

Autodesk®
Visual Effects and Finishing
2011 Extension 1 Edition

Fixed and Known Bugs

Autodesk® Visual Effects and Finishing 2011

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Introduction

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About This Document

This document lists the fixed and known bugs for Autodesk® Inferno® 2011 Extension 1, Autodesk Flame® 2011 Extension 1, Autodesk Flare™ 2011 Extension 1, Autodesk Flint® 2011 Extension 1, Autodesk Smoke® 2011 Extension 1, Autodesk Backdraft Conform® 2011 Extension 1, and Autodesk Burn® 2011 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 <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 Extension 1 SP4

Feature Area	ID	Fixed Bug Description
system configuration	sys00344918	You cannot setup redundant license servers using the application license wizard. The license files for the workstation and the three redundant license servers must be created manually. See the Installation and Configuration Guide.

Known Bugs for version 2011 Extension 1 SP4

Feature Area	ID	Known Bug Description
aaf	sys00354228	AAF: missing media file name in AAF generated in Baselight.
action	sys00354104	<p>FBX truncates axis values when saved or copied, Workaround:</p> <p>In maya:</p> <ol style="list-style-type: none"> 1- Select the polygon (head). 2- Create a group of the polygon by going to the edit menu and click on group. 3- Open the graph editor in Window-> Animation Editors-> Graph Editor. 4- Select the Translate y channel of the transform attributes of the head. 5- Position yourself in the timeslider at frame 1 and then cut the channel and then select the newly created group -> set a keyframe "s". 6- Select the Translate y channel of the group and do a paste (edit->paste). 7- Export your setup. <p>Affected software: Flame</p>
action	sys00348097	<p>ACTION: DVE Setups get cropped when saved & loaded again.</p> <p>Affected software: Flame, Smoke Affected platforms: HPZ800 Affected OS: Linux RHEW 53 64b</p>
archive	sys00355180	<p>It is not clear a setup archive is correctly restored or not.</p> <p>Workaround: After restore, compare the content of tar setup archive file to project setup structure.</p> <p>Affected software: Flame</p>
backburner manager	sys00354272	<p>Deleting a burn job from the background task menu doesn't work. Workaround: Use backburner web monitor.</p> <p>Affected software: Flame, Flame Premium, Flint, Smoke</p>

Feature Area	ID	Known Bug Description
batch	sys00354604	<p>Hotkeys in Batch do not work with some nodes.</p> <p>Affected software: Flame, flare Affected platforms: HP8400 4CPU Affected OS: Linux</p>
batch	sys00352114	<p>Some older complex Batch setups can impair performance and interaction.</p> <p>Workaround: Simplify complexity of the setup by splitting in smaller cumulative sections.</p>
batch	sys00353432	<p>Batch: change output node setting from library to reel will crash if rendered.</p> <p>Affected software: Flame Affected platforms: HP8400 Affected OS: Linux RHEW 40 64b</p>
Clip Management	sys00345909	<p>Library Reformat tools: The timeline's length is wrong after reformatting the frame rate.</p> <p>Affected software: Flame</p>
desktop	sys00353683	<p>Renaming a clip when saving it doesn't update the clip name on the desktop.</p> <p>Affected software: Flame Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b</p>
Gateway	sys00353728	<p>QT/ProRes: 720P Wiretap Gateway import shows clip wrong TC.</p>
Gateway	sys00352078	<p>AAF: Conform can produce wrong rebuild of timewarp values.</p> <p>Affected software: Smoke</p>

Feature Area	ID	Known Bug Description
Gateway	sys00352108	<p>WTG: Search option UMID doesn't work for AAF/XML drag & drop import.</p> <p>Workaround: Relink after AAF import.</p> <p>Affected software: Smoke</p>
import / export image	sys00353050	<p>Cannot read P2 variable speed clips.</p> <p>Affected software: Smoke</p>
import / export image	sys00354428	<p>Some QuickTime MPEG4 export settings are not respected.</p> <p>Affected software: Flame</p> <p>Affected platforms: HP8600</p> <p>Affected OS: Linux RHEW 40 64b</p>
lut	sys00353981	<p>BFX/LUT: No error message when loading a BFX with a missing LUT.</p>
modular keyer	sys00352472	<p>Blur Node and GMask inside Modular Keyer in 10/12bit may crash.</p> <p>Affected software: Flame, Flame Premium</p> <p>Affected platforms: HP8400, HPZ800</p> <p>Affected OS: Linux RHEW 40 64b, Linux RHEW 53 64b</p>
player	sys00353264	<p>Player on Smoke on Mac OS X is dropping approx 2 frame per minute in the graphics monitor.</p> <p>Workaround: Disable allow drop frame in Player preferences, but you'll be out sync with audio when playing back longer clips.</p> <p>Affected software: Smoke</p>
player	sys00351586	<p>Unrendered soft fx that play realtime in 2010 extension 1 are dropping frames from disk in 2011 extension 1.</p> <p>Affected software: Smoke</p> <p>Affected platforms: HP8600, HP9400</p> <p>Affected OS: Linux RHEW 40 64b</p>

Feature Area	ID	Known Bug Description
player	sys00352007	<p>Graphics drops occur in the Player when switching between progressive and interlaced stereo clips. Workaround: Turning off the broadcast preview seems to make the problem disappear but problem can return. Reboot the system if problem returns.</p> <p>Affected software: Flame, Flame Premium Affected platforms: HP8400 4CPU, HPZ800 Affected OS: Linux RHEW 40 64b, Linux RHEW 53 64b</p>
player	sys00354149	<p>Smoke on Mac crashes when navigating with the MC Color Euphonix panels.</p> <p>Affected software: Smoke Affected platforms: Mac Pro 2009 Affected OS: Mac OS X 10.6.4</p>
realtime deliverables	sys00352038	<p>UI viewer malfunction with RTD and no record viewer. The image shows in the bottom left corner.</p>
regrain	sys00349558	<p>Regrain does not support 16bit float properly.</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>
sparks	sys00354083	<p>Sapphire Sparks 5 crash on Red Hat 5 with NVIDIA driver 260.19.29.</p>
text	sys00353620	<p>Text/Font : Text module font path is set to / instead of /usr/discreet/font after archive restore. Workaround: Click on Home or before clicking on Discreet font, hit Reset button.</p>

Feature Area	ID	Known Bug Description
unlink / relink	sys00353445	XML Legacy Import: Clip name option is not working as expected. Workaround: Use Wiretap Gateway to import the XML Affected software: Smoke
vtr input	sys00351993	OS freezes when doing "Input Clip" selecting 2x-STEREO and only one channel is connected. Affected software: Smoke Affected OS: Centos 5.3 64b
vtr input	sys00354043	Smoke/Flame Input VTR should automatically enable AJA Frame Store 1 buffer. Workaround: From a shell: 1. Open VCP (type vcp and then hit the Enter key) 2. Right click on Frame Store 1 buffer 3. Select Buffer Disable and set it to Off In a few cases, you need to create a new user too for the workaround to work. Otherwise, as soon as you click Process to capture the clip, the buffer become disable again.

Fixed Bugs for version 2011 Extension 1 SP3

Feature Area	ID	Fixed Bug Description
action	sys00340453	Action setups prior to 2011 with unused source node are not optimized.
action	sys00347727	Cannot copy DVE objects. Affected software: Flame Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b
batch	sys00346271	In BatchFX, save a Color Corrector node setup creates a thumbnail/proxy that is grey. Affected software: Flame Affected platforms: HP9400 Affected OS: Linux
broadcast monitor	sys00348205	1080@25p missing from broadcast output. Affected software: Flame
Import	sys00348257	Cannot import RED (codec2.x) files from XML/EDL. Affected software: WiretapCentral
import / export image	sys00346679	Can't export a QT clip if TAPE name is missing.
import / export image	sys00343773	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. Affected software: Smoke

Feature Area	ID	Fixed Bug Description
player	sys00344941	When playing back two streams of 59i, start/stop will lead to disk drops.
vtr i/o engineering	sys00347925	AJA may not Genlock at project start, which may lead to bad VTR output.

Known Bugs for version 2011 Extension 1 SP3

Feature Area	ID	Known Bug Description
aaf	sys00344702	<p>In 2011.1 the ability to conform multiple frame rate timelines has been enabled through AAF and XML.</p> <p>There are still couple of issues with this workflow, one of them being the fact that segments for which the source does not have the same frame rate as the timeline might not display the correct first frame.</p>
action	sys00344853	Drawing a 3D path is slow, non-responsive.
action	sys00350222	Can't select same clip for F+M when using load new media from library in Action.
action	sys00349778	Uid changes to root when saving your setup after an FBX import.
action	sys00350979	If you copy a branch in an Action schematic that contains multiple objects (eg. 3d text, extruded gmask, 3ds model, image) feeding the same substance texture, the application crashes.
action	sys00350995	Error when editing bevel curve on imported gmask geometry

Feature Area	ID	Known Bug Description
action	sys00344816	Slow moving nodes in action schematic.
action	sys00351088	Action/Batch Crash when switching from front to context view.
action	sys00347287	<p>When you go into Action, the layer section does not have the option for rendering "As Input", "Interlaced" or "Progressive".</p> <p>Workaround: Use an soft-effect axis. There is no workaround in "Desktop" Action.</p> <p>Affected software: Flame, Flame Premium, Inferno, Smoke</p>
action	sys00347291	<p>If you use a shadow on an soft-effect axis (like a logo), and you change the layer to bicubic/bilinear, the shadow will dissappear. If you set an offset, you will notice that the shadow offset will move like the foreground, so you know the shadow is applied, but it is hidden.</p> <p>Workaround: Use Action from the Desktop.</p> <p>Affected software: Smoke</p>
action	sys00350725	Action/Stereo Object: Error if Reset channel with AutoScale active.
archive	sys00350539	Archive audio Timeline from store local copy MIO imports WAV.

Feature Area	ID	Known Bug Description
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>
archive	sys00349613	<p>VTR archive: Cannot exit library if archive is not closed.</p> <p>Workaround: Close the archive using the Close button before exiting the library.</p> <p>Affected software: Flame, Flint, Inferno</p>
archive	sys00348767	<p>When adding the training content, project name should be incremented if the name already exists.</p>
batch	sys00346121	<p>When you have a surface particle generator (REGEN ALL on) that also has a displacement map, any modifications to displacement map parameters are not updated in result view unless you are on frame 1.</p> <p>For the view to update, you need to go back to frame 1, and make a displacement map change (X,Y,Z or softness).</p> <p>Desktop Action is ok.</p> <p>Workaround: If you change the surface from flat to bicubic, it appears update correctly.</p> <p>Affected software: Flame Premium Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b</p>
bfx	sys00349004	<p>When loading a specific BatchFX crashes the application.</p> <p>Affected software: Smoke</p>
broadcast monitor	sys00345796	<p>Stereo Dual output + headroom does not work.</p>

Feature Area	ID	Known Bug Description
Clip Management	sys00345909	<p>Library Reformat tools: The timeline's length is wrong after reformatting the frame rate.</p> <p>Affected software: Flame</p>
cmdline	sys00348590	<p>Unable to execute plugins using the startSystemCentral tool.</p> <p>Affected software: SystemCentral Affected platforms: HP8400, HPZ800 Affected OS: Linux RHEW 40 64b, Linux RHEW 53 64b</p>
configuration	sys00351243	<p>There is no way to uninstall Wiretap Gateway for a standalone Mac OS X installation.</p> <p>Affected software: WiretapGateway Affected platforms: mac Affected OS: Mac OS X 10.6.3</p>
desktop	sys00350207	<p>When copying clip on desktop and save and reload the reel, the original clip disappears.</p> <p>Affected software: Flame Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b</p>
editing	sys00351136	<p>Audio disappearing when editing frames onto clips with audio.</p> <p>Affected software: Flame</p>
edl	sys00347515	<p>Flame uses "From Clip Name" in EDL to assign source clip names to EDL captured clips.</p> <p>For a stereo capture, flame uses this name for the left eye, and then ALL the right eye clips get whatever is set in the INPUT CLIP clipname field + _Right (+ increment).</p> <p>This makes it hard for workflows where left and right eye are matched out and need to be exported with meaningful names.</p> <p>Affected software: Flame Affected platforms: HPZ800 Affected OS: Linux RHEW 53 64b</p>
Export	sys00348440	<p>WTC: H264 exported clips have audio truncated at the end. Workaround: Add few frames of audio silence at the end of the clip before export.</p> <p>Affected software: WiretapCentral</p>

Feature Area	ID	Known Bug Description
garbage mask	sys00346871	<p>In GMask, losing vertex stabilizer data. Workaround: Save the vertex stabilizer setup separately.</p> <p>Affected software: Flame</p>
Gateway	sys00348468	<p>If you have ProRes files, whose filenames have accents on the letters, ie. à , the gateway does not display the file names properly, and if you have many files with this naming format, in some cases, the library cannot even be loaded. Workaround: Rename the files without accents and if need be created multiple smaller directories instead of one big one</p> <p>Affected software: Smoke Affected platforms: Mac Pro 2009 Affected OS: Mac OS X 10.6</p>
Gateway	sys00349419	<p>Cannot import QTs with variable frame rates.</p>
Gateway	sys00347284	<p>If the Mac OS X firewall is on, the local Wiretap Gateway is invisible/not accessible. Workaround: Disable the firewall.</p> <p>Affected software: Smoke Affected platforms: mac Affected OS: Mac OS X 10.6</p>
Gateway	sys00348960	<p>Due to the Gateway & XSAN fighting over ports, you cannot playback, or import Prores files from a remote server, direct attached storage, or the system drive itself. Workaround: Set the slaves to 0 in the /usr/discreet/wiretapgateway/cfg/wiretapgateway.cfg & restart the Gateway.</p> <p>Affected software: Smoke Affected platforms: Mac Pro 2008 Affected OS: Mac OS X 10.6</p>
import / export image	sys00347532	<p>Import specific 10b movie with 1d lut results in a corruption.</p>
import / export image	sys00347917	<p>Export QT in HD will have incorrect gamma.</p> <p>Affected software: Smoke</p>

Feature Area	ID	Known Bug Description
import / export image	sys00351292	<p>You have to select a clip first to be able to import a lut. This is all time you enter Import module or when you switch to another folder. Or, after importing the lut, you have to re-select your clip again.</p> <p>Affected software: Flame, Flint, Inferno</p>
import / export image	sys00344686	<p>Red SDK 3.1.2 not supported.</p>
matte edge	sys00349813	<p>If you enable NOISE in the MATTE EDGE node, toggling between STATIC and IMPULSE will toggle the button in all matte edge nodes in the scene.</p> <p>The effect does not change only the button status. You can still toggle the effect, but it might not be representative of the actual button state.</p> <p>Affected software: Flame</p>
modular keyer	sys00346191	<p>In Modular Keyer, Gmask, with Shape Animation disabled, is lost when the setup is saved.</p> <p>Workaround: Enable Shape Animation.</p> <p>Affected software: Smoke</p>
modular keyer	sys00346488	<p>Crop area in Modular Keyer is limited to background clip surface. When you have bigger resolution clip in the foreground, you cannot crop the clip.</p> <p>Affected software: Flame</p>
other	sys00348572	<p>Right-click the * to rename the layer doesn't work with mouse.</p> <p>Affected software: Smoke</p>
paint	sys00350672	<p>Application crashes if you drag out a bounding box while in Settings.</p>

Feature Area	ID	Known Bug Description
player	sys00347404	If you put a clip with negative speed, coming from the EditDesk into the Record Area, and then switch to the Record Timeline, Smoke crashes. Affected software: Smoke
player	sys00344792	The Spacebar hot key used to start and stop playback with the FCP hotkeys in Smoke on Mac does not work on timelines with Audio Clips only. Workaround: Use the " L" hot key.
project management	sys00348907	Creating a 3K or 4K project asks to confirm NTSC video timing. Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke
publish	sys00339820	Publish Flatten Stereo clip is missing second EDL.
publish	sys00348080	The fact that the container frames are now written in the Flatten directory instead of the Commit directory (since 2011) broke the Smoke/Lustre Live update workflow.
realtime deliverables	sys00350945	RTD Start TC does not update when change start TC.
regrain	sys00349558	Regrain: does not support 16bit float properly.

Feature Area	ID	Known Bug Description
resize / soft resize	sys00348093	Different results using resize module with soft clip option.
software configuration	sys00349884	<p>Wiretap Gateway seats for multiple products combined on the same license server rely on the customer installing multiple increments for the same expiry date.</p> <p>Affected software: WiretapGateway</p>
software configuration	sys00344627	<p>DKU: libsdp.conf file is not updated correctly on Infiniband conf with DKU 5.5.0.</p> <p>When upgrading the nodes with DKU 5.5.0, there's a problem that is linked with the libsdp.conf file in /etc/ and the sw_framestore_map file in /usr/discreet/sw/cfg/.</p> <p>If a Burn job is sent to the node, it will try to connect to the Infiniband (sdp) and should try through the tcp if it didn't work. With DKU 5.5.0, if the job fails on sdp, it will not retry through tcp.</p> <p>Workaround: If changing between QDR and DDR, follow the procedure below to avoid re-installing the DKU.</p> <p>Edit both /etc/libsdp.conf and /usr/local/etc/libsdp.conf.</p> <p>If using QDR, make sure you have these lines: use both server * *.* use both client * *.*</p> <p>If using DDR, make sure you have these lines: use tcp server * *.* use tcp client * *.*</p>
stonifise	sys00348482	Store Local Copy fails with soft-imported and time-warped clips.

Feature Area	ID	Known Bug Description
system configuration	sys00351261	<p>When losing an interface that is hardcoded in sw_framestore_map, stone+wire will not failover to the next one. Workaround: put a # sign next to the interface in the sw_framestore_map file.</p> <p>Affected software: Flame, Flame Premium, Flint, Inferno, Smoke Affected OS: Linux</p>
system configuration	sys00346325	<p>XR_config.pl script does not update the following performance options:</p> <p>Advanced Settings -> Performance Options -> Synchronize Cache Writes to Disk -> Disabled Advanced Settings -> Performance Options -> Overload Management -> Disabled</p> <p>This causes a pronounced performance hit, with video device drops when trying to capture HD material and higher quality(2k, etc)</p> <p>Workaround: Manually disable the settings.</p>
system configuration	sys00348298	<p>When starting, the process "platforminfo" will turn into a zombie process until the application is closed.</p> <p>Affected software: Flame, Flame Premium, Flint, Inferno, Lustre, Smoke</p>

Feature Area	ID	Known Bug Description
system configuration	sys00347628	<p>NVIDIA driver conflicts with Myrinet 10G Ethernet card</p> <p>Using Sparks genarts Sapharie 5.12 on Z800 with 2011.1 and Nvidia driver 190.162 with a myricom 10 GB card.</p> <p>Error : Oct 14 14:36:40 : GPU accelerated Oct 14 14:36:44 : Error: GPU render failed for Blurs.Blur. Falling back to CPU. Oct 14 14:37:27 : Error: "/var/tmp/kdecache-flame2011_1" is owned by uid 1520 instead of uid 0.</p> <p>From system log</p> <p>Oct 19 14:34:39 localhost kernel: NVRM: loading NVIDIA UNIX x86_64 Kernel Module 190.62 Fri Apr 23 15:25:05 PDT 2010 Oct 19 14:34:39 localhost kernel: NVRM: PAT configuration unsupported, falling back to MTRRs.</p> <p>Workaround: The fix is to change the PAT index of the ethernet driver by adding this line to /etc/modprobe.conf and rebooting:</p> <pre>options myri10ge myri10ge_pat_idx=1</pre>
text	sys00350669	<p>When using large ROLL layers, soft-text eventually becomes corrupted where keyframes are not rendered correctly.</p> <p>When certain soft-text clips are rendered, all new soft-text clips do not render correctly until the application is restarted.</p> <p>Affected software: Smoke Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b</p>
unlink / relink	sys00346485	<p>XML Relink: Audio segments linked to wrong sources.</p> <p>Affected software: Smoke</p>
utilities	sys00350846	<p>If you follow the steps in the documentation to use CD-ROM detect it does not work.</p> <p>Workaround: Manually mount the cdrom via commandline and then browse to /mnt/cdrom manually</p> <p>Affected software: Flame Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b</p>

Feature Area	ID	Known Bug Description
vtr i/o engineering	sys00329593	Retry on drop input inaccurate.
vtr input	sys00347509	<p>If you are performing a stereo capture, the 2x STEREO setting switches back to STANDARD if you enter the EDL module to check the events.</p> <p>Affected software: Flame Affected platforms: HPZ800 Affected OS: Linux RHEW 53 64b</p>
vtr input	sys00347512	<p>If you are using an EDL and capturing in stereo, you cannot capture 2 events that are close together. The application captures both edits in one pass as expected, but when it tries to create the 2 individual clips, it fails.</p> <p>Affected software: Flame Affected platforms: HPZ800 Affected OS: Linux RHEW 53 64b</p>
Welccome Screen	sys00345205	Splash screen not fit to screen when resolution is set to 2560 x 1440.
xml	sys00345657	<p>Each time you import the same RED based XML file with the "consolidate on import" option active to the library, you get different results; the application loads a different number of Sources.</p> <p>Affected software: Flame, Smoke Affected platforms: HP8600, HPZ800, Mac Pro 2009 Affected OS: Linux RHEW 40 64b, Linux RHEW 53 64b, Mac OS X 10.6</p>

Fixed Bugs for Smoke Mac 2011 Subscription Advantage Pack SP1

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 Smoke Mac 2011 Subscription Advantage Pack SP1

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>

Fixed Bugs for Smoke Mac 2011 Subscription Advantage Pack SP1

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 Smoke Mac 2011 Subscription Advantage Pack SP1

Feature Area	ID	Known Bug Description
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>

Fixed Bugs for version 2011 Extension 1

Feature Area	ID	Fixed Bug Description
action	sys00340453	Action setups prior to 2011 with unused source node are not optimized.
action	sys00333270	PSD layers are corrupted if imported with Resize/Fill enabled. Affected software: Smoke Affected platforms: HP8400, HP9400 Affected OS: Linux
action	sys00328881	Using Blend menu from multi Images tab crashes the application.
action	sys00316125	The interactivity of an Action schematic that contains maps is slowed down.
action	sys00337204	Images brought into Action as a plain texture do not match the center of imported geometries. Affected software: Smoke
action	sys00331000	Cannot render using Wireframe.
action	sys00331065	When channels are set to proportionnal, resetting any individual channels does not reset XYZ.

Feature Area	ID	Fixed Bug Description
action	sys00341707	<p>Setting AA or MB for a DVE object without changing any other values affects rendering time.</p> <p>Affected software: Flame</p>
backburner server	sys00329542	<p>Burn nodes hang intermittently when rendering jobs and the processes need to be killed manually. Once the process is killed, the node functions properly again.</p> <p>Affected software: Burn Affected platforms: HPDL160G5 Affected OS: Linux RHEW 40 64b</p>
batch	sys00334823	<p>In Action, using mixed resolution media for front and matte causes corruptions.</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>
desktop	sys00339173	<p>All copies of a duplicated clip are now be properly loaded to the desktop.</p>
editdesk	sys00331674	<p>Automatic resize of timelines performs correctly at all aspect ratio.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
editing	sys00334273	<p>Drag and drop of a cue mark on the timeline crashes the application.</p>
garbage mask	sys00284704	<p>Speckles with wide softness gradients are displayed and rendered with artefacts.</p>

Feature Area	ID	Fixed Bug Description
Gateway	sys00337332	<p>DPX of any frame rate and imported using the Gateway are read with proper timecodes.</p> <p>Affected software: Smoke Affected platforms: HP8600 Affected OS: Linux</p>
import / export movie	sys00337910	<p>Quality of QuickTime files encoded using the mpge4 codec has been improved.</p> <p>Affected software: Flame</p>
import / export movie	sys00336729	<p>All MXF files encoded using Avid Media Composer are now read with proper timecode, and relink properly to metadata.</p> <p>Affected software: Smoke</p>
import / export movie	sys00337231	<p>Exported QuickTime files now contain proper tape name in their header.</p> <p>Affected software: Smoke</p>
import / export movie	sys00342495	<p>QuickTime files generated by the application are imported into After Effects properly.</p> <p>Affected software: Flint</p>
lut	sys00311144	<p>When loading any 3D LUT, areas of the image which should be pure black are displayed as green.</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>
modular keyer	sys00333149	<p>Masks contained in the Modular Keyer are not scaled properly when switching between full and proxy resolution.</p>

Feature Area	ID	Fixed Bug Description
other	sys00321733	<p>The application does not record more than 29 log files in /usr/discreet/log.</p> <p>Affected software: Smoke</p>
publish	sys00339165	<p>Material soft Imported using the Gateway can be published using Complex Publish with links without problems.</p> <p>Affected software: Smoke</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	sys00335875	<p>DLConfigCheck fails on DKU 5.5.0.</p>
stonifise	sys00338807	<p>Store Local Copy and Wire are now stored on the local host by default.</p> <p>Affected software: Smoke Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b</p>
system configuration	sys00319355	<p>Replacing a Wacom Intuos pen tablet model with another (e.g. Intuos 3 with Intuos 4) causes the new tablet to have an offset.</p>
wipe editor	sys00320821	<p>Smoke crashes when rendering a wipe soft effect with a matte selected.</p> <p>Affected software: Smoke Affected platforms: HP8400 Affected OS: Linux RHEW 40 64b</p>
xml	sys00335481	<p>The presence of fade in and fade out in an XML file does not affect the length of the conformed timeline.</p> <p>Affected software: Smoke Affected platforms: mac Affected OS: Mac OS X 10.6</p>

Feature Area	ID	Fixed Bug Description
xml	sys00336494	Imported XML files relink properly to their material when using the Clip Name option. Affected software: Smoke
xml	sys00336516	Audio relinks to the XML metadata when found and flagged as being relinkable.

Known Bugs for version 2011 Extension 1

Feature Area	ID	Known Bug Description
aaf	sys00344702	<p>In 2011.1 the ability to conform multiple frame rate timelines has been enabled through AAF and XML.</p> <p>There are still couple of issues with this workflow, one of them being the fact that segments for which the source does not have the same frame rate as the timeline might not display the correct first frame.</p>
aaf	sys00181580	<p>AAF files with special characters (such as %, \$, /, #) cannot be imported.</p> <p>Workaround: Rename AAF files and avoid the special characters.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
aaf	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>
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>

Feature Area	ID	Known Bug Description
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	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	sys00325276	<p>When media with a cropped diffuse map in repeat mode is applied to a surface with a larger resolution, black lines will appear between the tiled copies of the texture.</p> <p>Workaround: Resize texture media to match the surface to which the texture is applied.</p> <p>Affected software: Flame, Flint, Inferno</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>
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>

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	sys00255394	<p>BFX/Action: Split & 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	sys00133073	<p>Action/CC: the view is not kept when re-entering CC.</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>
action	sys00342436	<p>Burn incorrectly processes text presets. Result will be different from a local process.</p> <p>Workaround: Process locally.</p> <p>Affected software: Burn</p> <p>Affected platforms: DL160</p> <p>Affected OS: Linux RHEW 53 64b</p>
action	sys00007820	<p>When accessing the Keyer through Action, the Keyer does not apply the layer slip if the layer is slipped using an expression or if it is otherwise animated.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00282569	<p>The animation viewer is not displayed.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
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	sys00336100	<p>MAC: In Action, Substance textures from Flame are not processed correctly. Processed results are different from Flame.</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>
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 Affected platforms: HP8600 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	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	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	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>
archive	sys00341364	<p>MIO Clips (clips imported using the Gateway) may be restored with a confusing state when archived in Linked mode. The Soft Imported / Hard Imported icon may be unreliable.</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>

Feature Area	ID	Known Bug Description
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>
audio	sys00155797	<p>The Player: The AudioDesk meters disappear when the mouse passes over audio tracks on the timeline.</p> <p>Workaround: Restore the meters by playing or scrolling the clip.</p> <p>Affected software: Smoke</p>
audio	sys00126548	<p>On a Lucid ADA88192, when the front panel displays the menu <System/RS-232>, 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>
audio	sys00335445	<p>When launching Smoke, changing projects, or toggling the audio input in the software preferences, you may hear audio pops. This is caused by the AJA driver, not the application.</p> <p>Affected software: Smoke</p> <p>Affected platforms: mac</p> <p>Affected OS: Mac OS X 10.6</p>
audio	sys00335527	<p>Some Audio timewarp lambda presets affect volume.</p> <p>Affected software: Smoke</p> <p>Affected platforms: HPZ800</p> <p>Affected OS: Linux RHEW 53 64b</p>

Feature Area	ID	Known Bug Description
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	sys00330351	<p>3D Text animated transparency is not applied to the render of the timeline axis soft effect.</p> <p>Affected software: Smoke Affected OS: Linux RHEW 40 64b</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>
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	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. 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. Workaround: Build a cascading Batch FX setup to do 3D tracking one level down so that negative frames become part of the clip duration.</p> <p>Affected software: Flame, Inferno</p>

Feature Area	ID	Known Bug Description
batch	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	sys00342487	<p>When a Paint node result is viewed in the Keyer module of an Action node, the Paint node result is corrupted if a garbage mask is present.</p> <p>Workaround: In the Paint node, set the cache to render the result.</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	sys00335008	<p>When rendering a Batch setup containing a duplicated Output node (shift-s) through Burn, two left eyes get created--one is rendered correctly and the other displays "pending render".</p> <p>Affected software: Burn</p>
batch	sys00318720	<p>You may get unexpected results when processing multiple Resize nodes in a Batch setup.</p> <p>Affected software: Flame</p> <p>Affected platforms: HP8400</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>

Feature Area	ID	Known Bug Description
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	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</p> <p>Affected platforms: HPZ800</p> <p>Affected OS: Linux RHEW 53 64b</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	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	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</p> <p>Affected platforms: HP9400</p> <p>Affected OS: Linux RHEW 40 64b</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	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 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	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	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>
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	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
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 Affected platforms: HP8600, HP9400 Affected OS: Linux RHEW 40 64b</p>
Browsing	sys00331854	<p>If a clip in a library (or in a Gateway directory) has a comma in its name, the Gateway displays an empty directory with the following error: "The given node ID is not valid". The httpd error_log also displays many "Unable to obtain info for node xxx on server xxx: The given node ID is not valid."</p> <p>Workaround: Rename the clip to a name without a comma.</p> <p>Affected software: WiretapCentral</p>
channel editor	sys00323865	<p>The Expression "truerand" does not get applied prior to frame 1.</p> <p>Affected software: Flame</p>
channel editor	sys00174573	<p>The hierarchy positioning of the Channel Editor is shared between certain modules instead of being independent.</p> <p>Workaround: Ctrl+click on "Frame All" in the Channel Editor.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
channel editor	sys00012034	<p>The user definitions and filter settings are not retained for soft effects.</p> <p>Workaround: Save the setup.</p> <p>Affected software: Smoke</p>
clip history	sys00018863	<p>In Batch, if Fill Cache is enabled and you Expand History for a matte clip, the node's result cache will not be correct.</p> <p>Workaround: Disable and re-enable the cache for this node.</p> <p>Affected software: Flame, Flint, Inferno</p>

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	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: HP8600</p> <p>Affected OS: Linux RHEW 40 64b</p>
desktop	sys00282403	<p>An autosave should take place when saving to library.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</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	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
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	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>
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>

Feature Area	ID	Known Bug Description
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	sys00281209	<p>EditDesk: The current Record clip always displays the end of reel at start-up.</p> <p>Affected software: Backdraft Conform, Smoke</p>
editdesk	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>
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>
editing	sys00207443	<p>All cuts on a gap disappear when removing a single match cut.</p> <p>Affected software: Backdraft Conform, Smoke</p>

Feature Area	ID	Known Bug Description
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"> 1. Change the tape name in Current EDL instead of in View Tape List. Do this for all events, one by one. 2. Change the tape name in View Tape List without using the letter B. Then change the name again, this time using B. <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
edl	sys00256795	<p>EDL: The tape name gets truncated when loading an EDL.</p> <p>Workaround: Turn off B roll detection.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
edl	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>
emulator	sys00341459	<p>The VTR emulator does not work with Stereo clips:</p> <ul style="list-style-type: none"> - In Output clip with a stereo clip, enabling emulator discards the stereo and keeps only the left eye. - In Input clip, enabling VTR emulator removes the Stereo option.
Export	sys00338397	<p>An ffmpeg process continues to run after a canceled Wiretap Central export.</p> <p>Affected software: WiretapCentral</p>
Export	sys00334838	<p>The last frame of an H.264 exported using Wiretap Central is missing.</p>

Feature Area	ID	Known Bug Description
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>
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	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
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 -> FrmSnap) to snap the keyframe back on a frame.</p> <p>Affected software: Flame, Flint, Inferno</p>
Gateway	sys00341708	<p>Cannot export H.264 clips that were created using Wiretap Central Main profile with QuickTime Pro or QuickTime 10. The export aborts with an error message: "Incorrect time value error".</p> <p>Issue does not happen with clips exported from Wiretap Central on Mac OS X.</p>
Gateway	sys00344148	<p>Creating a library named "effects" in Smoke, or a library named "editing" in Flame, prevents the desk area from working properly.</p> <p>Workaround: Avoid naming a library "effects" or "editing".</p>
Gateway	sys00343214	<p>Aborting a Scan Subdirectory in the Gateway loses the current library display.</p> <p>Workaround: To refresh the library display, click 4 times (2 double clicks) on the location where you performed the Scan Subdirectory; or switch to another library, and then switch back.</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	sys00002253	<p>When generating Wavefront RLA files for film, the gamma is incorrectly set. In the RLA image header, the gamma is unconditionally set to 2.2, which is correct for video data.</p> <p>Workaround: Use setenv WF_GAMMA <value> to set a different gamma value.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
import / export image	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 Affected OS: Linux RHEW 40 64b</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 Affected platforms: HP9400</p>
import / export movie	sys00339940	<p>Some H.264 clips offer poor performance when browsing or during playback.</p>
import / export movie	sys00342041	<p>The application reads the wrong timecode from some QT clips.</p> <p>Workaround: Manually change the timecode of the clip.</p> <p>Affected software: Smoke</p>
import / export movie	sys00057733	<p>If you export an uncompressed AVI file that exceeds 2 GB in size, the file will be corrupted.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>

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	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	sys00004344	<p>23.976 and 24 fps OMF files are not supported.</p> <p>Affected software: Flame, Flint, Inferno, 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	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 Affected platforms: HP8400, HP8600, HP9400 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	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 Affected OS: Linux</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	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	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>
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>
other	sys00325907	<p>The samples configuration files in the /usr/discreet/<application_folder>/cfg/linux-x86_64/sample/ directory still mention DVS as a video card.</p> <p>Affected software: Smoke Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b</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	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 Affected platforms: HP8400 Affected OS: Linux RHEW 40 64b</p>

Feature Area	ID	Known Bug Description
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	sys00280105	<p>Paint: shade brush does not work</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
paint	sys00343210	<p>In the Paint module, opening the Setup tab and clicking in the image window will cause the application to close unexpectedly.</p> <p>Workaround: Before painting in the image window, close the Setup tab.</p>
paint	sys00179444	<p>In Paint, when working in SD resolution, the cursor shape of the brushes and the Geometry circle is not a perfect circle.</p> <p>Workaround: Use the Graphics Geometry circle.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
paint	sys00184742	<p>This issue occurs when working in Paint on a clip containing unlinked media frames and regular media frames (for example, 2 green color frames). When you return to the desktop, the clip appears to be fine, but in the Player only the unlinked portions play.</p> <p>Workaround: Ideally, you should make sure there are no unlinked media frames before opening Paint. If you need to recover a clip that has been affected by this issue, try one of the following:</p> <ul style="list-style-type: none"> - Save the clip in a library, then export and reimport. This will replace the unlinked media with black frames, so there is no need to replace them. However, it takes time to export and import, and the space used on the framestore is doubled. - Save the clip in a library, then, from Batch, add the clip from the library, add a process node, then process it. This also doubles the space needed for the clip on the framestore. <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Known Bug Description
paint	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	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	sys00321034	<p>Using the Jitter brush attribute on a large image may causes tearing in the processed result.</p> <p>Affected software: Flame, Smoke</p> <p>Affected platforms: HP8400, HP8600, HPZ800, Mac Pro 2009</p> <p>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>
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	sys00344755	<p>When using the trim header and trim tail keyboard hotkeys (b+<> and n+<>), the cursor jumps randomly to different positions in the timeline making it difficult to use.</p> <p>Affected software: Smoke Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b</p>
player	sys00344792	<p>The Spacebar hot key used to start and stop playback with the FCP hotkeys in Smoke on Mac does not work on timelines with Audio Clips only.</p> <p>Workaround: Use the " L" hot key.</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	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	sys00343399	<p>2K (10-bit or 12-bit) playback drops frames when in a 1080_24p broadcast genlocked project.</p> <p>Workaround: Set broadcast to 1080_59i.</p> <p>Affected software: Smoke Affected OS: Mac OS X 10.6</p>

Feature Area	ID	Known Bug Description
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	sys00339248	<p>"Link" option in Publish tool does not work on clips imported from a Gateway. It creates images instead of creating links to the media.</p> <p>Workaround: Use legacy Import Image to import your clips.</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>
software configurator	sys00335379	<p>MAC: Changing the tablet margins in the Smoke preferences will reset the Mac OS X tablet monitor mapping.</p> <p>Workaround: Manually reset tablet setting to work only on the Smoke display screen.</p>
software configurator	sys00344864	<p>Harmless error messages are displayed during the Burn Linux installation process.</p> <p>-> Warning: Can't find adlmapps Warning: Can't find adlmflexnetclient Warning: Can't find adlmflexnetserver.</p> <p>Those error messages can be ignored. The installation will be properly done.</p>

Feature Area	ID	Known Bug Description
software configurator	sys00344627	<p>DKU: libsdp.conf file is not updated correctly on Infiniband conf with DKU 5.5.0.</p> <p>When upgrading the nodes with DKU 5.5.0, there's a problem that is linked with the libsdp.conf file in /etc/ and the sw_framestore_map file in /usr/discreet/sw/cfg/.</p> <p>If a Burn job is sent to the node, it will try to connect to the Infiniband (sdp) and should try through the tcp if it didn't work. With DKU 5.5.0, if the job fails on sdp, it will not retry through tcp.</p> <p>Workaround: If changing between QDR and DDR, follow the procedure below to avoid re-installing the DKU.</p> <p>Edit both /etc/libsdp.conf and /usr/local/etc/libsdp.conf.</p> <p>If using QDR, make sure you have these lines: use both server * *.* use both client * *.*</p> <p>If using DDR, make sure you have these lines: use tcp server * *.* use tcp client * *.*</p>
software configurator	sys00340844	<p>When you launch the application for the first time after a reboot, after exiting another version of the same application or another Visual Effects and Finishing application, will cause a delay at initialisation and display a grey/green screen for a period lasting up to a minute.</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 Affected OS: Linux</p>
sparks	sys00169144	<p>Tinder Fire sparks can cause the application to crash.</p> <p>Workaround: The Tinder Fire plug-in will often crash if multiple frames are rendered at film resolution. There is no workaround other than to render smaller sections and composite them together.</p> <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Known Bug Description
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	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"> 1. Gesturally adjust the tracker on the screen. 2. Use the Shift X and Shift Y values. <p>Affected software: Flame, Flint, Inferno, Smoke</p>
system configuration	sys00344918	<p>You cannot setup redundant license servers using the application license wizard. The license files for the workstation and the three redundant license servers must be created manually. See the Installation and Configuration Guide.</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	sys00223798	<p>If a text setup uses a font that gets removed from a system, unexpected problems occur, including the inability to switch to a different .afm font file.</p> <p>Workaround: Select a .font file for a font, then select an .afm font file.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
text	sys00164921	<p>The Input Method does not work in the quick menu.</p> <p>Workaround: Use the Soft Text editor.</p> <p>Affected software: Smoke</p>
text	sys00096121	<p>The Chinese Input Method window opens behind the Smoke window.</p> <p>Workaround:</p> <ol style="list-style-type: none"> 1) setenv DL_FORCE_HEIGHT N, where N is the display height minus one. For example, for a 1600x1200 display, N would be 1199. This step allows other windows to open in front of the Smoke window. 2) To eliminate the task bar, right-click the KDE task bar at the bottom of the screen and select "Configure Panel". In Layout, select the "Hiding" panel. Select "Allow other windows to cover the panel". In smoke, press Alt-F1 to raise it above other windows. <p>After completing steps 1) and 2), the Input Method window should correctly pop-up on top of the Smoke window.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
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	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	sys00334620	<p>Any character attribute or transformation modification that is not keyframed is not saved as an animation channel parameter. Each individual character does not have keyframable attributes or transformation channels until you change a parameter of the character, e.g. fill attribute or axis transformation. As a consequence, expressions controlling individual character attributes/transformations do not get saved.</p> <p>Affected software: Flame</p>

Feature Area	ID	Known Bug Description
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>
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>
unlink / relink	sys00157643	<p>Recapturing an unlinked clip manually does not bring back the expected media.</p> <p>Workaround: Use Strict mode when relinking with the Relink tool. Other workaround: In the Recapture dialog use "Relink" to get the correct media on the edited clip.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
video_io	sys00005110	<p>On Octane MXE and SE systems, connecting a Digital Betacam VTR, when the 701 (EE Delay) menu is set to the Sync Delay option, creates a field dominance problem.</p> <p>Workaround: Set the menu to Video Delay.</p> <p>Affected software: Flame, Smoke</p> <p>Affected platforms: octane MXE</p> <p>Affected OS: IRIX</p>

Feature Area	ID	Known Bug Description
vtr i/o engineering	sys00334109	<p>Recapture module does not handle correctly 720p DF, displaying the following error message: Looking for NDF on tape. Straight Input clip + varicam does not show problems.</p> <p>Workaround: Input manually clips from Input clip.</p>
vtr i/o engineering	sys00336774	<p>When capturing Stereo material or DBL speed with HDCAM SR, the post roll time after the captured out point is much longer than the one set in the Engineering menu. This can make a batch capture VTR last longer than expected. Additionally, the post roll can last sometimes the length of the clip captured.</p>
vtr input	sys00007692	<p>Input Clip: If the IN point of an event is close to a timecode break, the auto-capture process fails to cue at the preroll point even if there is enough preroll on tape. The system rewinds and fast forwards around the timecode break until the process is aborted. Manual recueing is required by the operator.</p> <p>Workaround: Manually cue up the VTR to the desired IN point.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
vtr input	sys00008971	<p>A framecode mode change on a given source tape is not properly managed during EDL capture.</p> <p>Workaround: Manually restart the second framecode mode batch capture.</p> <p>Affected software: Flame, Flint, Inferno, Smoke</p>
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>

Feature Area	ID	Known Bug Description
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	sys00174523	<p>When capturing from an HDCAM SR deck using the VITC timecode option, video and audio are off by one frame and capture may not be repeatable.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
vtr input	sys00162239	<p>When inputting or outputting Varicam clips, the timecode may not match the timecode on the tape.</p> <p>Workaround: Use import or export EDL with Varicam disabled.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>
vtr input	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 Affected platforms: HP8600 Affected OS: Linux RHEW 40 64b</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 Affected OS: Linux RHEW 40 64b</p>
wipe editor	sys00211052	<p>Wipe: the animation channel loses interactivity.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
xml	sys00343007	XML files with semi-colons in the timecodes might not conform properly. Affected software: Smoke
xml	sys00343067	Timelines containing Film Flash transitions won't conform with the proper length when brought in Smoke via XML..
xml	sys00343751	Timelines containing dissolves between clips and gaps might not always be conformed properly from XMLs. Affected software: Smoke