

- Hardware Anti-aliasing is not supported.
- 3D Blur cannot be rendered.

#### Limitations with Old Graphics Cards

- Action - Only projected Shadows are available on x500 series and before due to hardware limitation that result in lower quality shadow.
- Action - Only one IBL map per object on x500 series and before as opposed to 2 on more recent cards.
- Action - Seamless cube map (part of the IBL feature) are currently not working on x600 Series and before. For end user, this means results will be smoother on 5800s. There is no loss of functionality on older platforms.
- Action - Hardware Displacement is disabled on x500 series and prior cards. If you import a setup containing hardware displacement, it will be switched to software displacement. In a case where a substance map is loaded, its displacement map will not be visible on the schematic because it is hardware only.
- Action - No ambient occlusion available on x500 series and prior cards.
- Flame FX Tools - Pixel Spread Stretch and Motion modes may present artefacts due to the lower precision on x500 Series and before. We had to use 16f instead of 32f because of limitations on these cards.
- Flame FX Tools - 2D transform- Artefacts may show up if motion blur or anti-aliasing are activated on x500 Series and before. We had to use 16f instead of 32f because of limitations on these cards.
- Flame FX Tools - Motion blur - Interactive performance and rendering problems on x500 Series and prior cards.

#### Compatibility with Previous Versions

Keep in mind the following information on software compatibility and limitations before upgrading to the latest version.

Projects and clip libraries created in previous versions of the software are read-only in the current version. Previous releases cannot read clip libraries from the current version.

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To access media in projects created in previous versions, you must first create new projects in the current version. Then, you must transfer the media from your old projects to the new ones using the Network panel in the Clip Library.

Autodesk recommends archiving your media and project data before you upgrade.

Consult the following table for information on resource compatibility when upgrading to the current version.

Previous Version	Current Version
Projects and clip Libraries	<p>Are read-only. Framestores from previous versions are identified as incompatible in the network library.</p> <ul style="list-style-type: none"><li>• If the original project is on the same system, create a project in the current version and then copy the clip libraries from the old project to the new project. You can use the project upgrade script to create the projects for you. See <a href="#">Using Projects from Previous Versions of Smoke</a>.</li><li>• If the original project is on another system that has any version from 2007 installed, create a project in the current version of the software and then transfer the clip libraries from the previous project to the new project.</li><li>• Alternatively, you can archive the project from an older version and restore the archive in the latest version. See <a href="#">Archiving</a>.</li></ul> <p>Note: You can only delete projects and clip libraries with the application version that created them.</p>
Archives	Are read-only.
Users	Are incompatible. Create a user in the latest version. See the application help for instructions.
Settings	Are compatible (including most Sparks® setups).

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### Compatibility between Smoke SAP 2 and Flame Premium 2013

Smoke 2012 SAP 2 is compatible with Flame Premium 2013.

### Archive Compatibility

Archives from the current version cannot be restored in earlier versions.

Archives created using previous versions are read-only when restored to the current version. That is, you can restore an archive from a previous version in the current version, but you cannot append material to the archive (you must create a new archive).

There are some differences in how your software restores archives. The following table summarizes these differences.

Archive Type	Behaviour when restoring
Selection (Part of a project)	Archives can only be restored to the clip library.
Whole Project	The EditDesk is restored as a reel in a new library.

## Smoke 2012 Subscription Advantage Pack 2 Fixed and Known

### Fixed Bugs

Component/s	Key	Summary
Action: General	FLPR-4850	Batch/Action: Schematic corruption when displaying schematic of an Action node fed by another Action node with a normal map.
Action: General	FLPR-3010	Action: Schematic Interactivity slowdown with multiple lights/nodes/shading.
Action: Surface	FLPR-4669	Action/Surface Lens Correction incorrect in UV output.
Action: Surface	FLPR-4788	Action: Animating crop values with a high object resolution on an ext bicubic surface=Crash.
Action: Texture	FLPR-4358	Action UV map: filtering is not good and causes jagged edges when using UV map for Subtle warping effect.
Archive	SMOK-4054	Restoring a compact/linked archive of soft imported media from a remote Wiretap Gateway fails.
Batch General	FLPR-3103	Crash with Hardware anti-aliasing and Action axis image 100% transparent.
Clip History	SMOK-5114	Action - History: Action setup doesn't load.
Color Corrector / Color Warper	FLPR-4806	Undo/Redo Curve manipulation in CC module.
Conform	SMOK-1882	AAF: Wrong TW segment interpretation via AAF.
Conform	SMOK-1620	XML: dissolves with gaps change start points for next segments.
EditDesk & Desktop & Editing tools	SMOK-4914	Open context menu after deleting all sources crashes smoke.
EditDesk & Desktop & Editing tools	SMOK-1604	Random Crash when Dragging a clip from source area across timeline in to trash.
Installation & Software Configuration	SMOK-4833	DKU 6.5.0 dlConfigCheck flags errors on systems without stonefs
Keyers	FLPR-4772	MK: preview refresh and process result corruptions.
Keyers	FLPR-5035	Crash when using adaptive degradation in Modular Keyer.

## Smoke 2012 Subscription Advantage Pack 2 Fixed and Known

Legacy File I/O	SMOK-4757	QuickTime LPCM Audio multichannel audio export is 16bit only.
Library tools	SMOK-2989	RENDER: Smoke crash only when BFX clip is rendered in library
Library tools	SMOK-2974	Smoke hangs on exit after using the Modular Keyer.
Media Management: Codecs	SMOK-4913	Cannot save files under /usr/discreet/software when log in as regular user (not admin).
Preferences / Project / User & Hotkey management	SMOK-4866	Missing CFG templates when no AJA device / preview rasters enabled.
Processing / Burn	SMOK-4564	Sometimes burn never starts up - hangs after loading config file.
Soft Fx	SMOK-5190	Unexpected color shift on frames when using soft CC in timeline.
Soft Fx	SMOK-4936	Trimming multi segment with sfx can cause Crash.
Utilities	SMOK-2214	DKU: xenac shell alias broken with Kona 3G.
Wiretap Central	SMOK-5063	Wiretap Central creates 23.98 fps clips instead of 23.976 fps clips.
Wiretap Gateway	SMOK-3238	Inconsistent clips flag as light/dark grey icon for Store Local Copy.

## Known Bugs

Component/s	Key	Summary	Work Around
3D Interop: Alembic file format	FLPR-4810	Specific setup of Alembic geometries with timewarp render may cause random crashes.	NA
3D Interop: Alembic file format	FLPR-5139	.abc setup is renamed in a incremental way and at one point the setup name is too long and the application crashes	NA
3D Interop: Atomize	FLPR-4960	Action/Atomize: Some Atoms not receptive to Projector	NA
3D Interop: Geometry enhancements	FLPR-5161	Action/Geometry: Normals of duplicate vertices appear when reloading setup	When reloading an Action or Batch setup containing geometries, there may be occasions when the normal

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			map saved with the setup will have errors and display normals for duplicate vertices. To force correct recomputation of the normals, modify the 'smooth angle' parameter in the geometry's UV map menu.
3D Interop: Position Map Interchange	FLPR-4877	Action/Atomize: ZBuffer error with round dots.	NA
3D Interop: Position Map Interchange	FLPR-4875	Action/Position Map not working in proxy mode if surface resolution is 1.	Set displaced image resolution to 2.
3D Interop: Position Map Interchange	FLPR-4616	Action/Atomize; Z Conflict between atoms when animating scene.	NA
Action: Analyser	FLPR-5124	Action/Mono Analyser: Track points go over mask border when you do an Action Scale after adding your Analyser mono node.	NA
Action: FBX	FLPR-4375	Action: FBX camera: Twist attribute is imported into Roll with 3 channels instead of one.	NA
Action: General	FLPR-4650	Action/3DText: Some Geometry settings are lost when 'separate' text.	NA
Action: General	FLPR-4602	Action/Particle origin error on hardware displaced surfaces.	Use Software displacement.
Action: General	FLPR-4057	Action Motion Blur Optimization based on what's visible.	NA
Action: General	FLPR-822	MAC : Quadro4000, Action light and Lens flare crashes the application	NA
Action: General	FLPR-4979	Crash when enabling wireframe mode in text when Lens Flare is present on ATI cards.	NA
Action: Post-processing (Relighting)	FLPR-4206	Action/Lens flare: when copying a Lens flare branch, the copied components appear in a messy way in the schematic.	Tidy up the schematic manually after copying the lens flare branch.
Action: Surface	FLPR-4753	Action: Projector will not work on Image displaced by UV map.	NA
Action: Surface	FLPR-4725	Blend modes are not in sync between Axis and Action.	NA
Action: Texture	FLPR-3968	Action/Displace viewing error when 'regen' on in hardware displacement.	NA



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Archive	SMOK-5620	Axis soft effect reposition to default values some parameters when restoring 2012 archive clip.	NA
Archive	SMOK-5208	Archive Module - Verify Source Media is not identifying all types of problematic clip.	NA
Archive	SMOK-4965	Restore a ProRes Mac gateway clip on a Linux station from a linked archive using the Linked Media Options "Convert to Local Path" : the path on the metadata is wrong.	NA
Archive	SMOK-4782	File archive wrong space calculation for format.	NA
Audio	SMOK-4204	Audio Output Delay does not work with decimal value.	NA
AVIO: VTR I/O	SMOK-4443	Application crashes when Output Clip with S3D Clip, only Audio is selected.	NA
Batch General	FLPR-4936	Bypass does not work if working with only 1 input (input 2 only).	NA
Batch Import / Export & Gateway	SMOK-4674	Burn doesn't look at polarity naming from project's preference (uses "Left" & "Right", while processed locally it uses the naming in preferences).	NA
Batch Import / Export & Gateway	SMOK-4565	Some RGBA PNG files are corrupted when loaded via Batch Gateway import.	Go in library and load the clip on desktop. Bring it into Batch, then expand history to have access to the gateway clip option.
Color Corrector / Color Warper	FLPR-4148	Bezier curves are being reset when going back to CC node in batch.	NA
Conform	SMOK-5146	AAF 6.0: Spatial alignment effect not completely conformed	NA
Conform	SMOK-3923	AAF cannot relink to original AMA linked MP4.	NA
Conform	SMOK-5038	AAF: Timewarp timing from Media Composer might not always be properly conformed.	NA
Creative tools (Format, Processing Tools & One node batch)	FLPR-4190	Matchbox Dots.1.gls, NAN Replace and ZComp.2 do not work on MAC	NA
EditDesk & Desktop & Editing tools	SMOK-3937	Image in zoom window being affected outside of cloned area.	NA
Hardware, OS and DKU	SMOK-5229	Smoke on Mac: install smoke on system without AJA card , no detection done, Video card is set to Kona by default	NA

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Installation & Software Configuration	SMOK-5606	Flare DVI broadcast does not work.	NA
Installation & Software Configuration	SMOK-4644	Mac Gateway standalone only have license configurator, lacking license selector.	You can't select a network license but install a local Gateway license and you will be fine.
Installation & Software Configuration	SMOK-1702	Crash on startup when trying to launch application on unsupported hardware.	NA
Installation & Software Configuration	SMOK-1789	Smoke Install : Local license file overwritten during smoke installation	
Legacy File I/O	SMOK-4440	Wiretap Gateway: YUV Headroom option for QT/MXF is not working for DNxHD clips.	NA
Legacy File I/O	SMOK-5115	Corrupted Library when re-rendering Lustre timeline to Smoke with soft CC	
Library tools	SMOK-4824	Consolidate on import of AAF consolidates video only (audio will not be consolidated).	Consolidate from the EditDesk tool.
Media Management: AJA Kona 3G	SMOK-5001	AJA 3G timings : 2k_1080, input clip/output clip, missing bottom part of the image in idle.	NA
Media Management: AJA Kona 3G	SMOK-4966	AJA 3G: 2k_1080_25psf input does not work.	NA
Media Management: AJA Kona 3G , AVIO: VTR I/O	SMOK-4797	Kona 3G: HDCAM 23psf output is one frame off 15/30.	NA
Media Management: Codecs	SMOK-5569	Red Rocket: Can't playback realtime with Magic Motion or Blend Exposures.	NA
Media Management: Codecs	SMOK-5393	R3D HDRx offset from file is forced for legacy 2012x1 clips on import.	NA
Media Management: Codecs	SMOK-4561	Wiretap Gateway Import Node: HDR Offset doesn't revert back to the manual offset when disabling Offset From File.	Move the Offset slider.
Paint & Batch Paint	FLPR-4604	Smoke on Mac: Matte not updating in Paint	Press Matte INVERT twice (first time inverts the matte, second time returns it to normal).

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Player	SMOK-5047	Smoke can't play 2 Steam 2K12bit unpack RAW.	NA
Player	SMOK-5277	Smoke on Mac: Random Crash on timeline using playback " T" hotkey.	NA
Preferences / Project / User & Hotkey management	SMOK-5046	Modules reset to default values when changing and/or creating projects.	NA
Soft Fx	SMOK-4912	Can't animate back color of text layer in soft text.	NA
Soft Fx	SMOK-5174	Loading Sapphire Sparks will randomly crash on Smoke Mac.	NA
Stabilizer	FLPR-5087	Gmask node should have only 1 tracker active with rotation off, scaling off, adj offset.	NA
Stabilizer	FLPR-4264	Action, Axis tracking Backward not work with Snap.	NA
Wiretap Gateway	SMOK-4772	Backburner Server on Mac cannot be stopped after being installed from Gateway Standalone installer	The workstation on which the Gateway Installer has been installed must be rebooted, or the backburner server must be manually killed from a shell and restarted with Service Monitor.

### Smoke 2012 SAP 2 Service Pack 1 Release Notes

#### Important Note

If you plan to use Smoke for Mac OS 2012 SAP2 SP1 with an existing Burn 2013 render farm, install the following additional Burn package on each render node alongside Burn 2013.0.1:

- [ftp://ftp.discreet.com/pub1/release/burn/burn2012/Burn\\_2012.2.1\\_Linux.tar.gz](ftp://ftp.discreet.com/pub1/release/burn/burn2012/Burn_2012.2.1_Linux.tar.gz)
- [ftp://ftp.discreet.com/pub1/release/burn/burn2012/Burn\\_2012.2.1\\_Linux.tar.gz.cksum](ftp://ftp.discreet.com/pub1/release/burn/burn2012/Burn_2012.2.1_Linux.tar.gz.cksum)

#### Fixed Bugs in Service Pack 1

Component/s	Key	Summary
IFFFS: Broadcast Monitor	SMOK- 5606	DVI broadcast does not work
IFFFS: Backburner	SMOK- 5986	Burn 2013 cannot render jobs submitted from Smoke or Smoke Premium when soft CC involved.
IFFFS: Backburner	SMOK- 5843	Burn rejects jobs from Smoke on MAC

#### Known Bugs in Service Pack 1

Component/s	Key	Summary	Work Around
3D Interop: Alembic file format	FLPR- 5139	Action/Alembic: Every time an Action setup is loaded and then saved with a confirm the setup is renamed in a incremental way.	NA
Action: Analyser	FLPR- 5124	Action/Mono Analyser: Track points go over mask border when you do an Action Scale after adding your Analyser mono node.	NA
Archive	SMOK- 5952	Pre Archive Verify problem with Clip History	NA
Audio	SMOK- 5748	Some Mac machines crash when accessing Audio preferences	NA
Conform	SMOK- 5708	XML Import does not assign audio channels	Reassign audio tracks manually.
Conform	SMOK- 5615	XMLs conformed with Consolidate on Import may have some clips with incorrect handles.	NA
Legacy File I/O	SMOK- 5916	MpegLayer 2 audio output is stuttering upon re-import	NA
Legacy File I/O	SMOK- 5822	Cannot overwrite a shot using Export if 1st frame not modified	Modify 1st frame before exporting.

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Library tools	SMOK-5958	Relink does not work correctly with exported clips or hard committed clips.	NA
Media Management: Import/Export: Clip Mgt	SMOK-5855	Export QuickTime audio phasing problems when playing back with QuickTime 10 version	NA
Paint & Batch Paint	FLPR-5463	Autopaint will not duplicate paint stokes on different bit depth.	Save your setup once you have finished painting. Restart smoke and load the saved setup onto you new image.
Player	SMOK-6016	Crash during angle split playback when playhead hits time-warped clip	
Stabilizer	FLPR-5268	Stabilizer; when tracking backwards, it fails to continue the track when add a new point to continue tracking an object going off screen.	Reverse the clip before tracking. After forward tracking, reverse the clip back to original.

## Smoke 2012 SAP 2 SP 2 Release Notes

This service pack includes a number of fixed bugs.

- [Fixed Bugs](#)
- [Known Bugs](#)

### Important Note: AJA Driver Compatibility

Verify that you are running the correct AJA driver for your operating system.

- Mac OS 10.6.7 = AJA driver **10.3.1** for Kona 3 & 3G
- Mac OS 10.7.x =AJA driver **10.3** for Kona 3, 3G and ioXT

**Note:** You may download either the DD or NDD flavor of the AJA driver. Smoke does not use the "Desktop Display" feature and works equally well with either version of the driver.

### Fixed Bug List

Component/s	Key	Summary
Action General	FLPR-5413	3D Path crash with closed path.
Action: General	FLPR-2849	Back is not synchronized when layer changes resolution (proxies) in Modular Keyer setups.
Archive	SMOK-5620	Axis soft effect repositions to default values on some parameters when restoring 2012 archive clip.
Archive	SMOK-5009	Verify Archive Data generates warning message and bad slates.
Archive	SMOK-1709	Library structure: Name/Comment/Tape/Delete cannot be changed.
Backburner	SMOK-6376	Manager crash when many adapters exist on Server node.
Audio Export OMF	SMOK-5707	Export OMF crashes on some rate converted timelines with audio soft effects.
Wiretap Gateway	SMOK-4440	YUV Headroom option for QT/MXF is not working for DNxHD clips.
Library General	SMOK-5651	Uncompressed QuickTime files have 'clean aperture' metadata set.
Library General	SMOK-2675	Smoke (Local), Lustre (Wiretap Gateway) and Wiretap Central not showing the correct duration of certain QuickTime files.

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Media Management: FCP X XML	SMOK-5956	Importing XMLs with Store Local Copy generates errors.
Media Management: Export Workflow	SMOK-5111	Gamma shift on exported H264 files.
Paint	FLPR-5292	Paint warp tool unexpected behavior when using small brush sizes.
Player	SMOK-5677	Performance issues with QuickTime 5D MKII clips.
Player	SMOK-5350	Material from Adobe media encoder unusable in smoke, slow downs, playback issues.
Wiretap Central	SMOK-5745	Wiretap Central sometimes sends a connection refused error message.
Wiretap Gateway	SMOK-3854	Import: Wrong Tape Name detection on Avid mxf clips.
Wiretap Gateway	SMOK-2969	Store Local Copy is slow for H264 source clips.

## Known Bug List

Component/s	Key	Summary	Workaround
Burn	FLPR-5701	Burn sometimes taking too long to start up.	Reboot your entire Burn network.
Action: Analyser	FLPR-5124	Action/Mono Analyser: Track points go over mask border when you do an Action Scale after adding your Analyser mono node.	None
Action: General	FLPR-6001	Banding on background caused by Motion Blur in Action.	None
Action: General	FLPR-5415	Action: Cannot process Multilayer Blur	None
Archive	SMOK-6353	ARCHIVE: Project archive should not backup _cache libraries.	Delete the _cache library before archiving.
Archive	SMOK-5952	Pre Archive Verify problem with Clip History	None
Conform	SMOK-6312	EDL with reel name ending with B can't be conformed in Smoke.	None

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Conform	SMOK-5708	XML Import does not assign audio channels	None
Conform	SMOK-5615	XML conformed with Consolidate on Import may have some clips with incorrect handles.	None
Data Management	SMOK-6646	VIC with -r option does not work	Unlink and relink clips.
Legacy File I/O	SMOK-6239	QT audio out of Smoke isn't recognized properly.	None
Legacy File I/O	SMOK-5916	MpegLayer 2 audio output is stuttering upon re-import.	None
Legacy File I/O	SMOK-5822	Cannot overwrite a shot using Export if 1st frame not modified.	Modify first frame by applying a pass through Soft FX. By example a 100% timewarp before exporting.
Library tools	SMOK-5958	Relink does not work correctly with exported clips or hard committed clips.	None
Media Management: Codecs	SMOK-5524	Export: Mpeg2 audio is not read on playback on other software in Mac OS 10.6.8 and freeze the software in 10.7.2.	
Media Management: Import/Export	SMOK-5855	Export QuickTime audio phasing problems when playing back with QuickTime 10 version.	None
Paint	FLPR-5463	Paint Autopaint will not duplicate paint stokes on different bit depths.	Save your setup. Close and relaunch the application and reload your setup.
Player	SMOK-6016	Crash during angle split playback when playhead hits timewarped clip	None
Player	SMOK-5710	Stutter on AJA broadcast output.	None
Processing	FLPR-5673	Gradient Spline makes software freeze on Macbook Pro.	None
Stabilizer	FLPR-5268	When tracking backwards, it fails to continue the track when adding a new point to continue tracking an object going off screen.	Reverse the clip before tracking. After forward tracking, reverse the clip back to original.



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Wiretap Gateway	SMOK-6722	Clips that failed to store a local copy stay dark gray and cause many issues.	Unstore then store the copy again, or process the clip.
Wiretap Gateway	SMOK-6704	8trk/24bit wav not imported properly in Smoke.	Convert it to aiff.
Media Management: Codecs	SMOK-5569	Red Rocket: Can't playback real-time with Magic Motion or Blend Exposures.	None

## Smoke 2012 SAP2 Service Pack 3 Release Notes

### About this Service Pack

This service pack provides support for Mac OS X 10.8 Mountain Lion.

This service pack also includes a number of fixed bugs.

- [Fixed Bugs](#)
- [Known Bugs](#)

### Important Note: AJA Driver Compatibility

Verify that you are running the correct AJA driver for your operating system.

- Kona 3& 3G = AJA driver 10.3.2 on Mac OS X 10.6.7, 10.7.x & 10.8
- ioXT = AJA Driver 10.3.3 on Mac OS X 10.7.x & 10.8

#### Fixed Bugs

Component/s	Key	Summary
Utilities	SMOK-7305	Broken ftpupload logs on 2013 sp2.
Wiretap Gateway	SMOK-6995	Wrong Time Code detection for specific ProRes 422 QT.
Wiretap Gateway	SMOK-2084	Can't read media from a Windows mount via Wiretap Gateway.

#### Known Bugs

Component/s	Key	Summary
AVIO	SMOK-8050	VTR output settings get stuck on whatever was originally set when module was launched. Workaround: De-select the VTR and then re-select it.
Backburner	SMOK-7534	Resume mechanism needed for Burn jobs in Backburner monitor. Workaround: Double-click aborted jobs in the Backburner monitor and press the Save button in the General Info or Servers Assignment tab to resume the jobs.
Conform	SMOK-7541	Specific XML file fails to load. Workaround: Load the XML in 2012.1.1.
Wiretap	SMOK-7539	Wiretap: cannot browse standardFS volumes if unused stonefs folder exists. Workaround: Remove the /usr/discreet/clip/stonefs volume and your software will then be able to browse the additional partitions.
Wiretap Gateway	SMOK-8045	Prores 4444 with a width that is not a multiple of 16 gets read error in Gateway.
Wiretap Gateway	SMOK-7803	Wiretap Gateway not reading specific DPX file header TC issue.

## Smoke 2012 SAP 2 Service Pack 4 Release Notes

Information for this release:

- [Fixed Bugs](#)
- [Known Bugs](#)

### Fixed Bugs

Key	Component/s	Summary
SMOK-10380	Data Management	User is required to manually rename or delete ifffs_error.log
SMOK-7001	Media Import / Export	Job fails with an API request time out when Maya OpenEXR is softimported in WiretapGateway and Store Local Copy.

### Known Bugs

Key	Component/s	Summary
FLPR-8290	Action	Changing the offset of a surface object affects the texture position when diffuse is set in the projection map.
SMOK-10224	Hardware, Configuration And OS	Smoke 2012 overwrites the tablet mapping in dual monitor setup.
SMOK-8702	Media Import/ Export	RedRocket: Will only Debayer a selected clip in full.