

# Fixed and Known Bugs



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# Introduction

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## About This Document

This document lists the new fixed bugs and existing known bugs for Autodesk® Lustre® 2008 Service Pack 1. They apply to Windows® OS and all platforms, unless otherwise indicated.

The main level bookmarks in this PDF display the fixed and known bugs. You can then use the nested bookmarks to find specific feature areas. You can also use the Search tool to search for specific words.

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# Fixed Bugs

Feature Area	ID	Fixed Bug Description
background render	sys00227138	The slave renderer no longer crashes when you are rendering shots that have dissolves with black events.
configuration	sys00186057	Lustre no longer hangs if you press the backward button repeatedly on either the Autodesk Control Surface or the Tangent CP100 Control Surface.
editing	sys00232598	Lustre no longer crashes when you click the grade bin preset while the positioner is on a gap.
image processing	sys00124074	Input LUTs applied to a previous shot are no longer applied to new shots when an empty cut is loaded and Input LUTs are unselected.
video io	sys00227391	The software no longer crashes and the computer no longer reboots when using the VTR Control Mode in the Playout module.
video io	sys00227230	The capture with manual pulldown phase selection is now working properly for the NTSC format.

Feature Area	ID	Fixed Bug Description
video io	sys00194063	Lustre no longer records the first frame of the first shot multiple times when you begin outputting the timeline with the Record option.
viewing	sys00225419	Using GPU processing no longer slows down the responsiveness of the application when drawing geometries.
viewing	sys00226217	Lustre no longer hangs when you play shots from the memory cache with GPU processing enabled.
viewing	sys00226270	There is no longer a delay when accessing the split view mode (F5) for the second time.
viewing	sys00227150	The right head (offline) of the Confidence Check is not corrupted when GPU processing is enabled.
viewing	sys00170935	Lustre no longer crashes when you cache a shot where tracker is assigned to a secondary with the glowplugin effect.
viewing	sys00107279	There is no longer any viewing discrepancy when you are viewing with HW or SW mode and a 3D LUT is applied.

Feature Area	ID	Fixed Bug Description
viewing	sys00227226	The Geom Blur field is no longer greyed out when GPU processing is enabled and the GpuNoAutoSwitch keyword token is activated.

# Known Bugs

Feature Area	ID	Known Bug Description
background render	sys00226555	<p>Proxy generation for 4K media does not work with Burn.</p> <p>Workaround: You need to generate the proxy locally.</p>
background render	sys00231157	<p>Sending a job to Burn uses the grade data saved on disk and not the data in the memory.</p>
configuration	sys00226681	<p>Lustre crashes if you render a timeline coming from Wiretap that contains Fade In or Fade Out (Source Grade only).</p> <p>Workaround: You either need to use Normal mode, or remove the Fade In/Fade Out and redo the transition using a black clip.</p>
configuration	sys00218524	<p>When you are using the control panel and you create a geometry and select bezier, the cursor button is activated.</p> <p>Workaround: You need to click on the cursor button to deactivate it.</p>
configuration	sys00220833	<p>On the Control Surface Panel, using the blur and cleanup knobs, a geometry can be given a negative value.</p>
configuration	sys00218396	<p>If Lustre is referencing a Wiretap DLEDL as the last saved grade and this timeline has been deleted in Smoke/Flame, Lustre will hang the next time it is launched because the referenced media is not available.</p> <p>Workaround: Before you delete clips in Smoke, make sure to remove the cut in Lustre using the same clip.</p>

Feature Area	ID	Known Bug Description
configuration	sys00233165	The play button on the Autodesk Control Surface panel does not work if you press it after using the trackball. You need to press the button a second time for it to work.
editing	sys00221937	In the multi-layered timeline, a gap is assigned a shot number when it should not.
editing	sys00212655	<p>The EDL assembled sequence is not immediately displayed in the Timeline view if the EDL Rec TC is not 00:00:00:00.</p> <p>Workaround: You have to click on the Home button (H) for the assembled cut to update in Timeline view.</p>
editing	sys00235318	The collapse function is locked to the original shot order in the new XML cut file for Lustre 2008.
editing	sys00212851	While you are in confidence check and you try to go to a different Editing submenu (e.g., Assemble), the menu does not fully update and still displays the confidence check viewer. You need to click on the Browse submenu to correct the display.
editing	sys00231170	0% motion effect EDL events are not supported in Lustre 2008.
editing	sys00216256	If you have a timeline that has a dissolve from a gap, the dissolve does not get exported to the EDL.

Feature Area	ID	Known Bug Description
editing	sys00219165	<p>Lustre does not support EDL reverse M2 (reverse motion) events that are not -100% speed in the Assemble menu.</p> <p>Workaround: You need to manually set the Retime value to the right speed in the Edit menu.</p>
image io	sys00060202	<p>Lustre does not support tiled TIFF files, only scanlines. TIFF files generated by Apple Shake, Autodesk Toxik/Combustion/Maya have to be converted to TIFF (scanlines).</p> <p>Workaround: You need to convert the TIFF files with an external application, like Xnview, before importing it into Lustre.</p>
image io	sys00235386	<p>Rendering with the collapse function does not respect the integrity of the record timecode.</p> <p>Workaround: Before you select certain shots for grading, you need to disable the render flag on all your shots. Then select the shots you want to grade, enable the render flag for those shots, and enable the collapse view. Once you have completed the grading, you must remember to disable the collapse view before you render your shots.</p>
image processing	sys00234625	<p>The shape tracker analysis does not work very well with retimed footage (especially with slower timewarps). The analysis is slow and may fail partway through.</p> <p>Workaround: Remove the retimed effect before starting the shape tracker analysis.</p>
image processing	sys00223795	<p>The point tracker box is not rescaled accordingly when you switch between full and half resolution. The box looks bigger in the half resolution.</p>
image processing	sys00209346	<p>If you start print view playback in the Image&gt;Dust menu, the playback stutters.</p>
image processing	sys00218452	<p>The GFX DVI and SDI outputs are not properly refreshed if you are performing a shape tracker analyse and the F7 view is enabled.</p> <p>Workaround: You need to exit the F7 view before performing a shape tracker analysis.</p>

Feature Area	ID	Known Bug Description
video io	sys00214240	<p>You cannot capture with the Auto Pulldown button enabled. The frame removal is not done properly when you are trying to capture using the Auto Pulldown feature. Instead of the correct AA-BB-CC-DD sequence, the sequence looks like AB-BC-CD-DD, etc. Only the last frame of the sequence is displayed properly.</p> <p>Workaround: When you are trying to capture using a pulldown removal raster (3:2 PD), you need to disable the Auto Pulldown button and capture it manually.</p>
viewing	sys00227049	<p>Still store or reference images do not display in F7 mode on FX4000 DVI/SDI out.</p>
viewing	sys00227330	<p>When the GpuNoAutoSwitch keyword is uncommented and you are at the bottom of the available plugins list, enabling the GPU button hides all of the plugins except for printbleach.</p> <p>Workaround: You need to click on the up arrow to reveal the rest of the GPU plugins that are hidden.</p>
viewing	sys00217340	<p>When you enable GPU it results in a flash of noise corruption on the GFX SDI out. This issue also appears during playback of a timeline containing a mixture of GPU enabled/disabled shots (there are flashes of noise while you are playing through a GPU disabled and GPU enabled shot).</p>
viewing	sys00218459	<p>GPU plugins are being applied over the shot name text (the w hot key), if the text is enabled.</p>
viewing	sys00224836	<p>When using the F7 mode with GPU processing, it does not work correctly on the FX4000 DVI/SDI out. The image display is frozen or black.</p>
viewing	sys00234415	<p>When you enable F7 mode and you press F5 to enable the split view on the GFX SDI, the inactive playhead (either A or B) displays a black shot instead of an image.</p>