

# Fixed and Known Bugs

## Autodesk® Visual Effects and Finishing 2011

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# Introduction

# 1

## Topics in this chapter:

- [About This Document](#) on page 1
- [Contacting Customer Support](#) on page 1

## About This Document

This document lists the fixed and known bugs for Autodesk® Inferno® 2011, Autodesk Flame® 2011, Autodesk Flare™ 2011, Autodesk Flint® 2011, Autodesk Smoke® 2011, Autodesk Backdraft Conform® 2011, and Autodesk Burn® 2011, 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 <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.

## Contacting Customer Support

For Autodesk Media and Entertainment Customer Support, visit <http://www.autodesk.com/support>.

Customer support is also available through your Autodesk reseller. To find a reseller near you, consult the reseller look-up database at <http://www.autodesk.com/resellers>.



## Fixed Bugs for version 2011 SP6

Feature Area	ID	Fixed Bug Description
action	sys00340453	Action setups prior to 2011 with unused source node are not optimized.
action	sys00341707	Setting AA or MB for a DVE object without changing any other values affects rendering time. Affected software: Flame
desktop	sys00339173	Multitple copies of same clip on the desktop are gone after reloading a saved desktop.
import / export movie	sys00337231	Exported QT doesn't contain tape name data in its header. Affected software: Smoke
import / export movie	sys00342495	QuickTimes are exported with TC info in the header, which causes Adobe AfterEffects CS3 to crash. Affected software: Flint

## Known Bugs for version 2011 SP6

Feature Area	ID	Known Bug Description
aaf	sys00345644	AAF: Resize from Media Composer 5 not working Workaround: Redo the resize in Smoke.
aaf	sys00345861	An .aaf file from Avid AMA is fine when imported into Avid, but when imported into Smoke there are 0% time warps inserted.
action	sys00345088	Image moved on x axis creates random grey line in render.
action	sys00339700	When using CONTEXT view in ACTION/KEYER, blending curve changes do not get updated. This makes it very hard to finesse keys within CONTEXT of the whole comp. (RESULT works as expected) Workaround: 1. Make a blending curve adjustment 2. Exit keyer to see adjustment in context. 3. If adjustment is not satisfactory, re-enter keyer and go back to step (1).
action	sys00342436	Burn incorrectly processes text presets. Result will be different from a local process. Workaround: Process locally.  Affected software: Burn Affected platforms: DL160 Affected OS: Linux RHEW 53 64b
archive	sys00344892	File archive of unlinked media clip, size estimate still shows audio.

Feature Area	ID	Known Bug Description
archive	sys00344291	<p>Cannot archive media imported from WTG if the source gateway no longer exists.</p> <p>Affected software: Flame, Inferno, Smoke Affected platforms: HP8600, Mac Pro 2009</p>
audio	sys00344876	<p>When importing a wave file with DF timecode, imported audio clips have the wrong start timecode, which can lead to problems relinking.</p> <p>Affected software: Smoke Affected platforms: HP9400 Affected OS: Linux RHEW 40 64b</p>
axis editor	sys00342860	<p>If you separate 3D text, the individual character geometry surface blend mode defaults to BLEND, even when another mode has been set for the 3D TEXT (such as ADD). It should inherit the blending mode.</p>
bfx	sys00343472	<p>In a BFX setup containing an Action node, if you Auto-save after rendering before exiting the setup, the rendered output will be invalidated on the timeline.</p> <p>Workaround: Process from the Editdesk.</p> <p>Affected software: Smoke Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b</p>
colour corrector	sys00343774	<p>Render: No warning if bad frame detected in file sequence of a soft imported clip.</p>
editing	sys00343394	<p>In stereo, if the dissolve is edit on one eye, even the tracks are locked, the changes are not applied to the other dissolve.</p> <p>Workaround: Manually do the changes on second dissolve.</p> <p>Affected software: Smoke</p>
Gateway	sys00342021	<p>WIRETAP: Can't change IP interface used by IFFFS and Gateway wiretap server.</p>

Feature Area	ID	Known Bug Description
Gateway	sys00345612	<p>File Import - some quicktime converted from mxf has incorrect field dominance</p> <p>Workaround: Use the 'change dominance' reformat tool in the library to workaround the problem.</p> <p>Affected software: Smoke</p> <p>Affected platforms: HP8400, Mac Pro 2009</p> <p>Affected OS: Linux RHEW 40 64b, Mac OS X 10.6</p>
import / export image	sys00339464	The imcopy -q options tags should match those of the application.
import / export image	sys00343773	<p>When exporting a clip, there is no warning if a bad frame is detected in file sequence of a soft imported clip. The export will be done without any warning and the result sequence will have doubled frames in place of missing ones.</p> <p>Affected software: Smoke</p>
import / export image	sys00345065	Can't import MxF DNxHD - no valid track(s) found.
master keyer	sys00344169	<p>Stereo: Master Keyer's Output Selection changes are not applied on both eyes.</p> <p>Workaround: Manually edit the Output for the other Master Keyer node.</p>
other	sys00343317	<p>ACS Wacom tablet causes multiple taps in IFFFS</p> <p>Workaround: Install a standalone Wacom Intuos 4 tablet and use it instead</p>
player	sys00338276	<p>Graphics player window tearing on playback for Nvidia 4500/5500 with Eizo 241</p> <p>Workaround: Rolling back the NVidia driver back to 185.18.14 may work.</p> <p>Affected software: Flame</p> <p>Affected platforms: HP9400</p> <p>Affected OS: Centos 4.0 64b</p>



Feature Area	ID	Known Bug Description
player	sys00345371	<p>Playing 1080@59.94i clip with audio tracks causes graphics drops.</p> <p>Affected software: Smoke  Affected platforms: Mac Pro 2009  Affected OS: Mac OS X 10.6</p>
publish	sys00339165	<p>When soft importing media via Wiretap Gateway workflow, trying to publish timeline with "Complex publish with Link" causes the application to crash.</p> <p>Workaround: Use soft import clips from "classic" import IO.</p> <p>Affected software: Smoke</p>
realtime deliverables	sys00352038	<p>UI viewer malfunction with RTD and no record viewer. The image shows in the bottom left corner.</p>
soft effects	sys00338690	<p>Editing the timewarp of a Soft Imported MXF file crashes the application.</p> <p>Affected software: Flame</p>
software configuration	sys00339461	<p>The ftpuploadlogs script needs to support proxy username/password credentials.</p>
software configuration	sys00342348	<p>Application may not start if you create a custom menu.</p>
software configuration	sys00344569	<p>The HP 8600 reboots randomly or on boot process system hangs with:  923- Non fatal uncorrectable PCI error on PCI-E Slot 2  NFAT_COR_Err_IO6: PEX - Completion Time-out (uncorrectable)</p> <p>Contact Customer Support for assistance.</p> <p>Affected software: Smoke</p>

Feature Area	ID	Known Bug Description
sparks	sys00354083	Sapphire Sparks 5 crash on Red Hat 5 with NVIDIA driver 260.19.29.
sparks	sys00340108	<p>Application crashes when selecting an option from a popup on a Spark with desktop controls.</p> <p>Workaround: Before clicking the popup, load another Spark, then come back to the Spark you wanted to use previously.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
stonifise	sys00338807	<p>Remote workstations, not the one used to soft-import a clip, are used to process store local copies of soft-imported clips.</p> <p>Workaround: Use 2010.1</p> <p>Affected software: Smoke</p> <p>Affected platforms: HP8600</p> <p>Affected OS: Linux RHEW 40 64b</p>
system configuration	sys00342588	<p>The F13/PrintScreen key is not disabled at the OS level in RedHat 5.3 on the HPz800 platform, as it is in RedHat 4.3 on the older HP platforms(8600,9400,8400).</p> <p>Workaround: Redhat Menu&gt;Control Centre</p> <p>-Expand 'Regional &amp; Accessibility' and select 'Input Actions'</p> <p>-In the action box on the left, expand 'Preset Actions' &amp; and you will see Print Screen</p> <p>-Select Print screen then hit 'Delete Action' below.</p> <p>-Hit Apply = hotkey disabled</p> <p>Affected platforms: HPZ800</p> <p>Affected OS: Linux RHEW 53 64b</p>
wiretap	sys00339616	LimitDirs in wiretapgateway.cfg needs improvements.
xml	sys00343007	<p>XML files with semi-colons in the timecodes might not conform properly.</p> <p>Affected software: Smoke</p>

Feature Area	ID	Known Bug Description
xml	sys00343751	Timelines containing dissolves between clips and gaps might not always be conformed properly from XMLs.  Affected software: Smoke

**Fixed Bugs for version 2011 SP5 (Smoke Mac Only)**

Feature Area	ID	Fixed Bug Description
archive	sys00343634	Clips are not moved to the desktop when restoring a project archive.
archive	sys00348766	The training project and user do not indicate version.
archive	sys00348767	When adding the training content, project name should be incremented if the name already exists.

## Known Bugs for version 2011 SP5 (Smoke Mac Only)

Feature Area	ID	Known Bug Description
archive	sys00348767	When adding the training content, project name should be incremented if the name already exists.
archive	sys00348963	<p>Smoke Essentials archive is not usable if not restored as a project.</p> <p>You must change your archive setting to restore a Project. The default is Selection. If you attempt to restore the archive with Selection enabled, no media appears.</p> <p>Workaround: Restore the project and then restore the selection.</p>
vtr i/o engineering	sys00349298	AJA 3G: One out of 100 captures will not have audio.
other	sys00350388	<p>Training user does not restore with Final Cut Pro hotkeys.</p> <p>Workaround: Enter Preferences , click Edit User, change hotkey preset to FCP, apply changes.</p>

## Known Bugs for version 2011 SP4 (Smoke for Mac OS X Only)

Feature Area	ID	Known Bug Description
Licensing ADLM	sys00339361	<p>Intermittent error "404 Not Found" logging in to <a href="http://registeronce.autodesk.com">http://registeronce.autodesk.com</a> with Safari browser.</p> <p>Workaround: Return to the <a href="http://registeronce.autodesk.com/">http://registeronce.autodesk.com/</a> after receiving the login error. Use Firefox or Chrome.</p>
Licensing ADLM	sys00340116	<p>Network License Server does not automatically start on boot up when using a Mirror Raid system drive.</p> <p>Workaround: Go to Applications&gt;Autodesk&gt;Smoke Common Utilites&gt;Service Monitor and manually restart the License Server process.</p>
Licensing ADLM	sys00340159	<p>The Product License Activation window does not come to the foreground when you click it with a Wacom pen (Wacom driver 6.1.5-2).</p> <p>Workaround: Press Alt+Tab or click the Smoke icon on the Dock to bring the app to the foreground.</p>
Licensing ADLM	sys00341111	<p>Application shortcut to License Transfer Utility (LTU) missing.</p> <p>Workaround: Finder &gt; Go &gt; Go to Folder. Type this path: <code>/usr/discreet/smoke_2011.SP4/bin/LTU_Smoke</code> to access the LTU application.</p>
Licensing ADLM	sys00341124	<p>License errors and other ADLM tools do not appear in the foreground.</p>

Feature Area	ID	Known Bug Description
Licensing ADLM	sys00341765	<p>Trial mode: Activate button does not work with Network serial number.  Workaround: Go directly to <a href="http://registeronce.autodesk.com">http://registeronce.autodesk.com</a> to activate your product license.</p>
Licensing ADLM	sys00341768	<p>Registration Web site has license instructions for Windows only.  Workaround: Follow the instructions in the Autodesk Smoke 2011 for Mac OS X Installation and Licensing Guide.</p>
Licensing ADLM	sys00341945	<p>License Error: Smoke does not start if the machine cannot resolve it's own hostname. This can be caused by DHCP hostname change, a missing DNS suffix, or a missing .local hostname suffix in the license file.</p> <p>Workaround:</p> <ol style="list-style-type: none"> <li>1. Open the License Server Selector from /Applications/Autodesk/Smoke Common Utilities/.</li> <li>2. Select the License Server currently in the list, and then click the "-" (minus) button to remove it.</li> <li>3. Click "Add Localhost". The License server hostname should be now "127.0.0.1". Click "Ok".</li> <li>4. Open the License Server Configurator from /Applications/Autodesk/Smoke Common Utilities/.</li> <li>5. Click the "Licensing" tab. Change the server name in the license for "localhost" (i.e: SERVER server_name 002500ef9055 to SERVER localhost 002500ef9055).</li> <li>6. Click "Apply".</li> <li>7. Click the "Server Status" tab, and click "Restart" to restart the server.</li> <li>8. Re-launch Smoke.</li> </ol>

## Fixed Bugs for version 2011 SP3

Feature Area	ID	Fixed Bug Description
aaf	sys00334332	Specific longform AAFs no longer work in Smoke 2011.
action	sys00334631	Action: Untouched Source node shouldn't affect render time (DVE object).
action	sys00335576	Batch Action: copy extended bicubic is losing subdivision parameters.  Affected software: Flame
action	sys00336243	The application crashes when you copy a branch form a specific setup.
action	sys00337164	In Action, the Reflection map in replace mode should use the matte.
batch	sys00334326	Import node in Batch now accepts "." as a valid character.
bfx	sys00334635	Action setup prior to 2011 with source node or DVE have their priority not respected when reload in 2011.



Feature Area	ID	Fixed Bug Description
configuration	sys00327595	<p>Smoke on Mac will not launch if you are Running the AJA kona 3 driver 7.5.1</p> <p>Workaround: All Smoke MAC OSX products prior to 2011 SP3 use AJA driver 7.1. Smoke 2011 SP3 supports AJA kona 3 driver 8.0 .</p>
garbage mask	sys00295187	GMask's Softness gives unexpected results on the edges.
import / export image	sys00335177	<p>If you import a YUV Quicktime, the black and white levels are remapped to broadcast legal range (64-940 10bit) during the RGB conversion.</p> <p>2011 Service Pack 3 introduces the ability to optionally specify whether or not to include headroom. This option is included in the format import settings in the Clip Library, for both QuickTime and MP4.</p> <p>Note: If a clip imported using this option is wired to a system running pre-SP3 software, the option will be disregarded and always be displayed with headroom. To avoid this, ensure that all systems are upgraded to SP3.</p>
import / export image	sys00336270	After loading (soft import) an MXF clip, only the beginning of the clip can be played back. The rest is checkerboard.
network	sys00332394	<p>The TCP and SDP interface cannot be used simultaneously with serverd.</p> <p>Workaround: Configure libsdp.conf to use TCP for all addresses. This will enable IPoIB instead of SDP. If the machine does not need to see TCP machines, then comment out the TCP interface.</p>

Feature Area	ID	Fixed Bug Description
publish	sys00334790	OpenEXR compression options are now available through stone+wire.cfg file. In order to use this functionality, set the compression option you want to use in the configuration file and restart stone+wire. An example of the newly supported tokens is included in the stone+wire.cfg.sample file.
resize / soft resize	sys00334708	Resize bicubic, letterbox and crop give bad results with interlaced clips.
S+W API	sys00334420	swdb_recover does not work on mac : cannot execute binary file.
server	sys00334696	Wiretap Server's XML doesn't have soft-import sequence information for Containers; Lustre must read the clip through gigE network which greatly affects performance playback.
text	sys00333866	The TAB key does not create TABs when creating a text layer in the TEXT MODULE or in soft-text.
vtr i/o engineering	sys00312009	VTR Log in Capture does not support Stereo Hdcam SR tapes 2x 422

Known Bugs for version 2011 SP3

Feature Area	ID	Known Bug Description
publish	sys00337319	The timeline produced when publishing media from Visual Effects and Finishing products references the wrong source location for the media. This issue prevents Lustre from reading published media from a shared location (SAN/NAS). As a result, Lustre must read the source media from the standardFS storage, which may degrade playback performance.

**Fixed Bugs for version 2011 SP2**

Feature Area	ID	Fixed Bug Description
archive	sys00335619	Archiving a virtual black clip crashes the application.

## Fixed Bugs for version 2011 SP1

Feature Area	ID	Fixed Bug Description
archive	sys00333273	Restoring a linked archived audio clip previously stored and unstored was not possible
archive	sys00332671	It is not possible to restore an archived clip that was imported with the Store Local Copy option enabled.
archive	sys00334008	Restoring audio segments from an archive might cause a crash.
batch paint	sys00286659	While painting with an anamorphic image, the aspect ratio is not retained if you use the Clone, Reveal, and Recursive Clone brushes.
broadcast monitor	sys00334504	The full resolution is not always sent to broadcast monitor when selecting a clip on the editdesk.
broadcast monitor	sys00333985	<p>If a clip has proxies, in the broadcast monitor with "show selected item" mode selected, the preview will be only the proxy and not the full res clip.</p> <p>Affected software: Smoke</p>
Gateway	sys00334582	When importing multichannel OpenEXR through WiretapGateway, channels on the same layer were displaying as black frames.

Feature Area	ID	Fixed Bug Description
Import	sys00333535	The metadata of RED clips cannot be read when importing some XML files through WiretapCentral.
import / export image	sys00334585	DNxHD clips imported on Linux were half black.
library	sys00334478	Clip metadata with illegal characters can cause a library corruption leading to the software crashing.
other	sys00333818	When performing a clean install of Smoke 2011 from a downloaded .dmg file, near the end of the installation there is a misleading error: 'Insert the "Autodesk Smoke 2011 For Mac OS X" disc to continue the installation'. You need to force-quit the installer to continue.
software configuration	sys00333290	Wiretap gateway slaves take one seat of the floating license.
software configuration	sys00333822	On Mac OS X, the installation will fail if serverd does not start.
utilities	sys00334106	When running the command ftpuploadlogs without quotes, the application may crash.  Affected OS: Linux RHEW 53 64b
vtr output	sys00320478	Colors are clamped when outputting through the NVIDIA SDI card using YCbCr with Headroom.

## Fixed Bugs for version 2011

Feature Area	ID	Fixed Bug Description
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	sys00313173	<p>The Matte blur does not refresh properly when a Front source is added to the layer in Action.</p>
action	sys00282260	<p>When overwriting a multi-track Action setup, the original clip in the library does not get deleted.</p>
action	sys00307552	<p>Corruption may occur when attaching a particle generator to an surface that has a gmask applied.</p>
action	sys00332439	<p>The application may crash when copying a non-flat surface.</p>
action	sys00313848	<p>The application crashes when text depth is increased for 3D text using an OpenType (.otf) font.</p>
action	sys00308695	<p>When dropping a saved rendered Action clip into a timeline and checking the source info - the clip name takes a generic Action name rather than the saved name.</p>

Feature Area	ID	Fixed Bug Description
action	sys00323592	The application crashes when loading text files into 3D Text.  Affected software: Flame, Flint, Inferno, Smoke
action	sys00312345	When setting Align Off in the 3D Path Alignment Option box, the Banking Curve does not behave properly.
action	sys00312418	Duplicated nodes are not scaled properly when changing the resolution in the Action Setup menu.
action	sys00310529	An image may become hidden after returning to Action from the Stabilizer.
action	sys00325857	Saved Action setups are not found when switching to a different project from the Preferences menu.  Affected software: Flame, Flint, Inferno
action	sys00323562	Re-entering Action with Same Clips enabled may cause the size of 3D Text to change.
archive	sys00302167	Opening a 2007 file archive with a clip with an axis text crashes the application.
audio	sys00265326	Large audio files (bigger than 4GB) are not exported correctly.
audio	sys00285713	Audio Timewarp has glitches with certain pitch settings.



Feature Area	ID	Fixed Bug Description
audio	sys00306413	Linking does not work in the AudioDesk.
axis editor	sys00321516	<p>Fonts without a file extension are not loaded properly.</p> <p>Affected software: Flame  Affected platforms: HP9400  Affected OS: Linux RHEW 40 64b</p>
batch	sys00309765	Frame numbers do not sync properly after exiting the Player in Batch.
batch	sys00314511	Some Keyer effects are not converted in Split and Convert to Batch Tree.
batch	sys00324365	<p>The application may crash when processing numerous Resize nodes with the Lanczos filter.</p> <p>Affected software: Flame  Affected platforms: HP9400  Affected OS: Linux RHEW 40 64b</p>
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>Affected software: Flame</p>
batch	sys00315497	Copying a Keyer Luma node does not retain all the settings of the orginial node.
batch	sys00284960	Using the keyboard arrow keys to update field values does not always result in the image being updated.
batch	sys00318826	A Motion Blur linked expression does not retain its link when exiting and re-entering Action.

Feature Area	ID	Fixed Bug Description
batch	sys00313093	When using an imported LUT, the image data type switches from Logarithmic to Video when played in Result view when there is no Output node attached.
batch	sys00332489	The application may crash in certain modules if Screen Grab is selected in the Broadcast Monitor box in the Preferences menu.
batch	sys00329968	<p>Loading a setup created in a previous version of the application that contains a node without a name (such as a Note node) can cause instability or the loss of the setup or other setups saved in the same folder.</p> <p>Affected software: Flame  Affected platforms: HP8400  Affected OS: Linux RHEW 40 64b</p>
batch	sys00318706	Transparency issues may occur when using a 100% white background with a 16-bit floating point image.
batch	sys00318720	<p>You may get unexpected results when processing multiple Resize nodes in a Batch setup.</p> <p>Affected software: Flame  Affected platforms: HP8400  Affected OS: Linux RHEW 40 64b</p>
bfx	sys00325446	<p>In batch setup with more than one Action node, anti-aliasing in Text nodes can be previewed but not processed.</p> <p>Workaround: Perform all the text work in the Text module, outside of Batch.</p> <p>Affected software: Smoke  Affected platforms: HP8400  Affected OS: Linux RHEW 40 64b</p>
burn_components	sys00309621	When a Scene Matte is processed through Burn, the resulting clip has a 1-pixel white edge on top.
burn_components	sys00314393	Burn 2010.1 is unable to handle jobs submitted from Smoke 2010 for Mac OS X.

Feature Area	ID	Fixed Bug Description
colour source / frame	sys00310978	The frame rate of a colour source does not follow the project setting.
colour warper	sys00310664	The software may crash when accessing a text field while the Color Warper soft effect is active.
distort	sys00308211	When tracking with Adjust turned on, the correspondance does not follow the shape.
distort	sys00308217	Appending a distort node to an existing distort node removes tracking information from the original shape.
dve/action	sys00251977	Selecting a DVE Layer Object in the schematic does not properly select the media in the Media List.
editdesk	sys00272618	When the user saves and renames a clip in the source area, a series of simple steps can result in another clip being renamed instead.
editdesk	sys00310194	The Autosave slows down when saving soft-imported media with audio tracks.
editdesk	sys00313510	The applications stops responding when loading a project that contains only a black frame.

Feature Area	ID	Fixed Bug Description
editing	sys00311238	Match source converts clip names to a generic name instead of retaining the original name of the setup.
editing	sys00317041	The application may crash if using the slide hotkeys in the Player timeline, if the clip is not selected.
filesystem	sys00314309	VIC is not able to run on a Stone and Wire database that was repaired after being corrupted.
filesystem	sys00306570	When the standard fs database grows beyond hundreds of MB in size, the sw_dbd process times out and fails to initialize.
garbage mask	sys00267619	Stabilizer tracking of gmask in the Keyer does not work properly.
garbage mask	sys00313769	A triangular gap may appear when defining a Garbage Mask with a negative offset.
General	sys00312791	Wiretap transfers over InfiniBand are slow on Red Hat Enterprise Linux 5. Affected OS: Linux RHEW 53 64b
General	sys00309000	On systems running Red Hat Linux 5.3, or CentOS 5.3, text cannot be typed into text fields in WiretapCentral or SystemCentral. Affected platforms: HPZ800 Affected OS: Linux RHEW 52 64b

Feature Area	ID	Fixed Bug Description
hotkey editor	sys00306581	After setting up a new workstation, application hotkeys do not work with the first application user created
Import	sys00308009	<p>When we use WTC/WTG to import Red footage to a WTG folder (not to stoneFS), the files and folders created by the application have the 'root' credentials. Files and folders are owned by "root:root".</p> <p>RED media imported via WiretapCentral to a standard FS volume creates files and folders with 'root' credentials. The media can then be used, but not deleted from within the application.</p>
Import	sys00319682	You can now use Wiretap to soft-import shots in Lustre from Visual Effects and Finishing applications.
import / export image	sys00311426	When performing an export with resize and center crop, the results are incorrect.
import / export image	sys00317976	When importing a 16:9 clip into a 16:9 HD project, the aspect ratio reverts to 4:3.
import / export image	sys00314396	The software crashes when importing DVCPRO QuickTime clips.
import / export movie	sys00311224	XDCAM HD 4:2:2 clips are not imported correctly.
import / export movie	sys00311292	IMX in Quicktime clips are not imported correctly.

Feature Area	ID	Fixed Bug Description
import / export omf	sys00319955	Exporting to OMF does not work in Smoke on Mac.
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
library	sys00260067	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. Affected software: Flame, Flint, Inferno
library	sys00244310	The View button disappears when scrolling in Dual View mode.
other	sys00322988	The License Wizard should provide more detailed instructions on how to obtain a trial license.
other	sys00331145	The Wacom Intuos tablet cannot be flipped for left-handed users.
paint	sys00317862	The application becomes sluggish when painting out of the work area in tiled mode, with 10-bit, or 12-bit clips.

Feature Area	ID	Fixed Bug Description
paint	sys00308063	Using the Flipbook hotkeys (F or Shift+F) frequently inside paint may cause the application to freeze.
player	sys00224621	The UI does no refresh properly when exiting the Soft FX Module from the large viewer mode. Affected software: Backdraft Conform, Smoke
player	sys00301271	Audio doesn't loop and video frames drop, when playing back in Loop mode with "Play from Memory".
player	sys00326124	Playback of 1080@50i 25 fps clip drops frames.  Affected software: Smoke Affected platforms: Mac Pro 2009 Affected OS: Mac OS X 10.6
player	sys00313111	Playback of HD clips drops during the first seconds.
project management	sys00313798	copyProjects script: There is no way to know what to type at the "Do you wish to continue?" question.
project management	sys00306561	<library>_AUTO_BACKUP shows up in Volume Statistics and VStat.
project management	sys00289495	The application crashes if opening a project is based on the PAL template but using oversized frames, and if the Video I/O is enabled.
realtime deliverables	sys00310832	Adding a crop animation to an RTD clip results in that clip missing its 1st frame.

Feature Area	ID	Fixed Bug Description
regrain	sys00315908	Using a Custom grain signature does not work properly with 16-bit images.
resize / soft resize	sys00306058	When processing a soft resize on a system running out of memory, the application can crash.
Server	sys00314743	The /usr/discreet/backburner/purge_dirs script removes the backburner.xml configuration file.
software configurator	sys00313085	When installing CentOS 5.3 using the Autodesk kickstart file, the mesa-libGLw libraries required to make maya 2010 work on the same system are not installed.  Affected OS: Centos 5.3 64b
software configurator	sys00332248	The license wizard now works properly.
software configurator	sys00313879	When installing wiretapGateway 2010.1, the following MD5 checksum error appears: "error: unpacking of archive failed on file /usr/discreet/lib64/alsa/libasound.so.2.0.0;4846cd70: cpio".
software configurator	sys00324610	The Autodesk Tools Web page is not set up on the workstation when installing Visual Effects and Finishing applications.
software configurator	sys00325716	The License Wizard should append license keys at the top of the license file, not at the end.



Feature Area	ID	Fixed Bug Description
sparks	sys00311771	Text field value is reset when editing a string inside a Spark.
Storage Certification	sys00301925	Version 1.3 of the XR Configurator script does not offer a 4096B sector size configuration option for CXFS 4.2 users.
system configuration	sys00327701	<p>When the system starts, the following error message appears:  "923-Non fatal uncorrectable PCI error on PCI-E slot2  NFAT_COR_Err_IO6: PXE-Completion time-out (uncorrectable)".  BIOS version 1.35 fixes this issue.</p> <p>Affected software: Smoke  Affected platforms: HP8600  Affected OS: Linux RHEW 40 64b</p>
system configuration	sys00304529	Port 4 on a quad-port GigE board located in slot 1 of a HP Z800 workstation does not work because of a bug in the workstation BIOS.
text	sys00308717	Some numeric fields do not display the yellow or blue keyframe indicators.
unlink / relink	sys00310148	Importing an FCP XML with two segments referring to the same QuickTime source file results in the QuickTime source being incorrectly imported at recapture.
unlink / relink	sys00309582	Relinking some audio sources when importing XML does not work.
utilities	sys00313108	The sw_io_perf_tool gives a very optimistic estimation of the time remaining to complete a test. It usually takes more than the estimated time to complete the task.

Feature Area	ID	Fixed Bug Description
utilities	sys00317422	The swdb_recover_tool occasional generates an "unknown input-file header" error.
utilities	sys00321981	Smoke on Mac: Tthe System Monitor sometimes display invalid process statuses.
video certification	sys00161725	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.  Affected software: Flame, Flint, Inferno, Smoke
vtr i/o engineering	sys00312334	The VTR Emulator does not work.
vtr i/o engineering	sys00299973	The application crashes when capturing media from a VTR if the Input Clip menu and the VTR are set to different timings.
vtr output	sys00293466	The clip timing drop-down list displayed when going to the Output Clip menu does not default to the project settings.
vtr output	sys00298241	In the Output Clip menu, the list of clips does scroll correctly, preventing the display of more than 10 clips in the list.
warper	sys00308151	The application may crash when clicking Paste without previously copying.

Feature Area	ID	Fixed Bug Description
wiretap	sys00301161	<p>The application does not hang anymore if loading a cut that references a Wiretap Gateway server that is not available.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Lustre, Smoke</p>
xml	sys00329849	<p>In a XML (version 5) timeline with few video segments, if one of the segments has a dissolve with a gap, the following segments have their start point shifted by an offset equal to the sum of the duration of all the previous dissolves.</p> <p>Affected software: Smoke</p>

## Known Bugs for version 2011

Feature Area	ID	Known Bug Description
aaf	sys00328036	<p>Cannot import AAF created by Avid running on Windows - Japanese version.</p> <p>Workaround: Set the text font to English in the Avid application before exporting the AAF.</p> <p>Affected software: Smoke Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b</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	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	sys00133073	<p>Action/CC: the view is not kept when re-entering CC.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
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	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	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	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>

Feature Area	ID	Known Bug Description
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>
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	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	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	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>

Feature Area	ID	Known Bug Description
action	sys00300265	<p>Regen does not update the media list thumbnail.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00321331	<p>If you apply any Front Source Axis transforms on a DVE Layer Object, your Matte blur disappears.</p> <p>Affected software: Smoke Affected OS: Linux RHEW 40 64b</p>
action	sys00325559	<p>Resetting a different channel also resets Bilinear or Bicubic vertices values.</p> <p>Affected software: Flame Affected platforms: HP9400 Affected OS: Linux RHEW 40 64b</p>
action	sys00282569	<p>The animation viewer is not displayed.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
action	sys00317813	<p>In a field-based project, with a foreground layer in the Action image window, you may see a line that refers to the background.</p> <p>Affected software: Flame Affected platforms: HP8600, HPZ800 Affected OS: Linux RHEW 40 64b, Linux RHEW 53 64b</p>
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	sys00324440	<p>Older Expressions using the "center" parameter will not work in the current version since the parameter has been renamed to "centre".</p> <p>Workaround: replace "center" with "centre" in all Expressions.</p> <p>Affected software: Flame, flare, Flint, Inferno, Smoke</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	sys00326510	<p>The Action Module does not support 2-byte characters.</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	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	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>
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>



Feature Area	ID	Known Bug Description
all modules	sys00222423	<p>When switching projects during a work session, setups in memory may not get flushed.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
archive	sys00220656	<p>Desktop archiving always archives in normal mode, even if compact is selected.</p> <p>Affected software: Flame, Flint, Inferno</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	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	sys00332194	<p>Proxies are lost when restoring a noProxy archive from a project with proxies.</p> <p>Workaround: Create a new library and move all the noProxy clips into it, or create a new project and restore the project archive from there.</p>
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>

Feature Area	ID	Known Bug Description
archive	sys00330372	<p>The application cannot restore a data tape archive.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux RHEW 40 64b</p>
archive	sys00330376	<p>If in the Archive module the block size value does not match the archive block size, the application displays the following error when trying to open the archive: Error, cannot read from tape.</p> <p>Workaround: Use <code>mt -f /dev/st0 status</code> to find the tape block size value. Then set the block size value in the Archive menu.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux RHEW 40 64b</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	sys00331497	<p>The application cannot restore the project setups from a VTR tape archive.</p> <p>Workaround: Save the setups as tar files.</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>
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>

Feature Area	ID	Known Bug Description
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>
axis editor	sys00330351	<p>3D Text animated transparency is not applied to the render of the timeline axis soft effect.</p> <p>Affected software: Smoke</p> <p>Affected OS: Linux RHEW 40 64b</p>
backburner manager	sys00280758	<p>The Apache Web server is not installed with Red Hat Enterprise Linux 4 Update 3 on Burn nodes.</p> <p>Workaround: Install the following packages manually from the Red Hat Linux DVD:</p> <p style="padding-left: 40px;">httpd-manual-2.0.52-22.ent.x86_64.rpm  httpd-2.0.52-22.ent.x86_64.rpm  httpd-suexec-2.0.52-22.ent.x86_64.rpm  system-config-httpd-1.3.1-1.noarch.r.0-3.x86_64.rpm  PyXML-0.8.3-6.x86_64.rpm</p> <p>Affected software: Backburner, Burn</p> <p>Affected platforms: DL160</p> <p>Affected OS: Linux RHEW 40 64b</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>
backburner server	sys00280757	<p>Server settings configured through the /usr/discreet/backburner/backburnerConfig script are not properly updated in the /usr/discreet/backburner/Network/backburner.xml configuration file.</p> <p>Workaround: edit the /usr/discreet/backburner/Network/backburner.xml file manually, and edit the &lt;NetworkMask&gt;, &lt;ServerName&gt; and &lt;ServerMAC&gt; settings.</p> <p>Affected software: Backburner</p> <p>Affected platforms: DL160</p> <p>Affected OS: Linux RHEW 40 64b</p>

Feature Area	ID	Known Bug Description
batch	sys00323974	<p>Some Batch setups created in previous versions of the software may take a long time to open.</p> <p>Affected software: Flame</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	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	sys00328769	<p>If the LUT file referenced by a LUT node cannot be found during setup load, all nodes become unlinked.</p> <p>Workaround: Place LUT in path expected by LUT node defined in setup.</p> <p>Affected software: Flame</p> <p>Affected platforms: HPZ800</p> <p>Affected OS: Linux RHEW 53 64b</p>
batch	sys00327579	<p>Enabling Status Webpage in the Batch Setup menu does not properly create log files in the /usr/discreet/html folder.</p> <p>Affected software: Flame</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>

Feature Area	ID	Known Bug Description
batch	sys00321839	<p>When using the Distort node, if you track points with Adjust Tangents or with No Adjust, the tangents do not adjust.</p> <p>Affected software: Flame  Affected platforms: HPZ800  Affected OS: Linux RHEW 53 64b</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>
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>
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	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>

Feature Area	ID	Known Bug Description
batch	sys00321177	<p>You may notice differences in processed results of clips after changing projects from the Preferences menu that have different Aspect Ratios.</p> <p>Workaround: Verify the setup_name.action file in a text editor to see if the FrameAspectRatio value matches the actual project Aspect Ratio value.</p> <p>Affected software: Flame  Affected platforms: HP9400  Affected OS: Linux RHEW 40 64b</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>
batch	sys00219644	<p>The Motionkey Spark does not work in a 10 or 12 bit project.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch paint	sys00237509	<p>When scrubbing the timebar, the interface may shift or disappear (when one of the Paint layers is an Optic or RGB Blur node).</p> <p>Workaround: Save the setup and restart the application, then reload the setup.</p> <p>Affected software: Flame, Flint, Inferno</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	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>

Feature Area	ID	Known Bug Description
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>
broadcast monitor	sys00315745	<p>In a PAL project, when Use Ratio is enabled in the Broadcast Monitor section of the Preferences menu, the incorrect field image is displayed in the broadcast monitor.</p> <p>Affected software: Backdraft Conform, Smoke</p> <p>Affected platforms: HP8600, HP9400</p> <p>Affected OS: Linux RHEW 40 64b</p>
channel editor	sys00323865	<p>The Expression "truerand" does not get applied prior to frame 1.</p> <p>Affected software: Flame</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>
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	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
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	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>
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: HP8600</p> <p>Affected OS: Linux RHEW 40 64b</p>
colour warper	sys00089793	<p>On Linux systems only, when you enable Crop, in either Colour Warper or Colour Corrector, with the Navigator enabled, the Back view is displayed instead of the Result.</p> <p>Affected software: Smoke</p> <p>Affected OS: Linux</p>
desktop	sys00246144	<p>Changing the rate of a clip does not always preserve the right timecode.</p>
desktop	sys00316830	<p>Using ALT+D to delete a clip can result in two clips being deleted. This happens when using ALT+D on stacked clips on the EditDesk.</p> <p>Workaround: Select the clip to delete and press SHIFT+D. This deletes only the selected clip.</p> <p>Affected software: Smoke</p> <p>Affected platforms: HP8400, HPZ800</p> <p>Affected OS: Linux</p>



Feature Area	ID	Known Bug Description
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	sys00003977	<p>Stabilizer setups created in Combustion do not load properly in DVE or Action.</p> <p>Workaround: First load the setup in Stabilizer, then save it. Next, load the setup in DVE or Action.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
dve	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	sys00238947	<p>The default DVE indirect keyer should be the Luminance Keyer rather than the Master Keyer.</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	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>
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	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	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
editing	sys00207443	<p>All cuts on a gap disappear when removing a single match cut.</p> <p>Affected software: Backdraft Conform, 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>
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 to view, on the broadcast monitor, the clip being captured.</p> <p>Affected software: Smoke  Affected platforms: HP8600  Affected OS: Linux RHEW 40 64b</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</p> <p>Affected platforms: HP9400</p> <p>Affected OS: Linux RHEW 40 64b</p>
force render	sys00318444	<p>In the Clip Library menu, using the Rendering Tools to render clips with soft effects but without enough storage results in frames not being written to the storage.</p> <p>Affected software: Smoke</p> <p>Affected platforms: HP8400, HP8600, HP9400, HPZ800</p> <p>Affected OS: Linux RHEW 40 64b</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	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	sys00048493	<p>When animating a mask in the Keyer with Shape Animation enabled, the vertex animation is lost if you click on, or edit the value of, the Lasso Fit field.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
general	sys00204878	<p>14:9 guides do not match EBU standards.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
graphics	sys00318606	<p>There is tearing in the broadcast monitor in screengrab mode.</p> <p>Workaround: restart the application.</p>
import / export image	sys00317959	<p>In the Import Images menu, CD-ROMs do not mount properly when using the CD-ROM Detect button. They show as sessions_1-1.iso.</p> <p>Workaround: Wither use the "usermount" command, or mount the CD manually using mount /mnt/cdrom.</p> <p>Affected software: Smoke</p> <p>Affected platforms: HP9400</p>
import / export image	sys00290494	<p>Background Import fails because it is not parsing DPX headers correctly. This happens if there is a whitespace in the string passed to the -n argument of ffi_server2client.</p> <p>Workaround: Use quotes for arguments that might include spaces.</p> <p>Affected software: Flame, Flint, Inferno</p> <p>Affected OS: Linux RHEW 40 64b</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	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 omf	sys00131239	<p>When loading an OMF file, segments using the Audio EQ effect do not get transferred when loaded into Smoke/Backdraft Conform. The audio clip should load even if the effect is not supported.</p> <p>Workaround: In the exporting software, remove all Audio EQ effects and create a new OMF file.</p> <p>Affected software: Backdraft Conform, Smoke</p>
import / export omf	sys00147184	<p>Transitions in imported OMF files start at the cut, regardless of their original position.</p> <p>Affected software: Backdraft Conform, Smoke</p>
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>
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>
keyer	sys00316525	<p>Keyer display settings are reset when sending a job to Burn.</p> <p>Workaround: Exit the keyer module, and re-enter it.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p> <p>Affected platforms: HP8400, HP8600, HP9400</p> <p>Affected OS: Linux RHEW 40 64b</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>

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>
library	sys00315977	<p>When moving items in the Library, the order of moved items is reversed.</p> <p>Workaround: Create a temporary node at the end of the list. Select desired items and move to the second last position, then delete the temporary node at end of the list.</p> <p>Affected software: Inferno, Smoke</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>
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>

Feature Area	ID	Known Bug Description
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>
media management	sys00325723	<p>The edl_adsk_tapename.py script modifies only sources, not the actual tape name.</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>
network	sys00332394	<p>The TCP and SDP interface cannot be used simultaneously with serverd.</p> <p>Workaround: Configure libsdp.conf to use TCP for all addresses. This will enable IPoB instead of SDP. If the machine does not need to see TCP machines, then comment out the TCP interface.</p>
optics	sys00166660	<p>Optics: Rendering is chopping part of the result.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
other	sys00321733	<p>The application does not record more than 29 log files in /usr/discreet/log.</p> <p>Affected software: Smoke</p>
other	sys00325907	<p>The samples configuration files in the /usr/discreet/&lt;application_folder&gt;/cfg/linux-x86_64/sample/ directory still mention DVS as a video card.</p> <p>Affected software: Smoke</p> <p>Affected platforms: HP8600</p> <p>Affected OS: Linux RHEW 40 64b</p>



Feature Area	ID	Known Bug Description
paint	sys00321034	<p>Using the Jitter brush attribute on a large image may causes tearing in the processed result.</p> <p>Affected software: Flame, Smoke  Affected platforms: HP8400, HP8600, HPZ800, Mac Pro 2009  Affected OS: Linux RHEW 40 64b, Linux RHEW 53 64b, Mac OS X 10.6</p>
paint	sys00300822	<p>Paint: When exiting Paint, the positionner returns to frame 1 when it should be on the last painted frame.</p> <p>Affected software: 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	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	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>

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	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>
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	sys00321523	<p>When switching between the Player and working in the Paint module, the timecode or frame number may not sync properly.</p> <p>Affected software: Smoke</p> <p>Affected platforms: HP8400</p> <p>Affected OS: Linux RHEW 40 64b</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	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>
player	sys00321002	<p>In a multi-format project, results in Player are too fast if the clips do not the match current preview timing.</p> <p>Workaround: Change preview timing according to the clip you need to play back.</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>

Feature Area	ID	Known Bug Description
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>
project management	sys00326286	<p>When switching to a project with a different timing, the application detects incorrectly some incoming sync timings.</p> <p>Workaround: Exit the application and change project at the start-up screen.</p> <p>Affected software: Smoke Affected platforms: HPZ800 Affected OS: Centos 5.3 64b</p>
project management	sys00317538	<p>On the application start-up screen, clicking the Framestore box closes the Volume currently opened.</p> <p>Workaround: After closing the Framestore box, click Open to load the Volume and its projects list.</p> <p>Affected software: Flame Affected OS: Linux RHEW 40 64b</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	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>
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	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>
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
system configuration	sys00319000	<p>The NVIDIA driver in version 2010 Extension 1 is not compatible with 2009 Extension 1 SP4 software.</p> <p>Affected software: Smoke  Affected platforms: HP8600  Affected OS: Linux RHEW 40 64b</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  Affected software: Smoke</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>
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.  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.  Affected software: Backdraft Conform, Flame, Flint, Inferno, 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>
text	sys00164921	<p>The Input Method does not work in the quick menu.</p> <p>Workaround: Use the Soft Text editor.  Affected software: 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</p> <p>Affected OS: Linux</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	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>
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.</p> <p>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>

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	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>
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	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	sys00332955	<p>When capturing EDL events, the broadcast monitor does not display the captured media.</p> <p>Workaround: Connect the broadcast monitor directly to the VTR.</p> <p>Affected software: Smoke</p> <p>Affected platforms: HP8600</p> <p>Affected OS: Linux RHEW 40 64b</p>
vtr input	sys00008971	<p>A framecode mode change on a given source tape is not properly managed during EDL capture.</p> <p>Workaround: Manually restart the second framecode mode batch capture.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>



Feature Area	ID	Known Bug Description
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 output	sys00324503	<p>If Playback is enabled while the Engineering settings are being edited, the application crashes.</p> <p>Workaround: Disable Playback before editing the Engineering settings.</p> <p>Affected software: Backdraft Conform, Flame</p> <p>Affected OS: Linux RHEW 40 64b</p>
vtr output	sys00320478	<p>Colors are clamped when outputting through the NVIDIA SDI card using YCbCr with Headroom.</p> <p>Affected software: Smoke</p> <p>Affected platforms: HP8600</p> <p>Affected OS: Linux RHEW 40 64b</p>
Welcome Screen	sys00333122	<p>When the Welcome Screen opens at application startup, the application does not actually start in the background (it just says Hotkeys Initialising) until you close the Welcome Screen.</p> <p>Workaround: Close the Welcome Screen.</p>
wipe editor	sys00211052	<p>Wipe: the animation channel loses interactivity.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
Wiretap	sys00302733	<p>It is not possible to use a cut that references media that comes from a Wiretap Server and was archived, deleted and restored. The unique identifier of the restored media is not the same as the one contained in the Lustre cut files.</p> <p>Affected software: Lustre, Wiretap</p>

Feature Area	ID	Known Bug Description
Wiretap	sys00329002	<p>When importing a timeline from Wiretap server made of R3D files, Lustre cannot modify R3D settings if the media is imported on StoneFS. Workaround: use Standard FS.</p> <p>Affected software: Lustre, Wiretap</p>
wiretap	sys00313573	<p>WiretapCentral fails to load a standard FS volume if a stonefs directory exists in the /usr/discreet/clip directory. The error occurs when you switch to standard FS storage on a system that used to have StoneFS storage.</p> <p>Workaround: Move (rename) or delete the stonefs directory in /usr/discreet/clip after migrating to standard FS, and then restart Wiretap server.</p> <p>Affected software: Flame, Flint, Inferno</p>