

Autodesk®

Visual Effects and Finishing
2009 Extension 1 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 Extension 1, Autodesk Flame® 2009 Extension 1, Autodesk Flint® 2009 Extension 1, Autodesk Smoke® 2009 Extension 1, Autodesk Backdraft Conform® 2009 Extension 1, and Autodesk Burn® 2009 Extension 1, 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 beginning 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.

The main level bookmarks in this PDF display the versions of this release. 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 for version 2009 Extension 1 SP4

Feature Area	ID	Fixed Bug Description
all modules	sys00299063	Auto-save in remote access sessions fails: the periods in the IP address are replaced by underscores.
archive	sys00294436	File archiving directly to a Mac fails because of image corruption: black lines in images.
archive	sys00299304	File archiving over the network to a DAS attached to a Mac fails because of image corruption (black lines in images.)
bfx	sys00296908	Copying a clip causes the application to either crash during edit, or to restore the wrong media when reloading the BFX setup. Affected software: Flame, Flint, Inferno, Smoke
library	sys00299359	Loading a library reel with the Include Audio option disabled crashes the application.
vtr input	sys00285818	Capturing 720p@59.94 material from a D5 VTR drops frames and causes a recue of the capture. Affected software: Smoke Affected platforms: HP9400 Affected OS: Linux RHEW 40 64b

Fixed Bugs for version 2009 Extension 1 SP3

Feature Area	ID	Fixed Bug Description
archive	sys00247435	Blank spaces in archive file names are not replaced by underscores.
desktop	sys00289411	Effects EditDesk and Finishing Desktop backups are not properly created when the application starts.
editing	sys00283723	Realtime dissolves do not work on non-RTD systems.
edl	sys00268073	SMPTE wipes are not assembled correctly in EDLs.
emulator	sys00291010	The application crashes when exiting the VTR emulator mode.
garbage mask	sys00285698	Action and GMask setups bypass the clip resolution when scaling from an NTSC to an HD project, and use the project resolution instead.
import / export image	sys00277422	The application crashes when background importing images with the Resize option set to 12bit-u. Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke

Feature Area	ID	Fixed Bug Description
server	sys00287081	Wiretap Server crashes when browsing a directory containing Real-Time Deliverables from WiretapCentral or Lustre.
server	sys00289513	Wiretap timeline creation: the dissolve curve type is set to Hermite instead of Linear. Affected software: Wiretap
server	sys00289564	Wiretap Server crashes if a partition has been removed, but metadata still exists. Affected software: Wiretap
software configuration	sys00293926	The application installation script does not update the /usr/discreet/io/bin symbolic link to point to /usr/discreet/io/<current_application_version>/bin/ directory. Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected platforms: HP8600, HP9400 Affected OS: Linux RHEW 40 64b
xml	sys00293084	When importing an XML containing timewarps, clips that have timewarps applied start at the wrong source timecode.
xml	sys00290120	When importing XML with mixed resolution sources, the resolutions get mixed up.
xml	sys00292225	Loading unlinked media sequence that are created with an imported XML crashes Smoke.

Fixed Bugs for version 2009 Extension 1 SP2

Feature Area	ID	Fixed Bug Description
batch	sys00284870	When importing a LUT from a non-NFS mount point, the path saved in the setup will be prepended by "/hosts/<hostname>".
bfx	sys00285619	Batch/BFX: channel editor color modification cause crashes on load setup. Affected software: Flame, Flint, Inferno, Smoke
broadcast monitor	sys00283807	The application may fail to initialize the NVIDIA SDI card and may crash if the broadcast monitor is set to No Preview in the Preferences menu.
emulator	sys00287448	Timecode of the clip is shifting when you enable Playback in vtr output emulator. Workaround: n/a or use NDF clips. Affected software: Backdraft Conform, Smoke Affected platforms: HP8400, HP8600, HP9400 Affected OS: Linux RHEW 40 64b
general	sys00283072	Calculator: delay entering numerical values.
import / export movie	sys00242963	Importing multiple Quicktime files in Background with Clip metadata setting set to <<Tape From Directory>> will result in the files all having the same tapename.

Feature Area	ID	Fixed Bug Description
software configurator	sys00283411	<p>After using manual entries in sw_framestore_map the framestore will not be detected after a software upgrade.</p> <p>Workaround: adding FS=YES in the framestore line of sw_framestore_map as the third column.</p>
vtr output	sys00286319	<p>When going to Output Clip, the default device is SDI when it should be AJA.</p> <p>Workaround: click on SDI to switch to AJA. Must repeat when re-launching flame and re-accessing that module.</p>
xml	sys00283603	<p>FCP XML: the timing in the Smoke assembled XML does not match the original EDL.</p>

Fixed Bugs for version 2009 Extension 1 SP1

Feature Area	ID	Fixed Bug Description
vtr output	sys00283811	In output clip, the dominance restriction when taking the clip to output should be removed.
archive	sys00268800	VTR archive: when closing an appended archive, the slates are not recorded to tape, even though the operation seems to run. Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected platforms: HP9400 Affected OS: Linux RHEW 40 64b

Fixed Bugs for version 2009 Extension 1

Feature Area	ID	Fixed Bug Description
garbage mask	sys00101154	<p>In Keyer, when Autokey is turned off keyframes are still written.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
audio	sys00131844	<p>Player: there is a small audio gap when an audio clip plays in loop mode.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
action	sys00149237	<p>When clicking on a numeric field while editing a media in Action, the calculator does not pop up as specified in Preferences.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</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>Affected software: Flame, Flint, Inferno</p>
broadcast monitor	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>
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>Affected software: Backdraft Conform, Smoke</p>
general	sys00185691	<p>Overlay UI buttons flicker in the broadcast monitor.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Fixed Bug Description
audio	sys00204844	When going to export audio after exporting an EDL, the file browser switches to Proxy view, even if Titles view was previously selected.
library	sys00210555	When double-clicking on a clip in the library to show the clip sources and intermediates, the sources display as black. Affected software: Flame, Flint, Inferno
edl	sys00210789	Imported EDL does not support more than 2 audio tracks. Affected software: Flame, Flint, Inferno
dve	sys00212708	If you try to load a version 2007 DVE setup, only the .action files will be seen. Affected software: Smoke
import / export image	sys00215602	When importing an RGBA sequence to the desktop using the container option, no matte container is created. Affected software: Flame, Flint, Inferno
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.
batch	sys00217469	In Action with cache enabled, when rendering a node that is set to No Matte, cache is created for the matte, even though no matte is created. Affected software: Flame, Flint, Inferno
paint	sys00218984	In Paint, when swiping down, some UI elements disappear.

Feature Area	ID	Fixed Bug Description
import / export movie	sys00219764	<p>Audio is not mixed down during movie export.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
action	sys00220400	<p>In Action, 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>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00220531	<p>In the schematics view of Action, nodes appended to an existing setup are positioned far from the existing nodes.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</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>Affected software: Flame, Flint, Inferno, Smoke</p>
batch	sys00222903	<p>Batch: Cannot exit Batch when the large timeline is displayed.</p>
editdesk	sys00223495	<p>In the List View, if you create an item after having deleted an item, the new item is not given focus in the interface.</p> <p>Affected software: Backdraft Conform, Smoke</p>
action	sys00225466	<p>Batch/Action/CW: the UI is displayed behind the channel editor.</p>
action	sys00226388	<p>In Action, the Media Divide function is not supported with Source nodes.</p>
paint	sys00228244	<p>Paint: some frames are corrupted when painting with Show enabled.</p>

Feature Area	ID	Fixed Bug Description
channel editor	sys00234297	Channel Editor: The Animation menu is missing after exiting the Player.
preferences	sys00235262	In the Preferences menu, changes made to Soft FX blur settings are not saved. Affected software: Backdraft Conform, Smoke
edl	sys00235732	EDL: Transitions assembly options are not respected in the assembled clip.
action	sys00238069	In Action/Channel Editor, indirect modules change interpolation and extrapolation modes. Affected software: Flame, Inferno
edl	sys00238520	The application crashes when initiating a Search after closing a previously assembled EDL.
player	sys00239475	Player display properties are lost when the application is restarted. Affected software: Backdraft Conform, Smoke
edl	sys00239523	When loading multiple EDLs, if one EDL contains an unsupported event, the EDL is ignored and no error message is displayed.
publish	sys00239558	When publishing with the Link option enabled, stonified frames do not have DPX timecode.

Feature Area	ID	Fixed Bug Description
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>
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>Affected software: Flame, Flint, Inferno, Smoke</p>
batch	sys00242810	<p>In Batch, the media is not found when Alt-dragging an action node into the schematic.</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>
software configuration	sys00245880	<p>When installing a licence server on a machine that has its primary system drive set up with HW-RAID or SW-RAID protection, the DLHOSTID command does not work.</p>
batch	sys00247028	<p>Batch/Schematic: Clip proxy disappears when aspect ratio is set to a high value.</p>
archive	sys00247435	<p>Blank spaces in archive file names are not replaced by underscores.</p>
xml	sys00247873	<p>Varicam projects exported via XML from FinalCut Pro cannot be recaptured.</p>

Feature Area	ID	Fixed Bug Description
graphics	sys00252886	Unable to disable the preview device when switching from HD_59 to NTSC on systems with a DVIRAMP 1 or 2.
modular keyer	sys00252963	In the Modular Keyer, relinking a matte input of a result node to any type of round node crashes the application. Affected software: Flame, Inferno
import / export image	sys00253081	DPX exported in the background have incorrect transfer characteristics in the header.
batch	sys00254055	BFX: frames appear as unrendered in Collapsed view after processing. Affected software: Smoke
distort	sys00254061	Distort: setups saved in proxy mode in Batch are not loaded properly in the Desktop module. Affected software: Flame, Flint, Inferno
action	sys00254243	Action/3DTracker: Reset All doesn't reset the trackers. Affected software: Flame, Inferno
preferences	sys00254320	After having selected in General Preferences either Frame, Keycode/Frame, Frame+res, or Keycode/Frame+res, clicking TC in/out or TC duration from the Player crashes the application.
player	sys00255603	Player/View: RGB channels are not working properly in 10bit and 12bit.

Feature Area	ID	Fixed Bug Description
action	sys00255710	<p>When you load a Particle function you are wrongfully directed to the /usr/discreet/user/<current user>/action directory.</p> <p>Affected software: Flame, Flint, Inferno</p>
lut	sys00255967	<p>12 bit 1D gamma viewing LUTs do not load on Linux workstations.</p> <p>Affected OS: Linux</p>
xml	sys00256507	<p>In XML import, relinking to QuickTime crashes the application.</p>
action	sys00256555	<p>In the Priority Editor, the application crashes when deleting a keyframe and then loading a new setup.</p>
channel editor	sys00256831	<p>In the Channel Editor, when you CTRL click a selected channel's numerical value to reset its value on the current frame, the channel becomes deselected and the channel you were working with may jump out of view.</p>
Viewing	sys00256933	<p>In Lustre Color, the options in the probes pulldown menu are not clear enough.</p>
action	sys00257091	<p>Action: Icon transparency settings are not preserved.</p>
action	sys00258300	<p>In Action, when using the manual 3d tracker, the axes are offset according to project resolution and not background clip resolution.</p> <p>Affected software: Flame, Inferno</p>

Feature Area	ID	Fixed Bug Description
batch	sys00258612	<p>When creating a Matte Container in Batch or BFX and changing the primary track, the result is not updated.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
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>
import / export image	sys00260427	<p>The application hangs when importing in the background.</p>
desktop	sys00260582	<p>On clips with more than 100000 frames, the Go To tool does not go above 100000.</p> <p>Affected software: Flame, Flint, Inferno</p>
paint	sys00260988	<p>In some circumstances, Paint clip results are not saved to the work area after exiting the Paint module.</p>
player	sys00261125	<p>The source clip information area of the Player displays the wrong Time Code for an audio source.</p> <p>Affected software: Backdraft Conform, Smoke</p>
server	sys00261386	<p>Lustre cannot connect to Linux over SDP on Infiniband as the server opens an IPv6 socket, not an IPv4 one; the SilverStorm InfiniBand driver doesn't support IPv6 sockets.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Lustre, Smoke</p> <p>Affected OS: Linux</p>
action	sys00261438	<p>Action: Applying a media blur with the Divide option creates corruption.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Fixed Bug Description
bfx	sys00261552	<p>When using the T hotkey to set the duration of a BatchFX output node, the default duration sets itself to 100 frames.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
cleaner integration	sys00261606	<p>The name field is missing from the Cleaner export menu.</p>
action	sys00262248	<p>In Action, the application crashes when an ExtBicub surface with a Shape Animation is reset.</p>
xml	sys00262304	<p>Loading an XML created in another application does not work if the XML contains variable timewarps.</p>
archive	sys00262318	<p>Software crashes when doing a size estimate on a clip with missing slates.</p>
colour warper	sys00262461	<p>Colour Warper: Pick Selection does not work properly when using Overlay UI and using proxies.</p> <p>Affected software: Smoke</p>
batch	sys00262709	<p>After deleting a setup within the Node Setup browser, the Delete button is not deactivated even though the Load button is selected.</p>
batch	sys00262742	<p>Batch: clip nodes are not selected when using Alt-click or Ctrl-click.</p>

Feature Area	ID	Fixed Bug Description
batch	sys00263575	<p>The application crashes when exiting BFX if an action node is fed the same media as the BFX source.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
modular keyer	sys00264090	<p>Changing the preferences for the animation interpolation changes the blend curves.</p> <p>Affected software: Flame, Inferno</p>
xml	sys00264800	<p>In XML Import, text positioning from FCP XML is not recognized correctly.</p>
batch	sys00264914	<p>BFX/Channel Editor: the Shift-Tab hot key does not work.</p> <p>Affected software: Smoke</p>
batch	sys00264970	<p>Batch/Text: fonts are not reloaded correctly if their name contains spaces.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</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>
player	sys00265286	<p>Video stutter when playing back with audio.</p>
editdesk	sys00266155	<p>Cannot move a folder above another folder in the Editdesk Library.</p> <p>Affected software: Backdraft Conform, Smoke</p>
publish	sys00266227	<p>Publish: lack of padding in shot naming disrupts logical file sequence browsing.</p>

Feature Area	ID	Fixed Bug Description
paint	sys00248549	<p>In the Paint module, a clip and its matte may get corrupted after applying changes to it.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
container tool	sys00248578	<p>BFX: there is no warning that vertical editing will be lost when using containers.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
keyer	sys00248591	<p>The REGEN button resets to OFF when saving a setup.</p>
action	sys00248900	<p>In Batch, particle generation does not take normals into account.</p> <p>Affected software: Flame, Flint, Inferno</p>
edl	sys00250034	<p>EDL does not start capturing when tapes play from the "capture this tape" menu.</p>
colour corrector	sys00251180	<p>In Action, colour correct autokey does not stay ON.</p>
edl	sys00251355	<p>EDL: Extra space in clip name after assembling.</p>
action	sys00251473	<p>In Action/Channel Editor: exiting the Player does not return to the previous state.</p> <p>Affected software: Flame, Flint, Inferno</p>
garbage mask	sys00251847	<p>Multiple vertices cannot be selected when the Animation menu is on.</p>

Feature Area	ID	Fixed Bug Description
action	sys00266699	<p>PSD Import: All imported objects have the same name: Vector_Smart_Object.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
paint	sys00266859	<p>With NTSC or 2K clips that are either 10-bit or 12-bit, enabling a filter in Paint crashes the application.</p> <p>Affected platforms: onyx2 IR4, onyx350</p> <p>Affected OS: IRIX 6.5.28f</p>
software configuration	sys00267664	<p>After removing the application, the application user is still listed in the Red Hat Linux login screen.</p>
action	sys00267707	<p>Making a copy of an action object invalidates the change made in the Priority editor.</p>
batch	sys00267832	<p>RGB Blur: Scaling problem with the MHeight parameter incorrectly changing when reloading setup</p>
burn_components	sys00268125	<p>If you use a batch setup that has an imported LUT in the LUT editor node, the actual LUT will contain the lookup table but it will also contain the path of the imported LUT. This LUT will be sent to Burn, but Burn will not use the table and will try to access the LUT through the import path. It will fail if it doesn't have access to this path.</p> <p>Affected software: Flame, Flint, Inferno</p>
aaf	sys00268176	<p>Cannot relink to video MXF via AAF even though the source is a perfect match.</p>
soft effects	sys00268348	<p>Cannot copy CC from the desktop to a clip with a full dissolve to color.</p> <p>Affected software: Smoke</p>

Feature Area	ID	Fixed Bug Description
import / export image	sys00268408	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).
batch	sys00268427	Batch: appended nodes are placed in random places in the schematic.
action	sys00268732	Action: Clamp Colors and Softness are not saved in Default settings
batch	sys00268768	Batch/BFX/Action: expressions are lost when saving setups in certain cases. Affected software: Flame, Flint, Inferno
paint	sys00269077	Paint: the Home button is missing from the file browser.
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
action	sys00269956	Action: when an icon is selected, other objects can be selected as well.

Feature Area	ID	Fixed Bug Description
action	sys00271340	Action setup created in the 2008 version of the application results in UI glitches.
batch	sys00271792	Batch: locked frames do not respect the Offset value when exiting and re-entering Batch. Affected software: Flame, Flint, Inferno, Smoke
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.
wiretap	sys00272000	The WireTap server intermittently locks projects/volumes.
batch	sys00272145	Batch: adding a node upstream disables the bypass setting on the node. Affected software: Flame, Flint, Inferno, Smoke
action	sys00272188	3d tracker analysis on the same clip is slower in the 2009 application than in the 2008 version. Affected software: Flame, Inferno
action	sys00272770	In Action, the modular keyer blend curve affects all layers that have a key. Affected software: Flame, Inferno
colour corrector	sys00272791	CC SFX: Shadows/Highlights channel stops working after metadata sync up. Affected software: Flame, Flint, Inferno, Smoke

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>
action	sys00273427	<p>Action: the default states of Regen, Play Lock and Auto Image should be changed.</p>
batch	sys00273474	<p>Batch: importing PSD files with the "All" option, results in clip corruption.</p>
action	sys00273508	<p>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.</p>
sparks	sys00273636	<p>Sparks: In and Out marks are not displayed in the timeline.</p>
batch	sys00273654	<p>Batch: The Batch module crashes if a BFX setup is created with a clip that has an attached history, but no intermediates.</p> <p>Affected software: Flame, Flint, Inferno</p>
paint	sys00273900	<p>Paint: All strokes drawn before committing should be undoable</p>
batch	sys00274991	<p>The 2008 LUT editor batch node is not compatible with the 2009 version.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Fixed Bug Description
batch	sys00275180	<p>When linking 2 action objects in Batch, exiting and re-entering Batch breaks the link.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
import / export image	sys00275782	<p>When importing PSD files directly from the library, not all layers are imported.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p> <p>Affected OS: Linux</p>
text	sys00276295	<p>Text: when using the text module with the input mode set to None the rendered clip has the wrong frame rate.</p>
batch	sys00276351	<p>BFX/Text: when processing a proxy on a node with no input, the proxy resolution changes.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00276496	<p>After deleting some points from the 3D tracker's point cloud the result becomes corrupted.</p> <p>Affected software: Flame, Inferno</p>
editing	sys00277013	<p>In Filter: the T+click hotkey to get segment information does not work.</p> <p>Affected software: Flame, Flint, Inferno</p>
sparks	sys00277082	<p>Some Sapphire 4.0.52 sparks cannot be rendered in Burn2009.</p> <p>Affected software: Burn</p>
audio	sys00277123	<p>When using Convert Framerate tool, the application crashes if the previously used clip does not exist anymore.</p>

Feature Area	ID	Fixed Bug Description
all modules	sys00277239	<p>Regen should be enabled by default in the following modules/nodes: Keyer (in Gmask), Gmask, Modular Keyer Gmask, Resize, Glow, RGB Blur, Lens Distort.</p>
batch	sys00277240	<p>The button "Into BFX" under "Load batch setup" should be renamed "Append".</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
editing	sys00277865	<p>Editing: there are no hotkeys for creating cuts around a selection (all tracks and current track) in the batch timeline.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00279787	<p>In Action, after adding an Extended bicubic, keyframes are different when reloading the setup.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00280106	<p>Action: when entering Action with None, all layers are removed without warning.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Known Bugs in version 2009 Extension 1

Feature Area	ID	Known Bug Description
dve	sys00001442	Layer priority changes made by doing a Re-entry on a layer are not brought back to the original state after selecting Reset All. Affected software: Smoke
dve	sys00001935	When previewing in DVE with grid enabled, the grid remains in the previewed image. Affected software: Smoke
import / export image	sys00002253	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. Workaround: Use setenv WF_GAMMA <value> to set a different gamma value. Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke
player	sys00002448	Using Preview FX on a matte container slows down the workflow in the timeline. Affected software: Smoke
import / export image	sys00002844	In the Export Image menu, the values for QuickTime files are cleared from session to session. Affected software: Flame, Flint, Inferno, Smoke
dve	sys00002862	Shininess makes a re-entered layer disappear. Affected software: Smoke

Feature Area	ID	Known Bug Description
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>
import / export omf	sys00004344	<p>23.976 and 24 fps OMF files are not supported.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
dve	sys00005249	<p>Modifying the Blur value too quickly may crash the application.</p> <p>Affected software: Smoke</p>
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>
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
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>
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>
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>
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>
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>
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>

Feature Area	ID	Known Bug Description
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>
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>
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>
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>
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>

Feature Area	ID	Known Bug Description
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>
archive	sys00020353	<p>Opening a file archive on a read-only filesystem is not supported.</p> <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 Affected OS: Linux</p>
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>
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 Affected platforms: 6217 dual core, 6217 single core, 6221, 6224 Affected OS: Linux</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>

Feature Area	ID	Known Bug Description
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 Affected OS: Linux</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>
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>
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>
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>
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>
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>

Feature Area	ID	Known Bug Description
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>
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>
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 OS: Windows 2k, Windows XP</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>
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>
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>

Feature Area	ID	Known Bug Description
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>
vtr input	sys00095678	<p>You cannot archive if a VTR emulator is enabled.</p> <p>Affected software: Backdraft Conform, Smoke</p>
text	sys00096121	<p>The Chinese Input Method window opens behind the Smoke window.</p> <p>Workaround:</p> <ol style="list-style-type: none"> 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. 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>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>
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
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 Affected platforms: 6217 dual core Affected OS: Linux64</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>
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>
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>
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>
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>

Feature Area	ID	Known Bug Description
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>
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>
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>
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>
emulator	sys00133654	<p>In VTR emulation, the Retry mechanism may not work properly.</p> <p>Affected software: Backdraft Conform, Smoke</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>

Feature Area	ID	Known Bug Description
paint	sys00146818	<p>In Paint, performance may be slow when using Shade.</p> <p>Affected software: Flame, Flint, Inferno, 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>
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>
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>
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>
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 Affected platforms: 6217 single core Affected OS: Linux RHEW 30 64b</p>

Feature Area	ID	Known Bug Description
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>
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>
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>
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>
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>
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
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>
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>
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 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>
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>

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>
paint	sys00165388	<p>When using Paint in an 8 bit project, not all strokes are committed when using recursive clone several times in a row.</p> <p>Workaround: Commit the stroke by using the space bar, or work in 10-bits.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p> <p>Affected platforms: 6217 dual core, 6217 single core</p> <p>Affected OS: Linux RHEW 30 64b</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>
import / export image	sys00165741	<p>Background export does not work in a Traditional Chinese environment.</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>
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>
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>

Feature Area	ID	Known Bug Description
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>
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 replace by an underscore.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
audio	sys00172694	<p>Occasionally when starting the application, the following warning messages may appear. These messages can be ignored.</p> <p>Error: artsmessage 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>
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>
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 botton left corner of the channel editor.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
paint	sys00174785	<p>On rare occasions, while trying to access Paint, the application hangs with the following error:</p> <p>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>

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>
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>
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>
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>
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>
player	sys00184577	<p>When using the Colour Corrector or Colour Warper, the interactive vectorscope displays unpredictably.</p> <p>Affected software: Smoke</p>

Feature Area	ID	Known Bug Description
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>
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>
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>
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>

Feature Area	ID	Known Bug Description
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>
general	sys00204878	<p>14:9 guides do not match EBU standards.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
audio	sys00205728	<p>Scrubbing audio within modules can be imprecise.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
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 mutitrack 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>
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>

Feature Area	ID	Known Bug Description
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	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>
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>
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>
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>

Feature Area	ID	Known Bug Description
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>
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>
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>
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>
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>
dve	sys00238947	<p>The default DVE indirect keyer should be the Luminance Keyer rather than the Master Keyer.</p> <p>Affected software: Smoke</p>

Feature Area	ID	Known Bug Description
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>
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>
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>
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>
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>
paint	sys00256447	<p>The ESC hotkey does not work in Paint.</p> <p>Workaround: Use the swipe bar.</p> <p>Affected software: Smoke</p>

Feature Area	ID	Known Bug Description
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>
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>
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>
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>
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>
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
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>
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>
axis editor	sys00283807	<p>The application may fail to initialize the NVIDIA SDI card and may crash if the broadcast monitor is set to No Preview in the Preferences menu.</p> <p>Workaround: Make sure the timing of the Broadcast monitor is never set to No Preview in the Preferences menu.</p>