

Autodesk®
Visual Effects and Finishing
2009 Edition

Fixed and Known Bugs

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Introduction

About This Document

This document lists the fixed and known bugs for Autodesk® Inferno® 2009, Autodesk Flame® 2009, Autodesk Flint® 2009, Autodesk Smoke® 2009, Autodesk Backdraft Conform® 2009, and Autodesk Burn® 2009, as well as any fixed bugs for subsequent service packs. They apply to all applications, OS and platforms, unless otherwise indicated.

Download the latest version of this document for a specific release to see the cumulative list of all fixed and known bugs.

The most recent bug fixes are listed at the end of this document. Any necessary workarounds, installation considerations, or other issues of note can be found in the most recent release notes, available from www.autodesk.com/me-documentation.

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Fixed Bugs for Version 2009

Feature Area	ID	Fixed Bug Description
action	sys00219891	In Action, the Home hot key of the pen button does not work. Affected software: Smoke
action	sys00220011	In Action, if you process and then delete a front/back/matte clip, the result, minus the matte, still appears on the desktop. Affected software: Smoke
action	sys00220118	In Action, copying a colour correction from one layer to another layer that already has a colour correction does not appear to work. Affected software: Flame, Flint, Inferno, Smoke
action	sys00221555	In Action, after loading a setup with an expression, you cannot use the Bake function on that expression. Affected software: Flame, Flint, Inferno, Smoke
action	sys00222283	Action/Bilinear: Clicking away from offset makes the upper left corner of the offset snap to cursor.
action	sys00222763	Action: Source axis and image nodes are not displayed in the Object menu.
action	sys00224274	Batch: In an Action node, turning off Autokey reverts the Crop top value to 486.

Feature Area	ID	Fixed Bug Description
action	sys00226564	If the media selected as a displacement source is not the same resolution as the destination surface, some "stepping" may occur in the result image.
action	sys00229703	Action: The Camera menu is only available when a camera object is selected, thus removing focus from the currently selected object. This makes the Camera menu frustrating to use. Affected software: Flame, Flint, Inferno, Smoke
action	sys00230847	In an Action node or module, pasting a channel and following with a Reset Channel prevents you from linking to that channel.
action	sys00235019	Action: Resetting the Z field of a camera sets that field to 0.000, instead of its default value.
action	sys00235717	Action: In DVE, selecting any component of a DLO doesn't select the correct DVE tab. Affected software: Flame, Flint, Inferno, Smoke
action	sys00242392	In an Action module or node, a muted Colour Corrector on a background is un-muted when another Colour Corrector is applied to a foreground media.
action	sys00247419	Batch: In an Action node, the 3D tracker does not recognise the clip duration.
action	sys00249493	FBX export: Always exports at 30fps when it should use the framerate of the tracked media. Affected software: Flame, Flint, Inferno, Smoke

Feature Area	ID	Fixed Bug Description
action	sys00252696	Action: The camera exporter does not save the Aspect Ratio and Aperture values to FBX files.
archive	sys00221808	Restoring a soft-imported media archive may result in the following error: "writing frame in ArchivingDevice::writeVideoFrame()...No such file or directory."
archive	sys00230914	Some proxies need to be regenerated when opening a project that has been "file archived." Affected software: Smoke
archive	sys00241456	When opening an archive using the OTOC, the archive becomes read only.
archive	sys00241499	Cannot append an archive to an existing tape archive if that tape has had a previous append operation that failed.
audio	sys00224622	Leaving Batch detaches all audio from output nodes. Affected software: Flame, Flint, Inferno
audio	sys00235059	Loading SFX presets onto one clip crashes the application.
audio	sys00242764	A frame-by-frame audio scrub is inaccurate.

Feature Area	ID	Fixed Bug Description
batch	sys00224002	<p>When working in a container timeline in Batch, the hot keys are not available.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch	sys00225064	<p>Batch: Action node crashes after trying to overwrite the default setup.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch	sys00225575	<p>Batch: The cached frame indicator doesn't update when working in proxy mode.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch	sys00226249	<p>Batch: When a setup contains a segment effect clip that is upstream from a cached node, leaving Batch, and then re-entering it, clears the Cache.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch	sys00230476	<p>Batch: The level of a group increments everytime you enter an editing node,</p> <p>Affected software: Flame, Flint, Inferno</p>
batch	sys00235700	<p>Batch: In the Action node, the channel "jumps" as you step through the channel editor.</p>
batch	sys00240636	<p>Batch: In the Colour Corrector node, using Reset Selected enables Auto Key without showing it as enabled.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch	sys00242860	<p>In Batch when using Sparks, the bit depth is not updated correctly.</p> <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Fixed Bug Description
batch	sys00244186	<p>Batch: In the Action node, the Preview button is missing.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch paint	sys00214393	<p>Batch Paint: The hotkey used to Rotate by -180 degrees does not work.</p>
batch paint	sys00216691	<p>Batch: In a Paint node, you cannot undo the following actions: Wipe, Clear, and Clear Strokes.</p> <p>Affected software: Flame, Flint, Inferno</p>
change tc	sys00233068	<p>When using Convert Rate, some clips may keep their original timecode base.</p>
channel editor	sys00236239	<p>Trying to constrain keyframes with the shift key is not precise enough: the value changes slightly before the keyframe gets locked.</p>
colour corrector	sys00209143	<p>Colour Corrector: The Undo function does not record changes to Animation keyframes once Curves keyframes have been set.</p>
colour corrector	sys00226052	<p>In Colour Corrector, the result sample box does not update when you modify the gain and offset while under Shadow/Midtones/Highlights.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
colour warper	sys00244709	<p>In the Colour Warper soft effect, the gamma settings are reset after restarting the application. This happens if during a previous session, the gamma settings of the Colour Warper were changed while the Auto Key was set to Off.</p> <p>Affected software: Smoke</p>

Feature Area	ID	Fixed Bug Description
dve	sys00222322	<p>The Shading option is no longer available from the Lights menu.</p> <p>Affected software: Smoke</p>
dve	sys00229904	<p>Action: Enabling "Icons Display" does not work with Action Objects, as only the surface of the object ends up being selected.</p>
editdesk	sys00234137	<p>When working in the Timeline with Sparks soft effects, crashes can occur.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
editing	sys00223589	<p>In some circumstances, it is difficult to create a container because another panel is displayed instead of the SFX panel (which contains the Container button). For example, after trimming some layers and Shift+selecting multiple layers, the transition panel is displayed, and you cannot access the Container button, or its hot key.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
edl	sys00216764	<p>Saving a large library of soft-imported media can take several minutes. This mainly applies when doing an EDL assemble.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
edl	sys00248216	<p>EDL is outputted as a read-only EDL.</p>
garbage mask	sys00224201	<p>GMask: The hot key for "Auto" is "ALT + U" while the hot key for "Update" is "U"; they should be swapped to "Auto" being "U" and "Update" being "ALT+U".</p>
garbage mask	sys00244069	<p>In Batch, reloading a setup with GMask or GMask proxies causes the GMask to be incorrectly scaled and positioned.</p> <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Fixed Bug Description
hotkey editor	sys00236933	<p>The Process hot key doesn't work in Action.</p> <p>Affected software: Smoke</p>
hotkey editor	sys00241189	<p>After restarting the application, the hot key for Slip is no longer available in the Timeline. The hot key was assigned and saved correctly in the previous session.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
import / export image	sys00078291	<p>The Create LUT button should be available in every format where the Use LUT button is enabled.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
import / export image	sys00206265	<p>16 bits/pixel TARGA files from Photoshop are corrupted at import.</p>
import / export image	sys00224374	<p>When trying to import or export in the background, progress is not displayed in the interface.</p>
import / export image	sys00224582	<p>After performing an Import Image, the newly imported clips should now be selected in the library.</p>
import / export image	sys00239835	<p>The application crashes when trying to import a 32 bits TIFF file.</p>
import / export image	sys00241498	<p>The application may crash when importing certain EXR images that use openEXR Display Windows and Data Windows.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Fixed Bug Description
import / export image	sys00248303	Compressed OpenEXR files have a file size larger than their uncompressed version.
import / export movie	sys00236228	Field dominance settings from a FinalCut Pro XML are all translated to Field1.
import / export movie	sys00246207	When exporting as a 16x9 SD QuickTime clip, the aspect ratio can be altered.
import / export movie	sys00251920	In the QuickTime DVCPPro HD codec of the Export Image codec manager, the parameter for 16x9 aspect ratio does not work. The exported clip is always exported with the aspect ratio of the original clip: 4x3 is exported as 4x3 even if 16x9 is selected.
library	sys00222135	Opening a large archived library on Standard FS is much slower than when doing the same thing on Stone.
library	sys00222500	There are long delays when attempting to delete soft-imported media that contain many frames.
library	sys00238853	Library: The default view for the library has "view subclips" enabled, when it should be disabled by default.
library	sys00246828	Deleting the source of a background wire clip could result in illegal frames.

Feature Area	ID	Fixed Bug Description
library	sys00247732	Suspending a background Wire job may result in clip that is unusable or black.
lut	sys00221524	The first time 3D LUT is turned on, no LUT is selected or applied. Affected software: Flame, Inferno, Smoke
modular keyer	sys00233628	Entering the Modular Keyer after creating a new user can cause a crash.
modular keyer	sys00247026	Master Keyer: The Autokey button sometimes disappears from the Garbage Mask menu. Affected software: Flame, Inferno
modular keyer	sys00247414	Modular Keyer: Having the Autokey option enabled doesn't reliably set keyframes automatically. Affected software: Flame, Inferno
network	sys00222996	Network panel: The Refresh button should be moved, as it is too close to the Exit button.
paint	sys00217958	Paint: In the Paint module, brush attributes set to Saved, Back, Result, or Front do not work.
paint	sys00220571	In the Paint module, do a wipe and exit. Then, re-enter the module, using the None option: artefacts (vertical banding) appear . Affected software: Flame, Flint, Inferno, Smoke

Feature Area	ID	Fixed Bug Description
preferences	sys00249437	When running vstat without being root, the output displays many "Functionality disabled or unlicensed." messages before displaying the vstat result.
project management	sys00216480	In the start-up shell, the application does not indicate if there are outstanding network connections to other IFFSBC systems that it cannot resolve.
resize / soft resize	sys00236090	Resizing a clip with leading audio may crash the software. Affected software: Backdraft Conform, Smoke
soft effects	sys00237653	If a clip is expanded to a timeline view, and then scrubbed with CACHE PREVIEWFX enabled, the application crashes.
timewarp	sys00240807	The field dominance setting of the Timewarp Soft Effect can appear as not editable. Affected software: Flame, Flint, Inferno, Smoke
vtr output	sys00216081	Enabling letterbox in the Player causes the output clip menu to always display the letterbox, even if the letterbox option is later disabled in the Player.
wiretap	sys00251639	When using Wiretap Central to write clips in a library, some clips may end up with a ref count of 0. Affected software: third-party Wiretap products such as Tether
xml	sys00222273	Importing an XML with keycode data from FinalCut Pro crashes IFFSBDC.

Known Bugs for Version 2009

Feature Area	ID	Known Bug Description
	sys00250512	<p>A Windows Backburner server may crash when receiving a cleaner job from Smoke through a Linux Backburner manager.</p> <p>Workaround: Connect your Backburner server to a Windows Backburner Manager and send a Cleaner job to it. Then revert to the original setup. The problem should no longer occur.</p> <p>Affected software: Backburner, Cleaner XL Affected OS: Windows XP</p>
aaf	sys00181580	<p>AAF files with special characters (such as %, \$, /, #) cannot be imported.</p> <p>Workaround: Rename AAF files and avoid the special characters.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
aaf	sys00256705	<p>The audio from imported AAF does not have the "fade out" duration, and audio dissolves are applied as "cross fade" and not as "fade from cut".</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
action	sys00007820	<p>When accessing the Keyer through Action, the Keyer does not apply the layer slip if the layer is slipped using an expression or if it is otherwise animated.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00111130	<p>When processing layer matte output in Action accessed from the Desktop, the process uses the clip resolution instead of the Action setup resolution. This problem does not affect Batch Action.</p> <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Known Bug Description
action	sys00149237	<p>When clicking on a numeric field while editing a layer in Action, the calculator does not pop up as specified in Preferences.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00149666	<p>While in Action, some artifacts appear in the image when previewing a multiplied surface.</p> <p>Workaround: Crop will get rid of the artifacts, but if you set softness to the crop the artifacts will be displayed again.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00161463	<p>In Action, the "active" checkmark for colour correcting on a layer is left ON when you cancel out of the Colour Corrector module for a layer.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00165618	<p>In IFF on Linux, the rendered results of Action scenes containing 3D objects may flicker when played back in Player.</p> <p>Affected software: Flame, Flint, Inferno</p> <p>Affected platforms: 6217 dual core</p> <p>Affected OS: Linux RHEW 30 32b, Linux RHEW 30 64b</p>
action	sys00167702	<p>In Action, mixing scan mode types on a layer produces field dominance issues.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00170456	<p>When using indirect CC in Action/DVE, the range gets reset when toggling from full resolution to proxy mode.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00202635	<p>When entering the Stabilizer from Action/DVE with a front clip but no back clip, the front stabilizer view shows black. Instead, the application should select the Context view for you by default.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
action	sys00208712	<p>When using the large channel editor in Action/DVE to do colour correcting, the display on the broadcast monitor may be erratic.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
action	sys00213791	<p>In Action, when working with a multitrack setup, you cannot select which library the clip will be loaded to, and the current library is used.</p> <p>Workaround: Load the library you want before entering Action.</p> <p>Affected software: Smoke</p>
action	sys00220374	<p>In Action/DVE, changing the resolution and using Apply+Scale might not work as expected. For example, the position of a light effect might not be correct, relative to the rest of the frame.</p> <p>Workaround: Select the resolution you want to switch to, but keep the Aspect Ratio of the preceding resolution. Use Apply+Scale; the objects keep their relative position, but the aspect ratio is wrong. Now select the right aspect ratio for the resolution you are in and click Apply.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00220400	<p>In Action/DVE, after saving and reloading a setup that has been scaled and has 3D text, the 3D text doesn't reload with the proper saved scale.</p> <p>Workaround: Manually scale the 3D Text to what it was.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00220531	<p>In the schematics view of Action/DVE, nodes appended to an existing setup are positioned far from the existing nodes.</p> <p>Workaround: Reposition them manually.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00221108	<p>In Action/DVE, if shading is on and you turn Texture on, luminance values are shifted.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
action	sys00221488	<p>In DVE, if you render a matte clip from history, the result in history shows the matte only. The correct result will still appear on the desktop, however.</p> <p>Workaround: Turn off matte output in history and apply your changes to the matte separately.</p> <p>Affected software: Smoke</p>
action	sys00228974	<p>In Action, if you have a specific colour applied as Diffusion on a surface, that same colour will be applied to the matte output for that layer.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00242883	<p>In Action, if you access the Modular Keyer and then return to Action, slipping an image will no longer work.</p> <p>Affected software: Flame, Inferno</p>
action	sys00255093	<p>In Action, clicking the Animation Button, and then swiping to the lower left or right, causes the broadcast/preview monitor to flicker for one or two seconds.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00255726	<p>In Action, inserting an axis from the right is only possible once. From the left, you can do it multiple times.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00258241	<p>If you set the Keyer's rendering setup to "As Input," it always renders in Progressive mode.</p> <p>Workaround: Set the Keyer rendering setup to Interlaced.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
action	sys00261438	<p>Action: Applying a layer blur with the Divide option creates corruption.</p> <p>Workaround: Use Add Trans, and then use a Source node to blur a different layer.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
all modules	sys00222423	<p>When switching projects during a work session, setups in memory may not get flushed.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
archive	sys00020353	<p>Opening a file archive on a read-only filesystem is not supported.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
archive	sys00178809	<p>When restoring an archive, a clip will not be restored if a copy of it (or its clip history) already exists on the desktop or within the target library.</p> <p>Workaround: Restore to a new clip library. Make sure a copy of the problem clip does not exist on the desktop.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
archive	sys00183543	<p>The clip history of DVE elements that have different resolutions and were originally soft-imported will not restore when using the "Linked" archive option on a VTR.</p> <p>Workaround: Archive to file or tape.</p> <p>Affected software: Backdraft Conform, Smoke</p>
audio	sys00018657	<p>On a Panasonic HD-3700 D5, you cannot output audio only on tracks 5 to 8.</p> <p>Workaround: On the HD-3700 D5, select Home>Setup>F10 (Interface)>Use cursor, and then select Audio-1 at CH7 and Audio-2 at CH8. Press enter to validate the setting. Now selecting A1A2 should enable A7A8 on the VCR.</p> <p>Note: An audio signal must be present on input A7A8. See page 117 in the Panasonic HD-3700 D5 Manual.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
audio	sys00021739	<p>When inputting audio during a capture session, the trim level of the audio input is not applied.</p> <p>Affected software: Smoke Affected OS: Linux</p>
audio	sys00126548	<p>On a Lucid ADA88192, when the front panel displays the menu <System/RS-232>, you may lose remote control of the box and it will become unaccessible at application startup.</p> <p>Workaround: Power cycle the ADA88192 (the front display will now show the meters view) and restart the application. Make sure that you do not leave the ADA88192 front panel display in the System/RS-232 menu before starting the application.</p> <p>Affected software: Flame, Smoke</p>
audio	sys00130528	<p>On Linux systems with DVS, when an input signal does not match the project sync, Playback is affected. Either frames will drop or the clip will not play at all.</p> <p>Workaround: Connect the correct video master or make sure that no video is connected (the cable is left hanging in the patch bay).</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
audio	sys00162665	<p>On Linux systems, while inputting a clip, switching from embedded 48k to AES 0khz, then back again to embedded 48k will cause a loss of audio monitoring for the clip. Processing the input will restore audio monitoring only for the process period.</p> <p>Workaround: Close the input clip, then re-open.</p> <p>Affected software: Smoke Affected platforms: 6217 single core Affected OS: Linux RHEW 40 64b</p>
audio	sys00172694	<p>Occasionally when starting the application, the following warning messages may appear. These messages can be ignored.</p> <p>Error: artsmesssage Sound Server Fatal error: CPU overolad, aborting</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Lustre, Smoke Affected platforms: HP8400, HP9400 Affected OS: Linux RHEW 40 64b</p>

Feature Area	ID	Known Bug Description
audio	sys00175525	<p>In readback mode with the HP AJA OEM-LH, the broadcast monitor may be four frames off or more.</p> <p>Workaround: The audio broadcast delay value should be set to 4.00 to get correct audio and broadcast synchronization with the AJA OEM-LH.</p> <p>Affected software: Flame, Smoke Affected platforms: HP8400 Affected OS: Linux RHEW 40 64b</p>
audio	sys00205728	<p>Scrubbing audio within modules can be imprecise.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
backburner monitor	sys00074129	<p>Restoring an archive using the Backburner Monitor returns the job to the render queue but also deletes the archive.</p> <p>Workaround: Make sure you re-archive a restored job in the Backburner Monitor after it is completed.</p> <p>Affected software: Backburner Affected platforms: Not specific Affected OS: Windows 2k, Windows XP</p>
batch	sys00007659	<p>While working on a clip in Action with Proxy enabled, if you access the Modular Keyer and go into the Stabilizer to track a garbage mask, the proxy clip will be displayed instead of the full resolution clip.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch	sys00157379	<p>In Batch, if you set resize keyframes on an Import node using "Fit Source", the Left/Right/Top/Bottom offsets aren't set or updated properly on the output node.</p> <p>Workaround: Go into the Animation Channel Editor, and reset the channels for "offsets" so they all have a value of 0.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch	sys00237372	<p>Batch produces an incorrect render when different frames of the same clip are used to process a node.</p> <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Known Bug Description
batch	sys00258894	<p>Batch: When viewing an Action node in Context, there can be refresh issues in some cases.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
batch	sys00260016	<p>Batch: In Batch FX, basic media settings are not used during playback.</p> <p>Workaround: Add a black frame before the clip.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
batch	sys00260340	<p>Batch FX: The 3D Tracker in Action cannot analyse negative frames.</p> <p>Workaround: Build a cascading Action/Batch FX setup to do 3D Tracker one level down; negative frames become part of the clip duration.</p> <p>Affected software: Flame, Inferno</p>
batch paint	sys00220971	<p>When you flip the pen over to use the Eraser brush, you cannot adjust brush size with the S+drag hot key combination.</p> <p>Workaround: Resize with S+drag before flipping the pen over to erase.</p> <p>Affected software: Flame, Flint, Inferno</p>
burn_components	sys00098782	<p>The log for a Burn render node may show application timeout errors similar to the following after the completion of a rendering job: [error] 16387 common_services.cpp:37 06/03/05:16:01:32.264 Application unload timeout (1 minutes). This error is followed by subsequent messages indicating that the Burn process was killed by the operating system.</p> <p>Workaround: Disregard this error (and its subsequent messages) as they only indicate a communications lag between the Burn render node and the application that submitted the job. This error has no impact on a Burn render node, which remains online and is ready to accept new rendering jobs from the application.</p> <p>Affected software: Burn</p>

Feature Area	ID	Known Bug Description
channel editor	sys00012034	<p>In Channel editor, the user definitions and filter settings are not kept for soft effects.</p> <p>Workaround: Save the setup.</p> <p>Affected software: Smoke</p>
channel editor	sys00110775	<p>When using the "Random" function on channels, you may experience different results between the current release and previous release.</p> <p>Affected software: Flame, Flint, Inferno</p>
channel editor	sys00174573	<p>The hierarchy positioning of the channel editor is shared between certain modules instead of being independent.</p> <p>Workaround: Ctrl+click on "frame all" in the bottom left corner of the channel editor.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
clip history	sys00018863	<p>In Batch, if Fill Cache is enabled and you Expand History for a matte clip, the node's result cache will not be correct.</p> <p>Workaround: Disable and re-enable the cache for this node.</p> <p>Affected software: Flame, Flint, Inferno</p>
clip history	sys00048750	<p>In the Text module, when you add a new logo to a layer, process it, and exit, if you re-enter the Text module from History view, the logo is gone.</p> <p>Workaround: Cancel the process and exit, or click the Undo button.</p> <p>Affected software: Smoke</p>
clip history	sys00095055	<p>Modifying the clip history of a timeline element that contains multiple clip histories results in corrupted frames. This only occurs when you modify the clip history in the second to last node. All other nodes do not produce this result; however, their intermediates are not replaced in the timeline.</p> <p>Affected software: Smoke</p>

Feature Area	ID	Known Bug Description
colour warper	sys00089793	<p>On Linux systems only, when you enable Crop, in either Colour Warper or Colour Corrector, with the Navigator enabled, the Back view is displayed instead of the Result.</p> <p>Affected software: Smoke Affected OS: Linux</p>
dve	sys00001442	<p>Layer priority changes made by doing a Re-entry on a layer are not brought back to the original state after selecting Reset All.</p> <p>Affected software: Smoke</p>
dve	sys00001935	<p>When previewing in DVE with grid enabled, the grid remains in the previewed image.</p> <p>Affected software: Smoke</p>
dve	sys00002862	<p>Shininess makes a re-entered layer disappear.</p> <p>Affected software: Smoke</p>
dve	sys00002998	<p>When you save a DVE setup containing lights and then load it for Action, the way the light is reflected in Smoke is different from the way it is reflected in Inferno, Flame, and Flint. The processed result is different.</p> <p>Affected software: Smoke</p>
dve	sys00003977	<p>Stabilizer setups created in Combustion do not load properly in DVE or Action.</p> <p>Workaround: First load the setup in Stabilizer, then save it. Next, load the setup in DVE or Action.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
dve	sys00004221	<p>DVE front-only setups will not load correctly in the Action module.</p> <p>Affected software: Smoke</p>

Feature Area	ID	Known Bug Description
dve	sys00005249	<p>Modifying the Blur value too quickly may crash the application.</p> <p>Affected software: Smoke</p>
dve	sys00111147	<p>Dragging the layer transparency to 100 may cause the application to experience a slowdown.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
dve	sys00172602	<p>In Action and DVE, it is not possible to name a layer using a number for the first character in the name. If you try to name a layer using a number as the first character, the number will be replaced by an underscore.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
dve	sys00238947	<p>The default DVE indirect keyer should be the Luminance Keyer rather than the Master Keyer.</p> <p>Affected software: Smoke</p>
dve/action	sys00242638	<p>In Animation, with Auto Select enabled and key frames created, the timeline does not update when you toggle between the axis, front, and matte.</p> <p>Workaround: Select the corresponding channel manually.</p> <p>Affected software: Smoke</p>
editdesk	sys00233316	<p>When managing clips in the List View, selecting and viewing the clips can cause their order to change in the Record area. For example, imagine that you create five frames labelled 1 to 5 and place them in order in the Record area using collapsed view. After selecting and viewing them using the List View, you may find that their order in the Record area has changed.</p> <p>Workaround: re-organize the clips manually.</p> <p>Affected software: Backdraft Conform, Smoke</p>

Feature Area	ID	Known Bug Description
editdesk	sys00258605	<p>Refresh problems can occur on the Timeline when moving layers around. For example, if you move an effects layer to the top, you might not be able to see the results of the effect.</p> <p>Workaround: Move the positionner up and down to refresh.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
edl	sys00161101	<p>Clicking Confirm when ejecting a tape during a multitape EDL capture does not work.</p> <p>Workaround: Press Enter instead of clicking Confirm.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
edl	sys00256795	<p>EDL: The tape name gets truncated when loading an EDL.</p> <p>Workaround: Turn off B roll detection.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
emulator	sys00133654	<p>In VTR emulation, the Retry mechanism may not work properly.</p> <p>Affected software: Backdraft Conform, Smoke</p>
emulator	sys00161116	<p>Audio may be out of sync when capturing if the pre-roll timecode passes 00:00:00:00 during the capture.</p> <p>Workaround: Make sure that the cue point for pre-roll stays under TC 00:00:00:00, or capture extra and sync the audio later.</p> <p>Affected software: Backdraft Conform, Smoke</p> <p>Affected OS: Linux</p>
garbage mask	sys00048493	<p>When animating a mask in the Keyer with Shape Animation enabled, the vertex animation is lost if you click on, or edit the value of, the Lasso Fit field.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
garbage mask	sys00251634	<p>When drawing a shape in a GMask Node in Batch, if you delete a point it is permanently deleted instead of just getting disconnected from the shape.</p> <p>Workaround: Do not move the mouse or the pen when deleting the point.</p> <p>Affected software: Flame, Flint, Inferno</p>
general	sys00050874	<p>When you click the PDF Documentation button without making a selection, an empty xpdf window opens.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
general	sys00204878	<p>14:9 guides do not match EBU standards.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
import / export image	sys00002253	<p>When generating Wavefront RLA files for film, the gamma is incorrectly set. In the RLA image header, the gamma is unconditionally set to 2.2, which is correct for video data.</p> <p>Workaround: Use setenv WF_GAMMA <value> to set a different gamma value.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
import / export image	sys00002844	<p>In the Export Image menu, the values for QuickTime files are cleared from session to session.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
import / export image	sys00074636	<p>When you attempt to mount the CDROM from the application, after having entered the Import Audio File module a second time in the same session, the application may, on occasion, experience a crash.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
import / export image	sys00165741	<p>Background export does not work in a Traditional Chinese environment.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
import / export movie	sys00057733	<p>If you export an uncompressed AVI file that exceeds 2 GB in size, the file will be corrupted.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
import / export movie	sys00183265	<p>QuickTime files using the RGB/A Uncompressed codec display 'libquicktime' as the codec (as opposed to 'None') in the Get Movie Info panel from the QuickTime Player. The file is the same as those generated by QuickTime using the 'None' option for video compression (fourCC 'raw').</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
import / export movie	sys00219764	<p>Audio is not mixed down during movie export.</p> <p>Workaround: Mix down audio prior to exporting your movie.</p> <p>Affected software: Flame, Smoke</p>
import / export omf	sys00004344	<p>23.976 and 24 fps OMF files are not supported.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
import / export omf	sys00006910	<p>An OMF file that contains segments with matte key effects with a dissolve gives an incorrect result. To avoid this, do not include dissolves with matte key effects.</p> <p>Affected software: Smoke</p>

Feature Area	ID	Known Bug Description
import / export omf	sys00131239	<p>When loading an OMF file, segments using the Audio EQ effect do not get transferred when loaded into Smoke/Backdraft Conform. The audio clip should load even if the effect is not supported.</p> <p>Workaround: In the exporting software, remove all Audio EQ effects and create a new OMF file.</p> <p>Affected software: Backdraft Conform, Smoke</p>
import / export omf	sys00147184	<p>Transitions in imported OMF files start at the cut, regardless of their original position.</p> <p>Affected software: Backdraft Conform, Smoke</p>
keyer	sys00161480	<p>Keyer setups are no longer compatible with Combustion. Only versions 2.5 and earlier of Keyer setups are compatible.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
library	sys00126629	<p>When a library has very large clip histories, switching to List View can cause the application to stop responding.</p> <p>Workaround: Use proxy view.</p> <p>Affected software: Flame, Flint, Inferno</p>
library	sys00242626	<p>Using the Replace option when saving a clip to a library deletes the archive date information from other clips previously archived to that library.</p> <p>Affected software: Backdraft Conform, Smoke</p>
library	sys00260067	<p>On the desktop, if you rename a clip and then save its reel under a new name, everything appears as expected. But if you open the library and look at the new reel, you will find see that its clip has kept its old name.</p> <p>Workaround: Copy the clip to a new reel, then save the reel.</p> <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Known Bug Description
Manager	sys00248542	<p>Upon sending a second job to a Windows-based Backburner Manager, the manager crashes.</p> <p>Workaround: Use a Linux Backburner Manager.</p> <p>Affected software: Backburner Affected OS: Windows XP</p>
modular keyer	sys00264090	<p>Changing animation interpolation preferences affects blend curves.</p> <p>Affected software: Flame, Flint, Inferno</p>
other	sys00142478	<p>On IBM APro 6224 workstations, the QLA 2344 4-port fibre-channel adapter only has 3 ports available for use.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected platforms: 6224 Affected OS: Linux RHEW 40 64b</p>
paint	sys00062218	<p>In Paint, while zoomed-in on the canvas, and painting the top part of a frame, when you zoom out, the top pixels of the frame appear to have not been painted.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
paint	sys00125739	<p>When using tools in Paint - Geometry, the aspect ratio of the clip is not respected.</p> <p>Workaround: Use Graphics instead of Geometry to Paint.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
paint	sys00146818	<p>In Paint, performance may be slow when using Shade.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
paint	sys00166220	<p>In Paint, when drawing a triangle shape with equal sides, some artifacts may appear in the result.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
paint	sys00170936	<p>Darkening can occur in 10 and 12 bit images when using Recursive Clone or Reveal in Paint.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
paint	sys00174785	<p>On rare occasions, while trying to access Paint, the application hangs with the following error: ERROR: UNIX: No such file or directory. /usr/discreet/user/effects/userName/paint/brush/brushName.dve.brush</p> <p>Workaround: Create a new user.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
paint	sys00179444	<p>In Paint, when working in SD resolution, the cursor shape of the brushes and the Geometry circle is not a perfect circle.</p> <p>Workaround: Use the Graphics Geometry circle.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
paint	sys00184742	<p>This issue occurs when working in Paint on a clip containing unlinked media frames and regular media frames (for example, 2 green color frames). When you return to the desktop, the clip appears to be fine, but in the Player only the unlinked portions play.</p> <p>Workaround: Ideally, you should make sure there are no unlinked media frames before opening Paint. If you need to recover a clip that has been affected by this issue, try one of the following:</p> <ul style="list-style-type: none"> - Save the clip in a library, then export and reimport. This will replace the unlinked media with black frames, so there is no need to replace them. However, it takes time to export and import, and the space used on the framestore is doubled. - Save the clip in a library, then, from Batch, add the clip from the library, add a process node, then process it. This also doubles the space needed for the clip on the framestore. <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Known Bug Description
paint	sys00188071	<p>In Paint, when changing the angle using Geometry > Line, a luminance shift occurs. The same thing happens with Geometry > Rectangle, as well as Geometry > Triangle when the triangle has equal sides.</p> <p>Workaround: This does not occur in tile mode.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected platforms: 6217 dual core, HP8400</p>
paint	sys00188078	<p>Performance in Paint is slower than expected when Matte is enabled.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
paint	sys00214631	<p>In Paint, the Saved option for brush stroke size does not work.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
paint	sys00248549	<p>A clip may get corrupted with its matte image after applying changes in the Paint module.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
paint	sys00256447	<p>The ESC hotkey does not work in Paint.</p> <p>Workaround: Use the swipe bar.</p> <p>Affected software: Smoke</p>
player	sys00002448	<p>Using Preview FX on a matte container slows down the workflow in the timeline.</p> <p>Affected software: Smoke</p>
player	sys00011609	<p>The big Player always reverts to "Interlaced" mode even if the selected clip is in progressive format. The Player should adapt to the clip's format selection.</p> <p>Affected software: Backdraft Conform, Smoke</p>

Feature Area	ID	Known Bug Description
player	sys00015633	<p>In the Player, full-resolution and proxy-resolution field dominance may appear reversed.</p> <p>Workaround: Play the clip in the standard Player. You can toggle between Default Player Dominance and Reversed Player Dominance by Ctrl+clicking the (greyed out) Full Res button in the Player. This will not work when you are not playing a clip.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
player	sys00159293	<p>On Linux systems, Audio goes to the VTR via an output clip, but no audio is heard if the clip is played in player when enabling the wrong audio keyword, such as DVS_CENTAURUS, DEFAULT, SerialDUAL.</p> <p>Workaround: Set the keyword to DVS_CENTAURUS, Serial1.</p> <p>Affected software: Flint</p> <p>Affected platforms: 6217 single core</p> <p>Affected OS: Linux RHEW 30 64b</p>
player	sys00184577	<p>When using the Colour Corrector or Colour Warper, the interactive vectorscope displays unpredictably.</p> <p>Affected software: Smoke</p>
Player	sys00214228	<p>When 2:3 insertion is enabled in Preferences and you play 24fps material in a timeline that includes gaps, frames may be dropped.</p> <p>Workaround: You can disable 2:3 insertion, but this may not look good on the output monitor.</p> <p>Affected software: Backdraft Conform, Smoke</p>
player	sys00239450	<p>Viewing the Large Player with the Large Record timeline causes parts of the timeline to appear in the Player.</p> <p>Workaround: Click anywhere to force a refresh.</p> <p>Affected software: Backdraft Conform, Smoke</p>
player	sys00240543	<p>Player: The hot key used to switch the primary and secondary video tracks is missing.</p> <p>Workaround: Gesturally switch the primary and secondary video tracks.</p> <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Known Bug Description
player	sys00261125	<p>The clip information area of the Player displays the wrong Time Code for the audio source.</p> <p>Workaround: Ignore the displayed Time Code, and take it from the audio track segment on the timeline .</p> <p>Affected software: Backdraft Conform, Smoke</p>
preferences	sys00107629	<p>Using the Tablet Margin numeric fields in Proportional mode may sometimes result in erroneous values.</p> <p>Workaround: Use the numeric keypad to set your values.</p> <p>Affected software: Flame, Inferno, Smoke</p> <p>Affected platforms: 6217 dual core</p> <p>Affected OS: Linux64</p>
preferences	sys00235262	<p>In the Preferences menu, changes made to Soft FX blur settings are not saved.</p> <p>Affected software: Smoke</p>
project management	sys00007134	<p>User and Project entries are not completely deleted from the project management scheme if you exit from the project management area immediately after having deleted the entries.</p> <p>Workaround: Restart the software and delete the remaining entries.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
publish	sys00162647	<p>When publishing an EDL it is possible to inadvertently enter spaces in the EDL filename, making it difficult to select the file in UNIX. For example, a clip named "s p a c e" will be published as "s p a c e_published.edl".</p> <p>Workaround: Use an asterisk (*), or underscore (_), or any other valid character in place of the extra space.</p> <p>Affected software: Backdraft Conform, Lustre, Smoke</p>
publish	sys00238949	<p>It should not be possible to process a clip that has been locked and then "invalidated" by, for example, moving it on a layer. However, if you try to publish such a clip, it will get processed.</p> <p>Affected software: Backdraft Conform, Smoke</p>

Feature Area	ID	Known Bug Description
regrain	sys00165102	<p>Using Regrain on longer clips may result in some bad random frames with vertical lines appearing in the rendered result.</p> <p>Workaround: Try using Regrain on shorter segments.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
server	sys00226012	<p>Wiretap 2007 may crash when accessing a complex timeline that includes timewarps.</p> <p>Workaround: Render all timewarps before accessing the timeline with Wiretap.</p> <p>Affected software: Wiretap</p>
sparks	sys00044655	<p>On Linux systems, if you increase the scale parameters of a circle when using the S_LensFlare Spark, the circle will continue to scale over the menu area.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p> <p>Affected OS: Linux</p>
sparks	sys00169144	<p>Tinder Fire sparks can cause the application to crash.</p> <p>Workaround: The Tinder Fire plug-in will often crash if multiple frames are rendered at film resolution. There is no workaround other than to render smaller sections and composite them together.</p> <p>Affected software: Flame, Flint, Inferno</p>
sparks	sys00185154	<p>In Sparks, adjusting numeric fields using the arrows does not update the content of the field as expected.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
sparks	sys00221240	<p>When a Sparks soft-effect has been applied to a clip, it is not possible to delete the last keyframe of the clip in the animation channel.</p> <p>Workaround: Select the keyframe and press the Delete key.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
stabilizer	sys00154711	<p>In Stabilizer, the preferences for Channel Editor do not update when using Filter.</p> <p>Workaround: Click on Channel after clicking Load Prefs or Pan in the Animation window to refresh.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
stabilizer	sys00221580	<p>In the Stabilizer, the channel editor does not support half-frame keyframes.</p> <p>Workaround:</p> <ol style="list-style-type: none"> 1. Gesturally adjust the tracker on the screen. 2. Use the shift X Y numeric box. <p>Affected software: Flame, Flint, Inferno, Smoke</p>
system configuration	sys00021664	<p>On Linux systems, the following application hot keys are unavailable: ALT+F1, ALT+F3, ALT+F9, and ALT+F12. Note that pressing ALT+F9 also minimizes the KDE shortcuts panel.</p> <p>Affected software: Flame, Flint, Smoke</p> <p>Affected OS: Linux</p>
system configuration	sys00024827	<p>Linux systems with a 4-port Qlogic card (QLA 2344) may take a long time to start if fibre channel ports are not connected or terminated. This is because Linux can wait up to 2 minutes for each unconnected port to time-out before continuing to boot.</p> <p>Workaround: Place optical terminators on unconnected fibre channel ports.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p> <p>Affected platforms: 6217 dual core, 6217 single core, 6221, 6224</p> <p>Affected OS: Linux</p>
system configuration	sys00162729	<p>On Linux systems, when setting your broadcast monitor preferences to Always ON, a still frame is displayed when not in the Player or image viewer.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p> <p>Affected OS: Linux</p>

Feature Area	ID	Known Bug Description
text	sys00096121	<p>The Chinese Input Method window opens behind the Smoke window.</p> <p>Workaround:</p> <p>1) setenv DL_FORCE_HEIGHT N, where N is the display height minus one. For example, for a 1600x1200 display, N would be 1199. This step allows other windows to open in front of the Smoke window.</p> <p>2) To eliminate the task bar, right-click the KDE task bar at the bottom of the screen and select "Configure Panel". In Layout, select the "Hiding" panel. Select "Allow other windows to cover the panel". In smoke, press Alt-F1 to raise it above other windows.</p> <p>After completing steps 1) and 2), the Input Method window should correctly pop-up on top of the Smoke window.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
text	sys00164921	<p>The Input Method does not work with a soft Text effect.</p> <p>Workaround: Use the Soft Text editor.</p> <p>Affected software: Smoke</p>
text	sys00170487	<p>In the Text module, when you load a logo into a new layer, then you render Both or Matte, the matte clip may have incorrect mattes for the logo elements. The result is the same as for the front.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
text	sys00223798	<p>If a text setup uses a font that gets removed from a system, unexpected problems occur, including the inability to switch to a different .afm font file.</p> <p>Workaround: Select a .font file for a font, then select an .afm font file.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
text	sys00242023	<p>Font does not load when Text Setup reloads. The path to the font file contains spaces.</p> <p>Workaround: Correct the path to remove spaces. Make sure to only use "Unix legal" characters in paths.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
timewarp	sys00007129	<p>In the Batch timeline, preferences for interpolation and extrapolation are not applied to the timewarp curves.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
unlink / relink	sys00157643	<p>Recapturing an unlinked clip manually does not bring back the expected media.</p> <p>Workaround: Use Strict mode when relinking with the Relink tool. Other workaround: In the Recapture dialog use "Relink" to get the correct media on the edited clip.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
unlink / relink	sys00179872	<p>If a whole timeline is selected for processing and it includes an unlinked segment, processing may not complete as expected.</p> <p>Workaround: Move all the unlinked segments to a layer above all the linked material that needs processing, or select only the unrendered segments and then process.</p> <p>Affected software: Backdraft Conform, Smoke</p>
video certification	sys00119903	<p>On Linux systems, Outputting video only to a Betacam SP will not work if the PC running the application does not receive a valid audio AES signal back from the DVS.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Smoke Affected OS: Linux</p>
video certification	sys00130371	<p>On Linux systems, you may lose audio monitoring when inputting clips from a VTR if you change the scan mode. The input result is not impacted.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
video certification	sys00161725	<p>The VTR I/O status bar may wrongly display and maintain a "Framestore is too slow" message when a drop occurs, even though the drop has been re-cued and addressed.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
video_io	sys00006558	<p>You cannot format an archive if the VITC timecode is not present or is incorrect. There is no way to force LTC only instead of VITC or VITC/LTC.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
video_io	sys00020113	<p>When feeding an SD composite reference and an HD tri-level reference to the AJ-HD2700 in 720p_60P, the deck loses the sync every 10 seconds in Record mode.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
video_io	sys00025895	<p>When inputting a clip, the broadcast monitor stutters if audio cables have been attached after DVS initialisation.</p> <p>Workaround: Exit the application and restart.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
viewing	sys00093307	<p>A sequence exported or published from IFFFS containing both scanned frames and exported/published frames, will cause a split frame to occur when imported into Lustre. Lustre reads the first frame and then assumes that all following frames share identical header information (aside from the TC). When a different header type is present in the sequence, Lustre does not rescan the frame.</p> <p>Workaround: Soft-import all shot frames and then use the Lustre Publish function to ensure that no mixed headers are present in the sequence.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
vtr i/o engineering	sys00069646	<p>On Linux workstations, when working in an HD project you cannot use an NTSC or a PAL SD sync signal.</p> <p>Workaround: Use a Tri-level sync signal and device. The application's syncing default is Tri-level.</p> <p>Affected software: Flint, Smoke Affected platforms: 6224 Affected OS: Linux</p>

Feature Area	ID	Known Bug Description
vtr i/o engineering	sys00258126	<p>Using HDCAMSR 1080i with a PGLD of 14 can result in inaccurate frames on clip input/output.</p> <p>Workaround: Increase the PGLD value (for example, to 19) until you get accurate frames. Do this in the init.cfg file for the VTR keyword HDCAMSR 1080i.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
vtr input	sys00007744	<p>When inputting a clip, if the workstation from which you are capturing is accessed via the network it will drop the capture and start to retry. It will retry until it reaches its maximum retry count then show "Capture completed", even though the capture was never done.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
vtr input	sys00008971	<p>A framecode mode change on a given source tape is not properly managed during EDL capture.</p> <p>Workaround: Manually restart the second framecode mode batch capture.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
vtr input	sys00047861	<p>On Linux workstations, if you unplug and replug your SDI VTR output to DVS cable, you will encounter interactivity problems. Either the playback will not be in real-time or it will freeze completely.</p> <p>Workaround: Exit the Input/Output Clip module and re-enter it.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected platforms: 6217 dual core, 6217 single core, 6221, 6224 Affected OS: Linux</p>
vtr input	sys00095678	<p>You cannot archive if a VTR emulator is enabled.</p> <p>Affected software: Backdraft Conform, Smoke</p>
vtr input	sys00162239	<p>When inputting or outputting Varicam clips, the timecode may not match the timecode on the tape.</p> <p>Workaround: Use import or export EDL with Varicam disabled.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
vtr input	sys00162709	<p>On Linux systems, the frame code mode of the first HSDL capture may be incorrect.</p> <p>Workaround: After the first capture, exit and re-enter the Input Clip menu. Your timecode and In and Out points are now correct.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
vtr input	sys00162710	<p>On Linux systems, you may encounter some instability, such as dropped frames or failed captures, when capturing from an HSDL device.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
vtr input	sys00174523	<p>When capturing from an HDCAM SR deck using the VITC timecode option, video and audio are off by one frame and capture may not be repeatable.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
vtr input	sys00185660	<p>If you do an EDL capture from a Varicam at a certain frame rate, then try a regular capture (which should use the project default frame rate), the EDL capture frame rate is used instead of the project frame rate.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
vtr output	sys00072003	<p>Any Out point computed over 00:00:00:00 will cause the output to tape to fail.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
vtr output	sys00074599	<p>When you select a VTR emulator in the Clip Output menu and enable Playback, the process is successful, but you do not get a preview of the clip being output.</p> <p>Affected software: Backdraft Conform, Smoke</p>
vtr output	sys00163664	<p>When outputting to VTR, the Tape EE button may become disabled, so you won't be able to monitor your output.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
vtr output	sys00263259	<p>When outputting a clip whose audio is longer than its video, the last video frame is repeated until audio output is finished.</p> <p>Workaround: Add a video black clip to fill the end gap.</p> <p>Affected software: Flame, Flint, Inferno</p>

Fixed Bugs for version 2009 SP1

Feature Area	ID	Fixed Bug Description
action	sys00271340	Action setup created in the 2008 version of the application results in UI glitches.
action	sys00273508	When you click on a DVE layer's proxy in Action's schematic view, you are not always selecting that DVE Layer. It may select a completely different one.
archive	sys00271844	When appending to an existing file archive, the next .seg file that is created causes the software to go into an infinite loop. The application can only be stopped by using the kill command.
audio	sys00265158	In some circumstances when the audio sample is too small, the step scrub will not be usable. Affected platforms: 6217 dual core
batch	sys00267832	RGB Blur: Scaling problem with the MHeight parameter incorrectly changing when reloading setup
batch	sys00273654	Batch: The Batch module crashes if a BFX setup is created with a clip that has an attached history, but no intermediates. Affected software: Flame, Flint, Inferno
Clip Metadata	sys00275145	Tethered clips audio offsets are not done in a consistent manner.

Feature Area	ID	Fixed Bug Description
colour corrector	sys00272894	<p>Colour Corrector: After loading a saved Colour Corrector soft effects setup, when the user tries to modify the input value in the shadow channel, the image won't update; then if the user changes the input value using the histogram, the result will be black frames.</p> <p>If the user tries to change the Gain value in the shadow channel, the application crashes to the desktop.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
edl	sys00210789	<p>Imported EDL does not support more than 2 audio tracks.</p> <p>Affected software: Flame, Flint, Inferno</p>
Export	sys00265067	<p>WiretapCentral: Audio Clips are not playing when trimmed. The exported Audio Clips will not have proper audio.</p> <p>Affected software: WiretapCentral</p>
Export	sys00265067	<p>WiretapCentral: Audio Clips are not playing when trimmed. The exported Audio Clips will not have proper audio.</p> <p>Affected software: WiretapCentral</p>
filesystem	sys00260573	<p>After a clean install of the Operating System, DKU and the application, the sw_framestore_dump reports the FS as No and the user is unable to connect to the filesystem in the application.</p>
filesystem	sys00260573	<p>After a clean install of the Operating System, DKU and the application, the sw_framestore_dump reports the FS as No and the user is unable to connect to the filesystem in the application.</p>
import / export image	sys00268408	<p>Soft-import: SNSF has a minimum file size of 1MB. When using an SNFS SAN setup and doing a soft-import of a file less than 1MB, the file will be treated as if it were 1MB and the user will experience a slow soft-import (20 minutes).</p>

Feature Area	ID	Fixed Bug Description
modular keyer	sys00269437	Modular Keyer: within the same application, when loading the same two images and using the same two action setups, the second action render is different from the first one. Affected software: Flame, Inferno
modular keyer	sys00269445	Modular Keyer: When loading the same image and using the same action setup into 2007, 2008 or 2009 versions of the application, the action render results are different in each application version. Affected software: Flame, Inferno
paint	sys00260988	In some circumstances, Paint clip results are not saved to the work area after exiting the Paint module.
paint	sys00260988	In some circumstances, Paint clip results are not saved to the work area after exiting the Paint module.
paint	sys00273900	Paint: All strokes drawn before committing should be undoable
player	sys00265286	Video stutter when playing back with audio.

Fixed Bugs for version 2009 SP2

Feature Area	ID	Fixed Bug Description
batch	sys00281428	Batch: Applying 2 consecutive CC nodes with Curve colour corrections result in one of the 2 nodes to fail to process. Affected software: Flame, Flint, Inferno, Smoke
consolidate	sys00282480	Batch FX: A clip loses its clip history when a user applies consecutively 2 commands from the Library Tools menu to it.
library	sys00281602	Batch FX: BFX loses its setup when using a Library Tool on more than 1 clip. Affected software: Flame, Flint, Inferno, Smoke
library	sys00282395	Library: A relinked clip loses its clip history when it is rendered with the Render command from the library Tools menu.
stonifise	sys00281598	Library: A clip's history is lost when using the Stonifize Tool.

Fixed Bugs for version 2009 SP3

Feature Area	ID	Fixed Bug Description
unlink / relink	sys00283270	The Reformat tool in the Library Unlink/Relink menu does not work .