

**Autodesk®**  
Visual Effects and Finishing  
2010 Edition

# Fixed and Known Bugs

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Published by:

Autodesk, Inc.

111 McInnis Parkway

San Rafael, CA 94903, USA

Title: Autodesk Visual Effects and Finishing 2010 Edition Fixed and Known Bugs

Document Version: 7

Date: September 11, 2009

# Introduction

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## About This Document

This document lists the fixed and known bugs for Autodesk® Inferno® 2010, Autodesk Flame® 2010, Autodesk Flare™ 2010 Autodesk Flint® 2010, Autodesk Smoke® 2010, Autodesk Backdraft Conform® 2010, and Autodesk Burn® 2010, 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](http://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 2010 SP4

Feature Area	ID	Fixed Bug Description
action	sys00295618	When scrubbing the timeline in the Keyer on non-RTD workstations, corruption occurs on the grade 1 preview. Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke
archive	sys00303763	Archives cannot be reopen because of huge history directory archived on two segments
archive	sys00304549	When restoring archives of bigger libraries or projects from LTO4 tapes, the audio of some clips is lost.
backburner server	sys00310313	The sleep time of the Burn adapter between jobs is too long.
Playback	sys00308031	Storage read performance is slower on Z800 workstations than on older platforms. Affected platforms: HPZ800 Affected OS: Linux RHEW 53 64b
publish	sys00305164	Flatten Publish exports DPX file extensions in UPPERCASE.

## Known Bugs for version 2010 SP4

Feature Area	ID	Known Bug Description
editing	sys00311238	<p>Match source converts clip names to a generic name instead of retaining the original name of the setup.</p> <p>Workaround: Save the source clip to the library before using match source.</p>
General	sys00309000	<p>On systems running Red Hat Linux 5.3, or CentOS 5.3, text cannot be typed into text fields in WiretapCentral or SystemCentral.</p> <p>Workaround: Press and hold the ALT key while typing the text.</p> <p>Affected OS: Linux RHEW 5.3 64b, CentOS 5.3 64b</p>
hotkey editor	sys00306581	<p>After setting up a new workstation, application hotkeys do not work with the first application user created.</p> <p>Workaround: create a new application user.</p>
unlink / relink	sys00309582	<p>Relinking some audio sources when importing XML does not work.</p>
vtr i/o engineering	sys00311766	<p>The HDCAM-SR 1080@5994p vtr format cannot be selected in the Input and Output modules on HP Z800 workstations, even though the corresponding line in the /usr/discreet/&lt;application_directory&gt;/cfg/init.cfg configuration file is properly configured.</p> <p>Affected platforms: HPZ800</p>

## Fixed Bugs for version 2010 SP3

Feature Area	ID	Fixed Bug Description
action	sys00298380	16-bit Photoshop .psd image files are corrupted.
archive	sys00303763	The application cannot reopen an archive if it has a sizeable history directory archived in two segments.
archive	sys00304409	The application cannot read the header of a file-based archive if the name of that archive contains spaces.
burn_components	sys00266327	Burn jobs sent from the Resize module generate erratic results.
edl	sys00249464	EDL export: When exporting an EDL to output material to tape, a TW clip is assigned an incorrect TC if the options "Output All Material "and "Rendered Source" are enabled.  Affected software: Backdraft Conform, Smoke
edl	sys00306621	Import EDL: When importing an EDL, the B Detect button does not detect B rolls in the EDL editor.
Export	sys00304449	When requesting a clip through Wiretap, the Segment ID of the container changes with every request, even when it does not need to be "re-comitted"

Feature Area	ID	Fixed Bug Description
general	sys00285405	When remotely accessing an XFS filesystem exported through NFS, stale filehandles are no longer reported on directories. This fix requires DKU version 4.0.4
Import	sys00302729	WiretapCentral: The RED import does not work for 23,97 sequences in XML.
import / export image	sys00306283	Background I/O export file permission: The background export of images or movies is done with user ROOT instead of the user who started the IFFFS application.
software configurator	sys00283411	If you are using manual entries in the sw_framestore_map file for your wire network, the framestore is not detected anymore.
utilities	sys00304402	The DEBUG_INFO script does not start.
utilities	sys00299985	vic: If the vic utility is launched with the "-r" option, it exits as soon as it detects an incompatible version.
xml	sys00248906	Final Cut Pro XML: Variable Speed from Final Cut Pro is not correctly translated in a Variable time warp.



## Known Bugs for version 2010 SP3

Feature Area	ID	Known Bug Description
General	sys00306902	The WiretapCentral installation guide is missing information about configuring AMD on stand-alone Backburner Server + MIO Adapter machines.
import / export movie	sys00303751	Exporting a progressive clip to QuickTime MPEG4 produces a black clip.  Workaround: Use WiretapCentral to export a progressive clip to QuickTime MPEG4.
player	sys00304924	In the Player, using a sequence with drop frame timecode, the record timecode displays a non-drop frame timecode.  Affected software: Backdraft Conform, Smoke
project management	sys00306030	If the user changes project while the application is performing background IO operations, the application becomes non-responsive.
publish	sys00305164	Flatten Publish exports DPX files extension in UPPERCASE.
resize / soft resize	sys00306058	When processing a soft resize on a system running out of memory, the application can crash.

Fixed Bugs for version 2010 SP2

Feature Area	ID	Fixed Bug Description
software configuration	sys00302750	<p>The Wiretap installation package does not create the symbolic link /usr/discreet/sw/sw_wiretapd pointing to /usr/discreet/wiretap/2010.SP1/iffswiretapServer.start</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>

## Fixed Bugs for version 2010 SP1

Feature Area	ID	Fixed Bug Description
archive	sys00294436	Archive files are corrupted when archiving is performed though NFS to a storage device mounted on a Mac.
archive	sys00299304	Archiving trough NFS to a firewire drive mounted on a Mac results in image corruption (black lines appear in some frames).
library	sys00300569	If there are missing frames from a previous release, the 2010 application fills up the log files with entries on the missing frames from the previous release clip libraries.

## Fixed Bugs for version 2010

Feature Area	ID	Fixed Bug Description
action	sys00228974	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. Affected software: Flame, Flint, Inferno, Smoke
action	sys00284779	When accessing the Keyer through Action, the broadcast monitor flickers when pen down in Action view. Affected platforms: HP9400
action	sys00283243	Switching surface type with ShapeChan on causes errors on downstream nodes.
action	sys00265041	FBX import crashes the application.
action	sys00284034	Can't scroll in node bin when in MatteOut view.
action	sys00284227	A saved Particle RegenAll reloads as RegenAnim. Affected software: Flame, Flint, Inferno
action	sys00278384	Re-entering the 3D Tracker after editing or deleting keyframes causes the keyframes to return.

Feature Area	ID	Fixed Bug Description
action	sys00289986	The application crashes when pasting a crop to a new layer.
action	sys00280322	Path animation stays duplicated through speed channel after unlinking.
action	sys00277867	Changing Particle color variance also changes transparency.  Affected software: Flame, Flint, Inferno
action	sys00288765	Cannot load FBX from Maya 8.5-1.12SPI which uses fbx version 2006011.
action	sys00288935	Preview does not update during process after performing a quick save.  Affected software: Flame, Flint, Inferno, Smoke
add / remove pulldown	sys00272014	The framerate of a clip does not change when pulldown is added or removed from the Editor.
archive	sys00283247	Archives from version 2007 of the application that are restored in later versions of the application have wrong soft effects values.
archive	sys00134746	Archiving to a NFS mount: Everything in the archive but the OTOC gets written to the filesaver.

Feature Area	ID	Fixed Bug Description
archive	sys00247435	Blank spaces in archive file names are not replaced by underscores.
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
audio	sys00205728	Scrubbing audio within modules can be imprecise.  Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke
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.
audio	sys00277123	When using Convert Framerate tool, the application crashes if the previously used clip does not exist anymore.
audio	sys00282212	No audio waveforms in progress bar , Batch or BFX
audio	sys00281861	When exporting audio files to NFS volumes, the application incorrectly performs the operation as the root user.
auto-stabilize	sys00282293	In the Auto Stabilize node, Lock buttons are enabled by default, even if they were disabled in the Batch setup.  Affected software: Flame, Inferno
auto-stabilize	sys00284683	In the Auto Stabilize node, there is erratic behavior when the reference frame is set beyond the halfway point of the clip.  Affected software: Flame, Inferno

Feature Area	ID	Fixed Bug Description
axis editor	sys00234007	The operator hotkey is missing in the timeline Axis Editor.
batch	sys00188009	In Batch, setups are not centered in the schematic when adjusting a multiview window.
batch	sys00284870	When importing a LUT from a non-NFS mount point, the path saved in the setup will be prepended by "/hosts/<hostname>".
batch	sys00284185	<p>In the Batch Universal Editor, left speed tangent handles for motion blur are not saved in the Batch setup.</p> <p>Affected software: Flame, Inferno</p> <p>Affected platforms: HP8400 4CPU, HP9400</p>
batch paint	sys00251794	In Batch Paint, the 3D LUT is disabled when painting.
bfx	sys00287642	Some setup files are saved in "/" folder when burning a Batch FX from the timeline.
bfx	sys00286538	Bringing an edit sync group containing an audio track into a Batch FX and then processing causes the software to crash.
bfx	sys00284441	There is an invalidation problem with multiple levels of Batch FX.

Feature Area	ID	Fixed Bug Description
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.
broadcast monitor	sys00283276	CB/SSI: Batch paint results are squished vertically in broadcast.  Workaround: Set Context up stream. Affected software: Flame, Flint, Inferno, Smoke
burn_components	sys00268379	Burn jobs are not processed when the workstation system clock is ahead of the render node clock.
burn_components	sys00287819	The Burn 2009 installer removes some components required by older versions of Burn installed on the render node. Affected software: Burn
Clip Metadata	sys00283221	Wiretap: video track start timecode is always equal to the clip start timecode
colour corrector	sys00283046	Cropping is oversensitive in certain colour correction instances.
colour warper	sys00285098	Sample ref and plotted colour is black.
desktop	sys00289411	Effects EditDesk and Finishing Desktop backups are not properly created when the application starts.



Feature Area	ID	Fixed Bug Description
editdesk	sys00278724	<p>AX/WI/SP SFX: expression changes do not trigger an invalidation.</p> <p>Workaround: Toggle any values to force an invalidation, or use Force Process.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
editing	sys00283723	Realtime dissolves do not work on non-RTD systems.
editing	sys00268420	If you match a source from a segment on L1 that is shorter than the segment on L2, the incorrect frame appears on the Desktop.
edl	sys00268073	SMPTE wipes are not assembled correctly in EDLs.
edl	sys00286939	Various options and menus in the application have unintuitive names or labels.
edl	sys00282043	EDL: Long tape names (more than 8 characters) are not properly displayed.
emulator	sys00291010	The application crashes when exiting the VTR emulator mode.
emulator	sys00287448	<p>Timecode of the clip is shifting when you enable Playback in vtr output emulator.</p> <p>Workaround: n/a or use NDF clips.</p> <p>Affected software: Backdraft Conform, Smoke</p> <p>Affected platforms: HP8400, HP8600, HP9400</p> <p>Affected OS: Linux RHEW 40 64b</p>

Feature Area	ID	Fixed Bug Description
general	sys00283253	Color Picker considers exposure setting while it should not.
general	sys00283072	Calculator: delay entering numerical values.
general	sys00282209	Clip Selection: When selecting multiple clips using a graphics tablet, the cursor changes from the selection cursor to the copy cursor.
hotkey editor	sys00229624	Hotkey editor reached by CTRL+ALT+F8 doesn't have a exit button.
import / export image	sys00277422	<p>The application crashes when background importing images with the Resize option set to 12bit-u.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
import / export image	sys00274156	When importing images via a recursive scan, the image file names obtained by ALT-clicking on the Desktop are incorrect and are the same for all individual sequences.
import / export movie	sys00283948	When importing multiple Quicktime clips with tapename in the header, all clips get the same tape name.
import / export movie	sys00288819	The application crashes when attempting to import Quicktime clips with audio that were created in Adobe After Effects with the Compressor option set to "none" in the After Effects output panel.

Feature Area	ID	Fixed Bug Description
import / export omf	sys00242410	The OMF export module allows you to export clips with invalid framerates.
keyer	sys00283407	In the Keyer nodes and Modular Keyer node, the image window displays the Comp view colour selection.
library	sys00290998	The application crashes when loading a complete Record reel from the clip library into the Record Area when Include Audio is disabled.
Manager	sys00293207	Backburner Manager hangs when deleting waiting jobs after deleting a busy one.
player	sys00283205	In the Player module, 12-bit clip field frames are stretched vertically
preferences	sys00254711	Untitled clips using date/time option create illegal characters.
project management	sys00283214	When a project is deleted, the application does not ask for confirmation before deleting setups.
project management	sys00279105	Slates are lost if proxy generation is changed from ON or conditional to OFF.

Feature Area	ID	Fixed Bug Description
publish	sys00294134	Simple Publish: There are missing frames in the exported file sequence.
resize / soft resize	sys00284021	Field Merge in the resize soft effects is lost when processing an interlaced clip in a progressive timeline.
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
soft effects	sys00217263	In the Timeline, AX/BL/WI shouldn't invalidate when over a virtual source.  Workaround: lock the timeline.  Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke
software configuration	sys00284575	The application should allow users to change the FLAME_HOME environment variable.
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
software configuration	sys00293508	Links in /usr/discreet/lib32 should be remove, as they are not used by the application anymore.

Feature Area	ID	Fixed Bug Description
sparks	sys00281862	In Batch, the sparkBroadcast spark needs to be edited before each session to output the correct result.
system configuration	sys00284845	The DKU should include a fixed version of usermount. Mounting and unmounting external drives needs to be done as root.
text	sys00282152	Text: the fill status is not preserved when saving and re-loading a setup.  Affected software: Flame, Flint, Inferno, Smoke
timewarp	sys00287820	A freeze frame timewarp occurs after adjusting media offset in a Batch FX.
vtr output	sys00283811	In output clip, the dominance restriction when taking the clip to output should be removed.
vtr output	sys00264342	VIO: Outputting a clip with a bit depth different from that of the project makes the graphics card switch resolutions more often than it needs to.
vtr output	sys00286319	When going to Output Clip, the default device is SDI when it should be AJA.  Workaround: click on SDI to switch to AJA. Must repeat when re-launching flame and re-accessing that module.
wiretap	sys00283539	Obsolete format tags are present in the Python sample code.

Feature Area	ID	Fixed Bug Description
xml	sys00283603	FCP XML: the timing in the Smoke assembled XML does not match the original EDL.
xml	sys00290120	When importing XML with mixed resolution sources, the resolutions get mixed up.
xml	sys00292225	Loadfing unlinked media sequence that are created with an imported XML crashes Smoke.
xml	sys00293084	When importing an XML containing timewarps, clips that have timewarps applied start at the wrong source timecode.

## Known Bugs for version 2010

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>
aaf	sys00293474	<p>When importing AAF files in Smoke, the Source IN timecode is different than that of the native XML and than reported in 2009 release applications.</p> <p>Affected software: Backdraft Conform, 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>
action	sys00149666	<p>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	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	sys00221488	<p>If you render a matte clip from history, the result in history shows the matte only. The correct result appears on the Editdesk, 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	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>
action	sys00170456	<p>Previously set values in the Ranges histogram are reset when re-entering the indirect Colour Corrector after changing from full resolution to proxy mode in Action.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00220374	<p>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 correct aspect ratio for the resolution you are in and click Apply.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00208712	<p>When using the large channel editor 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	sys00283153	<p>Unhiding after hiding a DVE object adds an unexpected shadow to a surface, if using DVE setup created by previous version of the application.</p> <p>Workaround: Set "Shadow off" to all surfaces that you don't want a shadow on, after loading the setup of older version.</p> <p>Affected software: Smoke</p>



Feature Area	ID	Known Bug Description
action	sys00297492	<p>Schematic gestural editing is sluggish when there is a source node.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00292783	<p>If an object had been tracked with "Rotation ON" in the stabilizer, when the setup is saved and reloaded the setting always returns back to "Rotation OFF".</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>
action	sys00284695	<p>Load All does not reset all of the keyframes in the Priority Editor.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00000814	<p>Cylindrical texture mapping does not work properly with a Deformation node.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00213791	<p>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>
action	sys00221108	<p>If shading is enabled and you enable Texture, luminance values are shifted.</p> <p>Workaround: Use Texture off with Shading.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
action	sys00281704	<p>Gmask drawing is stickier in Matte Regen On mode.</p> <p>Workaround: Turn Regen Off or switch viewing to Result.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00297458	<p>Accessing Library should not display all Library functions that are not applicable.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00301094	<p>Slip values are misrepresented in the Back or Result view in the indirect keyer.</p> <p>Workaround: Use the Action views instead.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p> <p>Affected platforms: HP8600</p> <p>Affected OS: Linux RHEW 40 64b</p>
action	sys00001744	<p>When texture is off, only the last projector projects onto surfaces. The image that is not affected by the projector is blacked out.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00001881	<p>In Action, a thin black line appears around an image if the image contains movement along the X axis and if multisampling is on.</p> <p>Workaround: Use 4 samples of anti-aliasing instead - this should give the same effect as using multisample but with no artefact.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00005004	<p>Camera FOV values are not respected once imported into 3ds max.</p> <p>Affected software: Flame, Flint, Inferno</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>

Feature Area	ID	Known Bug Description
add / remove pulldown	sys00298177	<p>Pulldown: The module does not remember the last settings used.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
all modules	sys00301228	<p>There is no Broadcast Monitor support for 1280x720@50p timings on systems that use only use a DVIRamp2.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p> <p>Affected platforms: HP8400, HP9400</p> <p>Affected OS: Linux RHEW 40 64b</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>
all modules	sys00000906	<p>No error message appears when trying to save setup files to a system disk that is full. This results in incomplete and corrupted setups.</p> <p>Affected software: 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>
archive	sys00285749	<p>When archiving material, select Save from Library, and then view the Library using the List View. Clicking anything in this view sets the Library back to the previous view (Proxy or Title).</p> <p>Affected software: Flame, Flint, Inferno</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>

Feature Area	ID	Known Bug Description
audio	sys00155797	<p>The Player: The AudioDesk meters disappear when the mouse passes over audio tracks on the timeline.</p> <p>Workaround: Restore the meters by playing or scrolling the clip.</p> <p>Affected software: Smoke</p>
audio	sys00126548	<p>On a Lucid ADA88192, when the front panel displays the menu &lt;System/RS-232&gt;, 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>
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</p> <p>Affected OS: Windows 2k, Windows XP</p>
batch	sys00296765	<p>You cannot render a timeline with an unlinked clip feeding a soft effect.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
batch	sys00260016	<p>Basic Media settings in Batch are not used during playback.</p> <p>Workaround: Insert a black frame before the clip.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
batch	sys00260340	<p>The 3D tracker cannot analyze negative frames inside of Action in a Batch FX level.</p> <p>Workaround: Build a cascading Batch FX setup to do 3D tracking one level down so that negative frames become part of the clip duration.</p> <p>Affected software: Flame, Inferno</p>

Feature Area	ID	Known Bug Description
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	sys00010153	<p>In Batch, the Undo list is lost when you switch to proxy or full-resolution, or when you enter or exit the Modular Keyer.</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>
bfx	sys00284464	<p>In a Batch FX level, the offset in an indirect node is not correct. Workaround: In the Setup menu, click Set to Media Range.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
bfx	sys00297913	<p>Manipulating layers inside of Action in a Batch FX level can take a long time. Workaround: Delete or copy the clips by doing a multi selection instead of using the layer.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
bfx	sys00295564	<p>In a Batch FX level, the playback of a source clip in Result view should apply offset.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
burn_components	sys00009421	<p>No error message appears when a font required by a setup is not installed on the Burn servers.</p> <p>Workaround: Install the fonts in question on all burn servers.</p> <p>Affected software: Burn</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 Channel Editor.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
channel editor	sys00012034	<p>The user definitions and filter settings are not retained for soft effects.</p> <p>Workaround: Save the setup.</p> <p>Affected software: 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 corrector	sys00281739	Hotkeys are missing in the curves tab.  Affected software: Flame, Flint, Inferno
colour corrector	sys00301631	Ranges curves are not loaded correctly when loading a saved setup.  Workaround: Reselect ranges tab and click the curves to update.  Affected software: Flame, Smoke Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b
colour warper	sys00294577	Values can't be added to tolerance and softness.  Affected software: Flame, Flint, Inferno, Smoke
colour warper	sys00089793	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.  Affected software: Smoke Affected OS: Linux
dve	sys00172602	Naming a layer using a number as the first character results in the number being replaced by an underscore.  Affected software: Flame, Flint, Inferno, Smoke
dve	sys00238947	The default DVE indirect keyer should be the Luminance Keyer rather than the Master Keyer.  Affected software: Smoke
dve	sys00002998	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.  Affected software: Smoke

Feature Area	ID	Known Bug Description
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>
editdesk	sys00296910	<p>EditDesk: From the Clip Library, load multiple clips into a Source Area using the Tile, Cascade, or Stack sort option. Every Source Area on the EditDesk is now organized according to the selected sort option.</p> <p>Workaround: Before loading multiple clips, save the position of each Source Area. After loading multiple clips, restore the position of each Source Area.</p> <p>Affected software: Backdraft Conform, Smoke</p>
editdesk	sys00281209	<p>EditDesk: The current Record clip always displays the end of reel at start-up.</p> <p>Affected software: Backdraft Conform, Smoke</p>
editdesk	sys00298019	<p>A clip with soft effects displays an empty information box.</p> <p>Affected software: Smoke</p>
editdesk	sys00207272	<p>List View: Cannot sequentially delete elements by repeatedly pressing the Delete key.</p> <p>Workaround: Between presses of the Delete key, select another item, and then select the item to delete.</p> <p>Affected software: Backdraft Conform, 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>



Feature Area	ID	Known Bug Description
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>
edl	sys00295007	<p>EDL: The B Detect setting is ignored when assembling EDLs. Even when B Detect is disabled, the assemble process truncates the tape name and removes the B from the end of the name.</p> <p>Workaround: avoid using B at the end of tape names, or manually rename (relink) the tape name.</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>
edl	sys00295070	<p>EDL: The application crashes when adding a "B" to a tape name in View Tape List.</p> <p>Workarounds:</p> <ol style="list-style-type: none"> <li>1. Change the tape name in Current EDL instead of in View Tape List. Do this for all events, one by one.</li> <li>2. Change the tape name in View Tape List without using the letter B. Then change the name again, this time using B.</li> </ol> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
filter	sys00294296	<p>In the Filter module, inserting a negative percentage value in Effect field causes image corruption.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p> <p>Affected platforms: HP9400</p> <p>Affected OS: Linux RHEW 40 64b</p>

Feature Area	ID	Known Bug Description
garbage mask	sys00292169	<p>Garbage masks created in Combustion do not load properly (the position of the mask vertices is incorrect).</p> <p>Affected software: 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>
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>
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	sys00001689	<p>Using the Clip Import or Export menus will not allow you to load an unsupported clip, but using background import and export will. The resulting clip is corrupted.</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 &lt;value&gt; to set a different gamma value.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
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 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 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>
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	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>
import / export omf	sys00282468	<p>The application does not check for illegal characters when importing or exporting OMF, XML, EDL, or AAF files.</p> <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Known Bug Description
keyer	sys00072160	<p>When slipping front or back clips via Setup/Range in the Keyer in Batch, the slip is not reflected in the Result view. However, if you then save the Keyer setup and reload it on the Desktop, the slips you applied are there.</p> <p>Workaround: Apply the slip in Batch's Basic menu for the clip.</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>
lens distort	sys00173645	<p>Exiting the Lens Distort node to Batch schematic or to the Desktop erases any Spline setups you have created.</p> <p>Affected software: Flame, Flint, Inferno</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>
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	sys00282298	<p>When multiple clips are selected, the order is reversed after Wire transfer.</p> <p>Workaround: Transfer clips by selecting an entire reel or desktop to retain clip order.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
lut	sys00297299	<p>The defined hotkey to open the Regrain, Degrain and LUT Editor modules does not work.</p> <p>Affected software: Backdraft Conform, Smoke</p>
master keyer	sys00299250	<p>In the Master Keyer, the spill colour is selected based on the colour in the current view, and not the colour in the image buffer.</p> <p>Workaround: Switch to the Front view to pick the spill colour.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
motif	sys00279595	<p>In the Motif node, the Scale and Position are incorrect when the result is processed with Burn.</p> <p>Affected software: Flame, Flint, Inferno</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>
paint	sys00000379	<p>With the Graphics/Fill tool, the processed result of a filled polygonal area is inconsistent with the Preview.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
paint	sys00292274	<p>In the Paint module, using the Keep One option to exit uses the audio duration as the clip duration.</p> <p>Workaround: Remove the audio before entering the Paint module.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
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:</p> <p>Ideally, you should make sure there are no unlinked media frames before opening Paint.</p> <p>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"> <li>- 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.</li> <li>- 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.</li> </ul> <p>Affected software: Flame, Flint, Inferno</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	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
player	sys00184577	<p>When using the Colour Warper in the Soft Effects editor, the vectorscope displays unpredictably.</p> <p>Workaround: Exit and restart the session.</p> <p>Affected software: Smoke</p>
player	sys00267882	<p>When outputting a deliverable, the Output Clip Player displays a letterbox set in the Player in addition to any letterbox set by the deliverable..</p> <p>Workaround: In the Player, after selecting a deliverable, deactivate the Letterbox setting before opening the Output Clip menu.</p>
player	sys00283025	<p>In the Timeline Preferences, the Clip Information option box setting does not affect the Player timeline.</p> <p>Affected software: Flame, Flint, Inferno</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 OS: Linux64</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>
SDK	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</p> <p>Affected OS: Windows XP</p>

Feature Area	ID	Known Bug Description
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	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>
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>
stabilizer	sys00221580	<p>The channel editor does not support half-frame keyframes.</p> <p>Workaround:</p> <ol style="list-style-type: none"> <li>1. Gesturally adjust the tracker on the screen.</li> <li>2. Use the Shift X and Shift Y values.</li> </ol> <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>



Feature Area	ID	Known Bug Description
text	sys00164921	<p>The Input Method does not work in the quick menu.</p> <p>Workaround: Use the Soft Text editor.</p> <p>Affected software: 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"> <li>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.</li> <li>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.</li> </ol> <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</p> <p>Affected OS: Linux</p>
text	sys00297125	<p>Quick menu shadow X and Y values only move the first line of selection.</p> <p>Workaround: Use the soft Text editor</p> <p>Affected software: Smoke</p>
text	sys00268509	<p>Expand history with text and proxy does not resize text setup.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
text	sys00293057	<p>When fonts are missing, the application browser does not automatically default to /usr/discreet/font.</p> <p>Workaround: Browse to the proper location manually.</p> <p>Affected software: 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>
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	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	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>
vtr input	sys00185660	<p>If you do an EDL capture from a Varicam at a certain frame rate, and 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>

Feature Area	ID	Known Bug Description
vtr input	sys00095678	<p>Emulator: The user cannot archive if a VTR emulator is enabled.</p> <p>Workaround: Disable the VTR emulator before archiving.</p> <p>Affected software: Backdraft Conform, Smoke</p>
vtr input	sys00007692	<p>Input Clip: If the IN point of an event is close to a timecode break, the auto-capture process fails to cue at the preroll point even if there is enough preroll on tape. The system rewinds and fast forwards around the timecode break until the process is aborted. Manual recueing is required by the operator.</p> <p>Workaround: Manually cue up the VTR to the desired IN point.</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>