

**Autodesk®**  
Visual Effects and Finishing  
2010 Extension 1 Edition

# Fixed and Known Bugs

## Autodesk® Visual Effects and Finishing 2010 Extension 1

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# Introduction

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## About This Document

This document lists the fixed and known bugs for Autodesk® Inferno® 2010 Extension 1, Autodesk Flame® 2010 Extension 1, Autodesk Flare™ 2010 Extension 1 Autodesk Flint® 2010 Extension 1, Autodesk Smoke® 2010 Extension 1, Autodesk Backdraft Conform® 2010 Extension 1, and Autodesk Burn® 2010 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 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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# Known Bugs for version 2010 Extension 1 SP2

Feature Area	ID	Known Bug Description
edl	sys00319169	<p>While capturing clips through the EDL capture module, the clips are not displayed on the broadcast monitor. The clips are captured properly.</p> <p>Workaround: connect the second SDI output of the VTR to the second channel of the broadcast monitor.</p> <p>Affected software: Smoke Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b</p>
import / export image	sys00317976	<p>When importing a 16:9 clip into a 16:9 HD project, the aspect ratio reverts to 4:3.</p>
import / export image	sys00322067	<p>MXF 720p@59.94 material from Quantel systems is not imported correctly by Smoke.</p>
vtr output	sys00320478	<p>Colors are clamped when outputting through the NVIDIA SDI card using YCbCr with Headroom.</p> <p>Affected software: Smoke Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b</p>

# Fixed Bugs for version 2010 Extension 1 SP1

Feature Area	ID	Fixed Bug Description
aaf	sys00293474	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. Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke
action	sys00313173	The Matte blur does not refresh properly when a Front source is added to the layer in Action.
archive	sys00311267	The application crashes when restoring certain archives with Audio set to off.
audio	sys00265326	Large audio files (bigger than 4GB) are not exported correctly.
broadcast monitor	sys00315044	Video preview of 23.98 PsF media does not work on HP xw8400 workstations equipped with a Miranda DVI-Ramp2.
distort	sys00308217	Appending a distort node to an existing distort node removes tracking information from the original shape.
distort	sys00308211	When tracking with Adjust turned on, the correspondance does not follow the shape.

Feature Area	ID	Fixed Bug Description
filesystem	sys00314309	VIC is not able to run on a Stone and Wire database that was repaired after being corrupted.
General	sys00312791	Wiretap transfers over InfiniBand are slow on Red Hat Enterprise Linux 5. Affected OS: Linux RHEW 53 64b
Installer	sys00314391	A false pycrypto failed dependency error message is displayed in the terminal when installing Wiretap Gateway. Affected OS: Centos 5.3 64b
library	sys00316484	Smoke crashes when loading the Desktop if there are 2009 Extension 1 SP3 clips with black frames on the Desktop. Affected software: Smoke Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b
player	sys00301271	Audio doesn't loop and video frames drop, when playing back in Loop mode with "Play from Memory".
system configuration	sys00310180	The Wacom pen tablet stops working for a few seconds at random intervals. Affected software: Flame, Flint, Inferno
unlink / relink	sys00309582	Relinking some audio sources when importing XML does not work.
vtr i/o engineering	sys00312334	The VTR Emulator does not work.

# Known Bugs for version 2010 Extension 1 SP1

The following are the known bugs from version 2010 Extension 1 to version 2010 Extension 1 SP1.

Feature Area	ID	Known Bug Description
action	sys00313848	The application crashes when text depth is increased for 3D text using an OpenType (.otf) font.
garbage mask	sys00313769	<p>A triangular gap may appear when defining a Garbage Mask with a negative offset.</p> <p>Workaround: slightly move one of the mask's points until the gap disappears.</p>
General	sys00314389	<p>The Autodesk Tools page is not displayed when typing the address or hostname of a CentOS 5.3 workstation in a Web browser.</p> <p>Workarounds:</p> <ul style="list-style-type: none"><li>- to access WiretapCentral, enter <code>http://&lt;workstation_ip&gt;/wiretapcentral</code></li><li>- to access SystemCentral, enter <code>http://&lt;workstation_ip&gt;/systemcentral</code></li><li>- to access Backburner Monitor, enter <code>http://&lt;workstation_ip&gt;/backburer</code></li></ul> <p>Affected OS: Centos 5.3 64b</p>
library	sys00313869	<p>Renaming a Desktop clip in the library does not change the clip name on the Desktop.</p> <p>Workaround: delete the renamed clip from the Desktop, and reload it from the library.</p>
vtr i/o engineering	sys00316008	HDLSL: Record mode does not work.

## Fixed Bugs for version 2010 Extension 1

Feature Area	ID	Fixed 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>
action	sys00305099	<p>Copying front-locked media may result in the copied media not being locked.</p>
action	sys00297047	<p>You may notice inconsistent behaviour with extended bicubic surfaces when enabling the Shape Channel button.</p> <p>Affected software: Flame, flare, Flint, Inferno, Smoke</p>
action	sys00295476	<p>Changes made to a Particle Generator do not update properly while in Preview mode.</p>
action	sys00250204	<p>In a Source node, having an Axis connected to a Camera, Projector, or Light child node has no effect on the child.</p>
action	sys00304405	<p>Adding shading to a Displace node produces no change until the parent axis is moved.</p>
action	sys00301202	<p>Separated 3d text does not retain the bevel attributes.</p>
action	sys00292974	<p>When recalibrating trackers, the Confirm button may stay displayed in the 3D Tracker menu.</p>

Feature Area	ID	Fixed Bug Description
action	sys00300564	3D Text bevel curve points are not loading tangents correctly when loading an Action setup.
action	sys00300140	The schematic may appear corrupted when viewing after objects are hidden. Affected software: Flame, Flint, Inferno, Smoke
action	sys00306500	Inconstistencies when deleting points on closed paths (minimum of three should be allowed), and open paths (minimum of two should be allowed).
action	sys00298464	When applying an indirect Colour Warper, the Action Result view does not update while in multiview mode.
action	sys00297355	With Autokey off, modifying the vertices of the 3D path sets keyframes.
action	sys00297458	Accessing the Library through Action displays some Library functions that are not applicable to Action. Affected software: Flame, Flint, Inferno
action	sys00297076	The Undo list has items that are not undoable, and conversely is missing items that are undoable.
action	sys00299265	Certain Animation channels may be reset after exiting Batch if no keyframes are set.
action	sys00298380	16-bit Photoshop .psd image files are corrupted.

Feature Area	ID	Fixed Bug Description
action	sys00295618	<p>When scrubbing the timeline in the Keyer on non-RTD workstations, corruption occurs on the grade 1 preview.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
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>
archive	sys00298225	<p>The Archive module loops infinitely if the metadata is larger than the segment size and if the All Same Settings option was enabled during the creation of the archive.</p>
archive	sys00288786	<p>Relink: The application cannot relink restored clips without first unlinking them.</p>
archive	sys00295502	<p>The application cannot restore a file archive using the OTOC if the archive header is missing.</p>
archive	sys00296842	<p>It is not possible to continue archiving a project if the application fails to read an audio segment.</p>
archive	sys00302345	<p>A file archive created with the All Same Settings option cannot be restored.</p>
archive	sys00304409	<p>The application cannot read the header of a file-based archive if the name of that archive contains spaces.</p>
archive	sys00303763	<p>Archives cannot be reopen because of huge history directory archived on two segments</p>

Feature Area	ID	Fixed Bug Description
archive	sys00298956	Archiving with the "Clips & Project" option creates temporary files in /tmp which can get very large. This can in turn prevent the system from booting.
audio	sys00293871	The Audio sync is lost if the playback is faster than 4x.
audio	sys00297385	Soft importing a movie does not trigger the creation of audio waveforms.
axis editor	sys00299169	When working with Axis soft effects, shadow axis values are not kept if there is no key frame.  Affected software: Flame, Flint, Inferno, Smoke
axis editor	sys00303740	Creating Axis soft effects and X scaling causes crashes if Preview FX is on.  Affected software: Flame, Flint, Inferno, Smoke
backburner server	sys00310313	The sleep time of the Burn adapter between jobs is too long.
batch	sys00300030	Depending on your graphics hardware, viewing large images (larger than 4K) may result in white frames being displayed.
batch	sys00294951	The hotkey Alt+T click on a source timeline segment does not copy the segment's info into the filter select fields.
batch	sys00298484	When working with Gmasks in a BFX, points are offset after doing 2D tracking.

Feature Area	ID	Fixed Bug Description
batch	sys00301248	In Batch, if you T+click an audio-only clip, the Batch duration does not change to that of the clip.
batch	sys00296430	Batch/Sparks: Setting length from inside a Sparks plugin does not work. It reverts to the default after exiting the Sparks Edit mode.
batch	sys00296828	Group: Enabling Group proxy causes the node output proxy to be displayed after ungrouping without any possibility to close it.
batch	sys00289277	Bypass setting is reset when a node is copied.
batch	sys00290733	<p>When using the Export node to export dpx files in Batch, the timecode in the dpx file metadata is the same for every file in the sequence.</p> <p>Example: Setting the source and record timecodes in Batch to 05:00:00:00 and exporting a 30s clip results in each dpx file having 05:00:00:00 as the timecode in the metadata.</p> <p>Also impacts the export of dpx files destined to be imported in Lustre.</p>
batch	sys00299538	When working with Colour Corrector soft effects, the histogram does not update from frame to frame.
batch	sys00299739	A Batch setup created in a 2007 SP6 version of the application does not load properly in a 2009 Extension1 SP3 version of the application.
batch paint	sys00301173	Batch: The Context view does not update properly, displaying the Optics matte instead of the Optics result.

Feature Area	ID	Fixed Bug Description
bfx	sys00297852	<p>Batch FX: Committing a BFX creates unrendered head and tail if the clip is fully processed before committing it.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
broadcast monitor	sys00297892	<p>The Broadcast Monitor image freezes when Output Clip uses the small view.</p>
broadcast monitor	sys00267142	<p>The broadcast monitor does not display the primary track when using a split or blend view between tracks.</p> <p>Affected software: Backdraft Conform, Smoke</p>
burn_components	sys00266327	<p>Burn jobs sent from the Resize module generate erratic results.</p>
cleaner integration	sys00201629	<p>Cleaner XL: If a job is loaded but does not complete for some reason (such as the manager or the server crashes/shuts down), the Backburner server log on Windows displays the following message when you try to restart/load a new job : ERR ERR: There was a problem loading the Job Queue. It could only be loaded partially.</p>
colour corrector	sys00281739	<p>Hotkeys are missing in the curves tab.</p> <p>Affected software: Flame, Flint, Inferno</p>
colour corrector	sys00295573	<p>Histogram values are lost if used in a setup with 16-bit floating point Sparks.</p> <p>Affected software: Flame, Flint, Inferno</p>
colour corrector	sys00300210	<p>Keyframes may be added on a different frame when in context view while using a Motion Blur node downstream.</p>

Feature Area	ID	Fixed Bug Description
colour warper	sys00294577	<p>In Batch, when using a Colour warper soft effect, samples can't be added to tolerance and softness.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
configuration	sys00286539	<p>The application crashes during video initialization if, in the init.cfg, the AJA video card is configured as "Video device" and the ALSA driver as "Audio device".</p> <p>Affected software: Flint  Affected platforms: HP8600  Affected OS: Linux RHEW 40 64b</p>
desktop	sys00301652	<p>It is not possible to see all of a clip's information when using 8 reels.</p>
editdesk	sys00297982	<p>Resize Soft Effect: The soft effect gets invalidated after some innocuous steps.</p>
editdesk	sys00298017	<p>Contextual Menu/Colour Corrector SFX: the values last used appear in yellow in every new instance of a CC.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
editdesk	sys00282292	<p>Specific SFX setups trigger a proxy generation at each load up.</p> <p>Workaround: set proxies on. Turn Keep Intermediate Result off.</p> <p>Affected software: Smoke</p>
editdesk	sys00291792	<p>Filtering: In a record timeline, filters applied to select all clips with mixed resolutions will find resized clips but not BFX with mixed resolution sources.</p>
editing	sys00300245	<p>When Clip History is off, the machine crashes when you do the following to a clip: 1. Add Pulldown 2. Import Audio 3. Slip Audio -60 frames. 4. Splice Reel (VIDEO and AUDIO) with other clips that have NO Audio. 5. Play.</p>

Feature Area	ID	Fixed Bug Description
edl	sys00297384	Tape list: The contents of an expanded tape does not appear under that tape.
edl	sys00306621	Import EDL: When importing an EDL, the B Detect button does not detect B rolls in the EDL editor.
edl	sys00249464	<p>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.</p> <p>Affected software: Backdraft Conform, Smoke</p>
emulator	sys00300766	Starting the Emulator mode with 23sf material switches the timing to NTSC. Subsequent disabling of the Emulator mode crashes the application.
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"
Export	sys00297611	WiretapCentral: Pressing the keyboard spacebar while encoding restarts the encoding and does not refresh properly the WiretapCentral web page.
Export	sys00302257	Clips exported using ffmpeg_flv through a WiretapCentral application installed on CentOS 5.2 have no audio.
flip	sys00297074	The Flip option on the desk area does not support 16-bit float clips.

Feature Area	ID	Fixed Bug Description
force render	sys00301651	<p>Desktop: Force Render creates a new clip ID and prevents a Batch setup using the clip from reloading it properly.</p> <p>Affected software: Flame, Flint, Inferno</p>
general	sys00304715	<p>The Animation contextual menu may display incorrect options when expressions are used on a field.</p>
general	sys00285405	<p>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</p>
general	sys00299987	<p>File Browser: Changing project does not update current file path.</p>
graphics	sys00304393	<p>The Flare Installation Guide mentions the wrong version of the NVIDIA driver.</p> <p>Affected software: flare</p>
gvo	sys00286896	<p>There is no output to the broadcast monitor when using an AJA video card and the Show Selected broadcast monitor option.</p>
hotkey editor	sys00297634	<p>You are unable to save custom hotkeys for buttons with periods in their names (example 23.976).</p>
Import	sys00302729	<p>WiretapCentral: The RED import does not work for 23,97 sequences in XML.</p>
Import	sys00307013	<p>When importing RED media with an EDL, events with a source having the "BL" tape name cause do not appear in the EDL list.</p>

Feature Area	ID	Fixed Bug Description
import / export image	sys00297775	Background IO duplicates media sometimes.
import / export image	sys00300057	Import: The error messages displayed when trying to import media using unsupported codecs are not meaningful.
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.
import / export image	sys00299059	<p>PSD: Importing a PSD in Photoshop mode disables all bit depth-related buttons.</p> <p>Affected software: Flame, Flint, Inferno</p>
import / export image	sys00298908	Import: The application crashes with an out-of-memory error crash when trying to import large TIFF files.
import / export movie	sys00296872	The application crashes when importing a Quicktime file with 8-bit audio.
import / export movie	sys00303751	Exporting a progressive clip to QuickTime MPEG4 produces a black clip.

Feature Area	ID	Fixed Bug Description
import / export movie	sys00290137	<p>A Quicktime exported from the application is not readable on PC and Macintosh in the following cases:</p> <ul style="list-style-type: none"> <li>- QT file with motion_jpeg_a codec</li> <li>- RTjpeg</li> <li>- jpeg_a</li> <li>- 10bit_planar_YUV_444_v410</li> <li>- 8bit_planar_YUV_444_v308</li> </ul> <p>QT player on Windows version 7.0.3 &amp; 7.5.5 Mac OS X does not play the movie.</p>
import / export movie	sys00297376	<p>When exporting a NTSC clip F1 dominance to Quicktime DV, the dominance appears inverted in other software, such as Apple FinalCut Pro, Avid Media Composer, or Avid DS.</p>
keyer	sys00302887	<p>GMask does not work correctly when closing a mask using the Close button. When viewing the result and moving the color slider, you should see the matte colour change to that of the back. This does not happen initially.</p> <p>Workaround: Go in to the Front, back, matte and result, and move the color slider.</p> <p>Do not use the Close button to close your Matte shape. Instead, close the shape by clicking on the line manually.</p> <p>Affected software: Flame</p>
keyer	sys00299590	<p>Batch/Keyer nodes: No Regen interactivity with Tolerance/Softness picking.</p>
lens distort	sys00173645	<p>Exiting the Lens Distort node to the Batch schematic or the Desktop erases any spline setups you have created.</p> <p>Affected software: Flame, Flint, Inferno</p>
library	sys00274983	<p>Previous version of the application cannot send frames over to a 2009x1 version of the application.</p>

Feature Area	ID	Fixed Bug Description
library	sys00300590	Flare: The application crashes if it loads a Batch setup which contains a clip with history and if the library is not up-to-date.
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.
lut	sys00299323	<p>LUT: Clipping occurs when loading a 16fp to 16fp LUT and changing the output bit depth to 12-bit.</p> <p>Workaround: Click the Advanced button. The clipping disappears and the LUT works.</p>
Manager	sys00294946	Backburner Manager hangs or crashes when you delete a job that is in the process of being assigned to a server.
Manager	sys00296367	Backburner error messages are cut off after 256 characters.
Manager	sys00288461	Backburner manager hangs on failed jobs instead of skipping to the next job in queue.
other	sys00303827	The application crashes when attempting to load the AJA kernel module, after installing DKU 4.0.1.
Playback	sys00308031	<p>Storage read performance is slower on Z800 workstations than on older platforms.</p> <p>Affected platforms: HPZ800 Affected OS: Linux RHEW 53 64b</p>

Feature Area	ID	Fixed Bug Description
player	sys00262800	<p>Player: The zoom value is lost when changing clips in the clip list.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
player	sys00299140	<p>Switching to 3D LUT in the Import Image menu disables the hotkeys for 1D LUT.</p> <p>Workaround: In the Import Image menu, switch back to 1D LUT.</p>
player	sys00304924	<p>In the Player, using a sequence with drop frame timecode, the record timecode displays a non-drop frame timecode.</p> <p>Affected software: Backdraft Conform, Smoke</p>
player	sys00300050	<p>Player from library: Zoom factor should apply for all clips that were selected before going to the Player.</p>
publish	sys00305164	<p>Flatten Publish exports DPX file extensions in UPPERCASE.</p>
resize / soft resize	sys00296850	<p>The Soft option is dangerous to use on multi-res timelines with BFX.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
resize / soft resize	sys00297447	<p>Using the Letterbox option when resizing results in a letterbox with soft edges.</p>
resize / soft resize	sys00299631	<p>Batch: Setups load with incorrect bit depth settings.</p>

Feature Area	ID	Fixed Bug Description
SDK	sys00250512	<p>A Windows Backburner server may crash when receiving a cleaner job from Smoke through a Linux Backburner manager.</p> <p>Affected software: Backburner, Cleaner XL  Affected OS: Windows XP</p>
separate	sys00296859	<p>The Separate command in the Format menu is not 16-bit floating point compliant.</p>
Server	sys00297613	<p>Backburner Server crashes during a shutdown initiated by pressing CTRL-C in the terminal.</p>
software configuration	sys00298982	<p>The application crashes if you attempts to exit at the initial Project Management screen.</p>
software configuration	sys00294245	<p>The directory /usr/discreet/clip/stonefs may not have the correct permissions after a clean install of the application.</p>
software configuration	sys00307565	<p>The ftpuploadlogs script does not specify the application version associated with the version of dlConfigCheck it uses.</p>
software configuration	sys00301576	<p>After installing the license server, the server complains that it cannot find the license file /usr/local/flexlm/licenses/license.dat, although the correct license file path is /usr/discreet/licserv/licenses/DL_license.dat.</p>
sparks	sys00295301	<p>Sparks: After animating some fields the keyframe(s) do not appear in the timebar.</p>

Feature Area	ID	Fixed Bug Description
text	sys00000218	Result displays spikes around characters when a lot of softness is used.
text	sys00268509	When loading a text setup with proxies turned on, the text is incorrectly scaled. Affected software: Flame, Flint, Inferno, Smoke
unlink / relink	sys00297586	Recapture: Audio tracks do not relink properly when the list is sorted so that audio tracks are out of sequence.
unlink / relink	sys00299690	Recapture: Soft resize does not work as expected.
unlink / relink	sys00298433	Clips generated from the Recapture module no longer appear at the same place in the Reel.
user management	sys00304826	When copying a User from a previous version of the software, the Creation Mode box is incorrectly greyed out.
utilities	sys00304402	The DEBUG_INFO script does not run, and requires the user to log in as root, even though the user is already logged in as root.
utilities	sys00299985	If the vic utility is launched with the "-r" option, it exits as soon as it detects an incompatible version.
vtr input	sys00300920	VARICAM capture does not work with the following material: DVCPro HD 720 59p and DVCPro HD 720 60p .

Feature Area	ID	Fixed Bug Description
wiretap	sys00301539	The DL_REMOVE_ORPHAN_SETUPS_ON_DELETE and DL_REMOVE_ORPHAN_SETUPS_ON_UPDATE environment variables are not carried over to the Wiretap server configuration file.
xml	sys00300046	XML Conform: The application does not consider the source when applying a soft resize after a conform.

## Known Bugs for version 2010 Extension 1

Feature Area	ID	Known Bug Description
aaf	sys00181580	<p>AAF files with special characters (such as %, \$, /, #) cannot be imported.</p> <p>Workaround: Rename AAF files and avoid the special characters.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
aaf	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>
action	sys00282569	<p>The animation viewer is not displayed.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00202635	<p>When entering the Stabilizer from Action/DVE with a front clip but no back clip, the front stabilizer view shows black. Instead, the application should select the Context view for you by default.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
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	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>

Feature Area	ID	Known Bug Description
action	sys00224428	<p>There is a lag with action layers containing blurs if proxies are enabled.</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	sys00255394	<p>BFX/Action: Split &amp; Comp should always use the Default Image option.</p> <p>Workaround: Add the image manually.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</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	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	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>
action	sys00297492	<p>Schematic gestural editing is sluggish when there is a source node.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00277022	<p>The record area is displayed at the bottom of the player.</p> <p>Affected software: Smoke</p>
action	sys00000814	<p>Cylindrical texture mapping does not work properly with a Deformation node.</p> <p>Affected software: Flame, Flint, Inferno</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	sys00297242	<p>The camera is not deleted after re-entering batch if the 3d Tracker analysis is not reset.</p> <p>Workaround: Reset the 3DTracker after you delete the camera.</p> <p>Affected software: Flame, Inferno</p>
action	sys00300265	<p>Regen does not update the media list thumbnail.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</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>

Feature Area	ID	Known Bug Description
action	sys00007820	<p>When accessing the Keyer through Action, the Keyer does not apply the layer slip if the layer is slipped using an expression or if it is otherwise animated.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00111130	<p>When processing layer matte output in Action accessed from the Desktop, the process uses the clip resolution instead of the Action setup resolution. This problem does not affect Batch Action.</p> <p>Affected software: Flame, Flint, Inferno</p>
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	sys00133073	<p>Action/CC: the view is not kept when re-entering CC.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00295610	<p>Screen blend mode gives incorrect results with HDR images, if Action resolution is 16-bit floating point.</p> <p>Affected software: Flame, Flint, Inferno</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>
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>

Feature Area	ID	Known Bug Description
archive	sys00223604	<p>When archiving, if there is a problem archiving audio, the application continuously displays "Failed to read audio. Retry?".</p> <p>Workaround: Make sure you do not have corrupt clips.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
archive	sys00220656	<p>Desktop archiving always archives in normal mode, even if compact is selected.</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>
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>
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 inaccessible 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>

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>
axis editor	sys00100198	<p>RGBA Text + Axis on gap yields deceptive results on softness and shadows.</p> <p>Affected software: 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</p> <p>Affected OS: Windows 2k, Windows XP</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> <p>Affected OS: Linux RHEW 40 64b</p>
batch	sys00302100	<p>Batch: Using New Batch does not reset the node name field to None.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch	sys00300269	<p>Colour Curves: Using Undo does a Reset All if Autokey is off.</p> <p>Workaround: Set a keyframe before using the node.</p> <p>Affected software: 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>

Feature Area	ID	Known Bug Description
batch	sys00311761	<p>After visiting the Player in Batch, leaving it at frame N. Keyframes are set at the wrong position (frame N) instead of Batch current frame.</p> <p>Workaround: Change frames to update the time positionner in Batch after coming back from the Player. The keyframes will be set at the correct frame.</p> <p>Affected software: Flame</p>
batch	sys00295323	<p>In the Batch Universal Editor, Regen should be on by default.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
batch	sys00277698	<p>Batch: the copy position of an edited clip in the Destination reel is not accurate.</p> <p>Workaround: Use the Custom Reel instead, which will place the copies one after the other at the end of the Reel.</p> <p>Affected software: Flame, Flint, Inferno</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>
batch	sys00237372	<p>Batch procudes an incorrect render when different frames of the same clip are used to process a node.</p> <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Known Bug Description
batch	sys00251755	<p>In a BFX, the Select All/Clear All timeline hotkeys are not mapped.</p> <p>Workaround: Press Ctrl and click the lower-left corner of the timeline to select all. Press Alt and click the lower-left corner of the timeline to clear all.</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.</p> <p>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>
bfx	sys00284464	<p>In a Batch FX level, the offset in an indirect node is not correct.</p> <p>Workaround: In the Setup menu, click Set to Media Range.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
bfx	sys00299017	<p>BFX: Library clips with record timecodes different from the BFX timecode are not reloading when loading a Batch setup.</p> <p>Workaround: Use a Snapshot to save the Batch setup and the clips; they will reload properly.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
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> <p>Affected OS: Linux RHEW 40 64b</p>

Feature Area	ID	Known Bug Description
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>
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>
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>
colour corrector	sys00301631	<p>Ranges curves are not loaded correctly when loading a saved setup.</p> <p>Workaround: Reselect ranges tab and click the curves to update.</p> <p>Affected software: Flame, Smoke</p> <p>Affected platforms: 6217 dual core, HP8600</p> <p>Affected OS: Linux RHEW 40 64b</p>

Feature Area	ID	Known Bug Description
colour warper	sys00089793	<p>On Linux systems only, when you enable Crop, in either Colour Warper or Colour Corrector, with the Navigator enabled, the Back view is displayed instead of the Result.</p> <p>Affected software: Smoke Affected OS: Linux</p>
desktop	sys00272635	<p>On the Desktop, clips are always loaded to the left of existing clips, irrespective of the reel setting in Preferences.</p> <p>Affected software: Flame, Flint, Inferno</p>
desktop	sys00282403	<p>An autosave should take place when saving to library.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
dve	sys00238947	<p>The default DVE indirect keyer should be the Luminance Keyer rather than the Master Keyer.</p> <p>Affected software: Smoke</p>
dve	sys00172602	<p>Naming a layer using a number as the first character results in the number being replaced by an underscore.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
dve	sys00002998	<p>When you save a DVE setup containing lights and then load it for Action, the way the light is reflected in Smoke is different from the way it is reflected in Inferno, Flame, and Flint. The processed result is different.</p> <p>Affected software: Smoke</p>
dve	sys00003977	<p>Stabilizer setups created in Combustion do not load properly in DVE or Action.</p> <p>Workaround: First load the setup in Stabilizer, then save it. Next, load the setup in DVE or Action.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
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	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>
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	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>
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>

Feature Area	ID	Known Bug Description
editdesk	sys00300601	<p>Timeline: All cuts created on the gap by the user are deleted when one cut is deleted.</p> <p>Workaround: The user should create a dummy SFX to store the cuts on gaps to keep.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
editdesk	sys00298019	<p>A clip with soft effects displays an empty information box.</p> <p>Affected software: Smoke</p>
editing	sys00216030	<p>Action setups are not saved to the correct location and they are not given the correct extension when an extract to DVE operation is performed.</p> <p>Affected software: 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	sys00271935	<p>Filter/Paint: the Soften_super preset has a wrong gain setting resulting in a luminance shift.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
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  Affected platforms: 6217 dual core, HP9400  Affected OS: Linux RHEW 40 64b</p>
garbage mask	sys00303461	<p>Hotkey for going to the next keyframe should work even if you have a keyframe set on a subframe.</p> <p>Workaround: Manually go to the keyframe or use Frame Snap (in the Keyframe menu of the Channel editor -&gt; FrmSnap) to snap the keyframe back on a frame.</p> <p>Affected software: Flame, Flint, Inferno</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	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	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	sys00208619	<p>When importing an image from the Desktop, the matte container is imported to the library.</p> <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Known Bug Description
import / export image	sys00277065	<p>Sequence names are truncated in the browser if the name of the file being imported contains a dot.</p> <p>Workaround: You can see the full names if you expand all of them or go to a flat view.</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>
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 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	sys00147184	<p>Transitions in imported OMF files start at the cut, regardless of their original position.</p> <p>Affected software: Backdraft Conform, Smoke</p>

Feature Area	ID	Known Bug Description
import / export omf	sys00131239	<p>When loading an OMF file, segments using the Audio EQ effect do not get transferred when loaded into Smoke/Backdraft Conform. The audio clip should load even if the effect is not supported.</p> <p>Workaround: In the exporting software, remove all Audio EQ effects and create a new OMF file.</p> <p>Affected software: Backdraft Conform, Smoke</p>
import / export omf	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>
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>
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> <p>Affected OS: Linux</p>
library	sys00242626	<p>Using the Replace option when saving a clip to a library deletes the archive date information from other clips previously archived to that library.</p> <p>Affected software: Backdraft Conform, Smoke</p>
library	sys00260067	<p>On the desktop, if you rename a clip and then save its reel under a new name, everything appears as expected. But if you open the library and look at the new reel, you will find see that its clip has kept its old name.</p> <p>Workaround: Copy the clip to a new reel, then save the reel.</p> <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Known Bug Description
library	sys00309979	<p>Library: When performing a Shift selection on multiple reels, the content of the last reel is excluded.</p> <p>Workaround: Close the last Reel and content will be included.</p> <p>Affected software: Flame, Flint, Inferno, 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>
logic ops	sys00244469	<p>Logic ops Add mode does not give the same result as the Action Add mode.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
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>
optics	sys00166660	<p>Optics: Rendering is chopping part of the result.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
paint	sys00062218	<p>In Paint, while zoomed-in on the canvas, and painting the top part of a frame, when you zoom out, the top pixels of the frame appear to have not been painted.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
paint	sys00273346	<p>When using the show reference image in Paint, the reference/back image is also rendered.</p> <p>Workaround: Use the arrow keys on the keyboard to advance frames (instead of using the timebar) or turn SHOW off before advancing frames.</p> <p>Affected software: Flame, Flint, Inferno, 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	sys00280105	<p>Paint: shade brush does not work</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>
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>

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"> <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	sys00256447	<p>The ESC hotkey does not work in Paint.</p> <p>Workaround: Use the swipe bar.</p> <p>Affected software: Smoke</p>
paint	sys00247380	<p>There is a rendering problem with geometry when entering Paint with no material.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
paint	sys00300822	<p>Paint: When exiting Paint, the positioner returns to frame 1 when it should be on the last painted frame.</p> <p>Affected software: Smoke</p>

Feature Area	ID	Known Bug Description
player	sys00294964	<p>RTD: Crash in Player when switching from PreviewFx to ViewSrc after processing.</p> <p>Smoke shell message:  smoke_LINUX_2.6_x86_64:  /vobs/develop/src/librtd/RTDPipeline.C:2619: bool  RTDPipeline::process(const FrameHeader_s*, GLuint, Texture2D**):  Assertion `_imp-&gt;srcFh.getWidth() == curFrame-&gt;getWidth() &amp;&amp;  _imp-&gt;srcFh.getHeight() == curFrame-&gt;getHeight()' failed.  Application: smoke 2009.1.SP2 x86_64</p> <p>Workaround: In the Player, switch to Full-Res or Proxies view before toggling from Preview-FX to View Src.</p> <p>Affected software: Smoke  Affected platforms: HP8600  Affected OS: Linux RHEW 40 64b</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>
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	sys00224621	<p>The UI does no refresh properly when exiting the Soft FX Module from the large viewer mode.</p> <p>Workaround: Force a refresh by choosing a view mode for the record area.</p> <p>Affected software: Backdraft Conform, Smoke</p>

Feature Area	ID	Known Bug Description
player	sys00307284	<p>When playing a timeline in preview mode consisting of two or more clips on the same layer with one soft-imported and the other stonified, if the stonified clip with the effect is not rendered, then the soft-imported clip without any effect will not play back in real time. Once the stonified clip is rendered or placed on another layer, the soft-imported clip will play back in real time.</p> <p>Workaround: Place soft-imported clips on different layers than clips with unrendered effects or simply render each clip.</p> <p>Affected software: Smoke  Affected platforms: HP8600  Affected OS: Linux RHEW 40 64b</p>
player	sys00166137	<p>In the Player, using the Play Frame by Frame option displays occasionally a green frame.</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  Affected platforms: 6217 dual core  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>
resize / soft resize	sys00269994	<p>Resize : different interpolation results between different renders.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke  Affected OS: Linux</p>
resize / soft resize	sys00281079	<p>RZ SFX: values are reset if output changes on a copy.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
soft effects	sys00279173	<p>Soft Text process is not invalidated by modifications made inside the editor.</p> <p>Workaround: select Preview FX again.</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>
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	sys00044655	<p>On Linux systems, if you increase the scale parameters of a circle when using the S_LensFlare Spark, the circle will continue to scale over the menu area.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p> <p>Affected OS: Linux</p>
sparks	sys00281369	<p>SP: the selection box in the large channel editor does not work when the Viewer is off.</p> <p>Workaround: turn the Viewer on.</p> <p>Affected software: 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>

Feature Area	ID	Known Bug Description
text	sys00223798	<p>If a text setup uses a font that gets removed from a system, unexpected problems occur, including the inability to switch to a different .afm font file.</p> <p>Workaround: Select a .font file for a font, then select an .afm font file.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
text	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	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>
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	sys00173752	<p>Font Library: The Auto option of the Font Type box resets between openings of the Font Library.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
text	sys00096121	<p>The Chinese Input Method window opens behind the Smoke window.</p> <p>Workaround:</p> <p>1) setenv DL_FORCE_HEIGHT N, where N is the display height minus one. For example, for a 1600x1200 display, N would be 1199. This step allows other windows to open in front of the Smoke window.</p> <p>2) To eliminate the task bar, right-click the KDE task bar at the bottom of the screen and select "Configure Panel". In Layout, select the "Hiding" panel. Select "Allow other windows to cover the panel". In smoke, press Alt-F1 to raise it above other windows.</p> <p>After completing steps 1) and 2), the Input Method window should correctly pop-up on top of the Smoke window.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke  Affected OS: Linux</p>
text	sys00280130	<p>Text: in Batch node and SFX, there is no warning when a logo cannot be processed.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
timewarp	sys00281910	<p>One-frame committed sources cannot fit-to-fill beyond 10 000 frames.</p> <p>Workaround: use repeat "1" to make a virtual copy of the source before doing the fit-to-fill.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
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>
timewarp	sys00309440	<p>Creating a motion timewarp does not work on F1 (Interlace Field 1) clips.</p> <p>Workaround: Flag the clip P (Progressive) before moving it to the timeline.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
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>
viewing	sys00093307	<p>A sequence exported or published from IFFFS containing both scanned frames and exported/published frames, will cause a split frame to occur when imported into Lustre. Lustre reads the first frame and then assumes that all following frames share identical header information (aside from the TC). When a different header type is present in the sequence, Lustre does not rescan the frame.</p> <p>Workaround: Soft-import all shot frames and then use the Lustre Publish function to ensure that no mixed headers are present in the sequence.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
vtr 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	sys00008971	<p>A framecode mode change on a given source tape is not properly managed during EDL capture.</p> <p>Workaround: Manually restart the second framecode mode batch capture.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
vtr input	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	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	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 output	sys00102482	<p>VIO: Output/Input should cue directly to the next pre-roll instead of last out point.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
wipe editor	sys00211052	<p>Wipe: the animation channel loses interactivity.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>