

Autodesk Smoke 2013 Release Notes

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About this Release

This release includes a number of [new features](#), as well as [bug fixes](#).

Fixed Bugs

Key	Component/s	Summary
FLPR-6874	3D interop FBX file format	Export FBX camera: The rotation order result is only exported as XYZ.
FLPR-7022	3D interop FBX file format	ZXY rotation order in FBX import is not properly preserved.
FLPR-4650	Action	Action/3DText: Some Geometry settings are lost when text is separated.
FLPR-4913	Action	Objects added to scene appear at the wrong position in schematic.
FLPR-1375	Action	Action: Complete Scene naming consistency between Desktop and Batch.
FLPR-1452	Animation Editor	Wrong timewarp applied to a source clip after doing a 4-point edit.
SMOK-2011	Backburner	Backburner: Can't send jobs to Backburner Manager on Windows.
FLPR-7000	Colour Corrector / Colour Warper	Colour Correct: negative clamping clamps the whites as well as the blacks.
SMOK-3923	Conform Workflow	AAF file from an AMA MP4 import does not provide the MP4 media files path(s).
FLPR-64	Connect FX	Distort: Matte out feeding Front does not work.
FLPR-1181	Connect FX	Action: Node Bin tabs are missing after exiting and re-entering Action.
FLPR-6245	Connect FX	Batch: If descriptor's limit is reached, you cannot save batch setups.
FLPR-1211	Creative Tools	Applying smoothing to GMask causes display problems in Batch proxy view.
FLPR-1443	Creative tools	Using clips with different bit-depths for the Front and Matte inputs on the Timewarp node creates corruption.
FLPR-5768	Creative tools	Matchbox: page/tab titles defined in an xml are ignored in the UI.
SMOK-4909	Edit desk & Viewing Panel	Matched clip doesn't have a name if the original clip was Hard Commit then renamed.
SMOK-5048	Installation & licencing	DHCP: Wiretap servers cannot start if MulticastPort is different from default value.

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FLPR-791	Keyers	Modular Keyer: Bad refresh on Matte with GMask on MBlend input2 in Context view.
SMOK-8045	Media Import/ Export	When the width is not multiple of 16, ProRes 4444 gets a read error in the Gateway.
SMOK-1747	Media Import/ Export	Playback issue with 25p and 50p MTS file.
SMOK-4758	Media Import/ Export	Browsing a directory with a specific file times out.
SMOK-2322	Timeline	Overwriting with source clip causes video layer shift.
SMOK-9139	Timeline	Timeline: Cannot select a gap on a layer if it is not defined by a preceding/following clip.

Known Bugs

Key	Component/s	Summary
FLPR-7656	3D interop Fbx file format	Running out of Memory issues Importing a large FBX file (crash or hang).
FLPR-8614	Action	Action/image: Gap between repeated map when you apply Media Crop to a Diffuse Map in Tile/Mirror Repeat mode.
FLPR-8448	Action	Action: Reflection and Specularity error when adding a surface + diffuse map (with matte).
FLPR-8290	Action	Action: Changing the offset of a surface object affects the texture position when diffuse is set in the projection map.
FLPR-8067	Action	Axes or vertices may jump when the broadcast monitor focus is on Action Schematic in a multiview layout. Workaround: Set the monitor on any other view than the Action Schematic.
SMOK-10888	Archive / Restore	LTO5 archive does not read the header, must use OTOC.
SMOK-10387	Archive / Restore	Project Archive does not force an autosave prior to archiving.
SMOK-10168	Archive / Restore	If you restore a Project archive created from Smoke on Mac, the restored Desktop will be corrupted.
SMOK-9981	Archive / Restore	Cannot archive a project on Flame if that project was restored from an archive that was created in Smoke for Mac and included multiple workspaces. Workaround: After restoring the project in Flame, make sure to open each of its workspaces from that same Flame. Once that is done, you can archive the project normally.
SMOK-11040	AVIO	Can't layoff 23psf clips to VTR with realtime 2:3 pulldown using standard output module. Workaround: Use Real time Deliverables menu to activate 2:3 and output with Nvidia SDI card.

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SMOK-11058	Backburner	Backburner standalone on Linux is missing network.cfg. Workaround: Install autodesk.dlcommon.libraries_2013.1-2013.1-7366.x86_64.rpm from the Flame/smoke/flamepremium installation package.
SMOK-10148	Backburner	Backburner Manager fails to start on some Mac workstations. Workaround: Edit backburner.xml and manually set the ManagerMAC and ServerMAC tags to a random (non-zero) 16 hexadecimal digit value.
FLPR-8666	Colour Corrector / Colour Warper	ConnectFX: Colour Warper corruption in selectives. Workaround: Use the Colour Warper timelineFX.
SMOK-10589	Conform workflow	AAF conform: does not link correctly when using only UMID clips.
SMOK-9714	Conform Workflow	Turning On Create Multi-channel clip prevents conform of ARRI ProRes 4444 files to AAF. Workaround: Turn Create Multi-Channel off and re-conform.
SMOK-11110	Connect FX	10-bit and 12-bit media imported via MediaHub are converted to 16-bit when entering Pre-Processing from timeline. Workaround: Disable the LUT in Pre-Processing.
FLPR-8586	Connect FX	Positive values clamped when 2D Histogram node is added to 16-bit media in cfx and Clamp Negative is enabled with Flame Reactor.
FLPR-8078	Connect FX	When accessing the Modular Keyer through Action, the matte source is drawn over the Keyer3D result when scrolling the Timebar positioner.
FLPR-7867	Control Panel	Scrubbing the timeline causes the Euphonix control panel to crash.
FLPR-8095	Control Panel	Euphonix control panel crashes frequently.
FLPR-8166	Colour Management	Action: Viewer switches data type when selecting on-screen widgets. Workaround: Set the data type from the View menu instead of from the viewer window.
FLPR-8763	Creative Tools	GMask disappears in the Axis timeline effect if motion blur is enabled.
SMOK-11045	Data Management	Crash when moving positioner focus from track to track on open sequence on the timeline.
SMOK-10362	Data Management	cmtool crashes when deleting project.
SMOK-10621	Media Import / Export	Unable to import media with a 3D LUT from a standalone Mac Gateway.
SMOK-10583	Media Import / Export	Software enters infinite loop when browsing MPEG-2 long GOP MXF file.
SMOK-10568	Media Import / Export	Compound clips and their references are no longer conformed (FCP 10.0.6).
SMOK-8702	Media Import / Export	RedRocket will only debayer some Epic-X 5k clip in full.
SMOK-9646	Media Management: Workspace	Copies of clips do not keep changes to media options (Cache Source Media and Flush Source Media Cache) between sessions.



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SMOK-9419	Media Management: Workspace	Shared Folders: Cannot drag-and-drop or Import to top level of Shared Folders. Workaround: Create the sub-folder manually and copy in the contents.
SMOK-11081	Player	Split view is disabled when dropping new media onto a sequence on the timeline. Workaround: Toggle timeline tabs to force a refresh of the viewing options and then enable the Split view.
FLPR-8414	Player	With Broadcast monitor enabled, selecting a clip on the desktop or the Media Library triggers the image data type selected in preferences.
SMOK-8983	Player	H.264 (long GoP) material results in dropped frames on playback and at segment transitions.
FLPR-8069	Viewports	You may notice a delay when using the Viewport Layout box to change the viewport layout. Workaround: Use the Keyboard Shortcuts to change the viewport layout.
SMOK-10618	Wire	Remote project clips with 3D LUTs or custom Colour Transform lose LUTs when entering pre-processing.
SMOK-10420	Wire	Projects: time estimate flashes then goes away.