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Introduction

New in these Release Notes

- [Do I Need to Upgrade to SP3?](#)

Do I Need to Upgrade to SP3?

This service pack includes a number of fixed bugs.

For a list of all bugs fixed in this release, see

http://download.autodesk.com/us/systemdocs/pdf/effectsfinishing2011ext1_fixed_known_bugs.pdf

About these Release Notes

This document provides system requirements, installation instructions, and last-minute important information for the following Autodesk® applications:

- Autodesk Inferno® 2011 Extension 1 Service Pack 3
- Autodesk Flame® 2011 Extension 1 Service Pack 3
- Autodesk Flame® Premium 2011 Service Pack 3
- Autodesk Flint® 2011 Extension 1 Service Pack 3
- Autodesk Flare™ 2011 Extension 1 Service Pack 3
- Autodesk Smoke® Advanced 2011 Extension 1 Service Pack 3
- Autodesk Backdraft® Conform 2011 Extension 1 Service Pack 3
- Autodesk Burn® 2011 Extension 1 Service Pack 3

Before upgrading your application, read this document thoroughly, as it contains important notes about the current version, including the required *Discreet Kernel Utilities* (DKU) version and AJA OEM 2K firmware version for Linux workstations.

- For important notes about this version, see [Feature Limitations and Notes](#).
- For an overview of the steps required to upgrade your software to Extension 1, see [Quick Upgrade Workflow for Linux Workstations](#).
- For a quick overview of the system requirements for Linux workstations, including the DKU version and AJA OEM 2K firmware version, see [System Requirements](#).

Related Documentation

This release has documentation that helps you install, configure, and use your product. It is available from your product as a Web-based help system, and online as PDF files.

To view the Help from anywhere in the application, press **Ctrl+=**.

- www.autodesk.com/inferno-documentation
- www.autodesk.com/flame-documentation
- www.autodesk.com/flint-documentation
- www.autodesk.com/flare-documentation
- www.autodesk.com/smoke-documentation
- www.autodesk.com/backdraftconform-documentation
- www.autodesk.com/burn-documentation

The entire User Guide for each application is contained in the Help that is installed with the application. To view the Help from anywhere in the application, press Ctrl+=.

The latest release versions of the installation and configuration guide are available on the Autodesk Web site at <http://www.autodesk.com/me-documentation>.

The documents for Wiretap SDK and WiretapCentral are bundled within their applications. When you install these applications, the documentation will be installed automatically.

If you are a subscription customer, you can access the Autodesk Creative Finishing Knowledge Base by logging into the Autodesk Creative Finishing Edge portal at <https://edge.autodesk.com>. The Knowledge Base contains articles on advanced configuration and troubleshooting.

Contacting Autodesk

For support for your product, see:

- www.autodesk.com/smoke-support
- www.autodesk.com/flame-support
- www.autodesk.com/inferno-support
- www.autodesk.com/flint-support
- www.autodesk.com/flare-support
- www.autodesk.com/backdraftconform-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>.

Application Requirements and Installation for Linux Workstations

System Requirements

The following table lists the hardware platforms supported in this release. The table also lists the certified BIOS version, AJA firmware version, Linux operating system version, and Discreet Kernel Utilities (DKU) version.

NOTE These hardware requirements do not apply to Autodesk Flare or Autodesk Smoke for Mac OS X. For the list of qualified hardware platforms, minimum hardware requirements, supported operating systems and required driver versions for Autodesk Flare, consult the Autodesk Flare System Requirements Web page at www.autodesk.com/flare-systemrequirements. For information on Smoke for Mac OS X system requirements, visit www.autodesk.com/smoke-systemrequirements.

Workstation	Bios Version	AJA Firmware	Operating System	DKU
HP Z800	3.07	0x75	Red Hat® Enterprise Linux® Desktop 5.3 with Workstation Option (64-bit)	5.5.0
HP xw8600	1.35	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64-bit)	5.5.0
HP xw9400	3.05	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64-bit)	5.5.0
HP xw8400	2.26	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64-bit)	5.5.0

See the latest *Hardware Setup Guide* for your workstation for wiring diagrams, BIOS settings, and BIOS update instructions.

If you need to reinstall your workstation's Linux operating system (for example if you replaced your system drive), use the custom Autodesk 64-bit distribution of Red Hat Enterprise Linux, and not the commercial distribution. The custom Autodesk DVD is distributed with your release shipment, and installs the Linux software packages required by Autodesk software. The software does not run under the commercial distribution of Red Hat Enterprise Linux.

WARNING A fresh install of Linux erases the contents of the system disk. Before performing the upgrade, archive user settings, project settings, and any media that you want to preserve.

See the application installation and configuration guide for information on installing Linux.

Quick Upgrade Workflow for Linux Workstations

This section provides a quick overview of the application upgrade steps, for users familiar with the Autodesk Visual Effects and Finishing software installation process.

If this is the first time you are installing Autodesk Visual Effects and Finishing software, we recommend reading the latest versions of the *Autodesk Visual Effects and Finishing Installation and Configuration Guide* for detailed information on each step in the installation procedure.

To upgrade your application to the current version on Linux systems:

1. Before beginning the upgrade procedure, read the information in the *Important Notes* chapter of this document.
2. Make sure your workstation and operating system meet the minimum requirements for this version of your Autodesk Visual Effects and Finishing software.
3. Open a terminal and log in as root.
4. If you are installing from the Autodesk Visual Effects and Finishing DVD, insert and mount the DVD.

NOTE Major Releases are distributed on DVD. Extensions and service packs are available only for download, as compressed *tar* files. The download links are provided in the Release Announcement you received from Autodesk.

5. If you are not installing from a DVD, download the DKU and application *tar* files from the links provided in the release announcement. Then unpack each *tar* file by typing:

```
tar-zxvf<tar_file>
```

Each *tar* file is unpacked into a new directory.

6. Install the required version of the DKU. See [Checking and Upgrading the DKU](#).
7. If your HP workstation is equipped with an AJA OEM 2K card, verify and upgrade the AJA firmware if necessary. See [Checking and Upgrading the AJA OEM 2K Firmware](#).
8. If you need to change your system date or time, do it before installing the new release.
9. Go to the application installation directory, and start the installation script by typing:

```
./INSTALL_<APPLICATION_NAME>
```

For example:

```
./INSTALL_FLAME
```

The script starts and guides you through the installation process. See the application installation and configuration guide for details on each step.

10. Run the *copyProjects* utility to copy projects from previous versions of the application to the most recently installed version. See the “Post-Installation Tasks” chapter in the application installation and configuration guide.
11. Clear your browser cache to make sure the latest version of Autodesk WiretapCentral loads properly.
12. License your new software version. See [Licensing Your Software](#).

NOTE This step is not necessary if you are upgrading to a service pack of the same application release or to a service pack of the same extension.

NOTE: The following error messages will be displayed when running the `INSTALL_BURN` script. Those error messages are harmless and can be ignored.

```
Using /tmp/Burn_2011.1_LINUX64/dist/lustre_color.sw.base-2008-056.x86_64.rpm
```

```
Warning: Can't find adlmapps
```

```
Warning: Can't find adlmflexnetclient
```

```
Warning: Can't find adlmflexnetserver
```

```
Using /tmp/Burn_2011.1_LINUX64/dist/autodesk.thirdparty.apache_xerces-2.6.0-1120.x86_64.rpm
```

Checking and Upgrading the DKU

Perform the following tasks to verify and upgrade the DKU before installing the new version of your software.

The DKU is available on the application DVD, or as a download from the Autodesk website. The download link is provided in the Release Announcement you received from Autodesk.

To upgrade the DKU:

1. Check the currently installed DKU version. As root, open a terminal and type:
head -n1 /etc/DKUversion
If the DKU version output by the command does not match the version required for the current release, perform the remaining steps in this procedure.
2. Download the latest DKU tar file from the download link provided in the release announcement.
3. Go to the directory where the tar file was downloaded, and unpack it by typing:
tar -zxvf DKU_<version_number>.tar.gz
The DKU tar file is unpacked into a new directory.
4. Go to the newly-created DKU installation directory, and launch the DKU installation script:
./INSTALL_DKU
5. When the DKU installation completes, reboot the system. Type:
reboot

Checking and Upgrading the AJA OEM 2K Firmware

If your HP workstation is equipped with an AJA OEM 2K card, perform the following tasks to check and upgrade the firmware of the card.

To verify and upgrade the AJA OEM-2K firmware:

1. Open a terminal, log in as root, and type:
cat /proc/driver/aja
If the PCI version line in the output lists a different version than the required one, perform the following steps to upgrade the firmware.
NOTE Before upgrading the AJA firmware, make sure you have upgraded the DKU, and that you have restarted the system.
2. Go to the */usr/discreet/DKU/current/Utils/AJA_firmwareUpdate* directory.
3. Run the *AJAfw_update* utility to scan the AJA current firmware and, if required, update to the latest firmware version. Type:
./AJAfw_update
If the utility detects that the firmware and drivers need to be updated, it prompts you to start the update.
4. Start the firmware update by typing **Y** and then pressing **Enter**.
While the AJA firmware and drivers are being updated, your workstation appears to be frozen and your mouse and keyboard do not work. This is normal and indicates that the firmware is being updated. Once the firmware update is complete, you are returned to the terminal.
5. Shut down your workstation by typing:
shutdown -g0
If your workstation does not prompt you to power down, press the power button for 10 seconds to force a power down.
6. Disconnect the power cord.

7. Wait 10 seconds, reconnect the power cord, and then restart your workstation.
NOTE For more details about the AJA firmware procedures, consult the *README* file located in the current directory.

Licensing Your Software

Before using your software, you need to obtain and install license codes.

Customers with subscriptions to the following products can now benefit from network licensing:

- Inferno
- Flame
- Flame Premium
- Smoke Advanced
- Lustre Master Station

Flare and Burn continue to be available with network licensing.

If you are not on subscription, all products (except Flare and Burn) are available with node-locked licenses only.

Use the License Wizard to license your application. The Wizard starts automatically when you launch an unlicensed application.

See the Installation and Configuration Guide for detailed instructions on getting and configuring your license.

NOTE: The Wizard cannot be used to generate licenses for redundant servers.

For information about licensing Autodesk Burn and Autodesk Wiretap Gateway, see the Autodesk Burn Installation and User Guide, and Autodesk WiretapCentral and Wiretap Gateway Installation and Configuration Guide.

Uninstalling Your Software

The *Autodesk Software Remover (rmsft)* utility enables you to easily uninstall Autodesk software components from your workstation.

To uninstall your application:

1. If you are logged in as the application user in KDE, log out and log back into KDE as root.
2. From the KDE menu, select Autodesk > Remove Software. Or, open a terminal, and type:
rmsft
The user interface appears.
3. Select the packages you want to uninstall in the RPM list on the left (click Select All to select all the packages), then click to move them to the RPM uninstall list on the right.
4. Click Next.
The Choose folders window appears.

5. Select the application directories you want to remove from the */usr/discreet* directory, and click Next.
A confirmation dialog appears.
6. Click Uninstall & Remove to confirm the removal of the selected packages and directories.
The uninstallation starts and displays details on the process.
7. When the operation completes, click Exit to close the Autodesk Software Remover utility.
8. Optional: You can also delete the log files associated with a given application version in the */usr/discreet/log/var/log/* directory.

Additional Software for this Release

The following table lists the version numbers for supporting software for this release.

Software	Version
Autodesk® Wiretap Gateway™	2011.1.1
Autodesk® WiretapCentral™	2011.1.1
Autodesk® Backburner™ Media I/O Adapter	2011.1
Autodesk® Backburner™	2011.1
Autodesk® SystemCentral™	2011.1
Autodesk® Wiretap®	2011.1
Autodesk® Lustre® Color Management	2008

Compatibility

Keep in mind the following information on software compatibility and limitations before upgrading to this version of your Autodesk Visual Effects and Finishing application.

Upgrade Compatibility

Projects and clip libraries created in previous releases are read-only in the new version of the application. Previous releases cannot read clip libraries from this release.

To access media in projects created in previous releases, you must first create new projects in the current release. Then, you must transfer the media from your old projects to the new ones using the Network panel in the Clip Library (Autodesk® Wire®).

Autodesk recommends archiving your media and project data before you upgrade.

Consult the following table for information on resource compatibility when upgrading to this version of Visual Effects and Finishing applications.

Pre-2011 Extension 1	In version 2011 Extension 1
Projects and clip Libraries	<p>Are read-only. Framestores from pre-2011 Extension 1 are identified as incompatible in the network library.</p> <ul style="list-style-type: none"> • If the original project is on the same system, create a project

	<p>in 2011 Extension 1 and then copy the clip libraries from the old project to the new project.</p> <ul style="list-style-type: none"> • If you have many projects to upgrade, use the project upgrade script. See the Configuring Visual Effects and Finishing chapter in the application installation and configuration guide. • If the original project is on another system that has 2007, 2008, 2009, or 2010 installed, transfer the clip libraries to a project on the 2011 Extension 1 system. See the Configuring Visual Effects and Finishing chapter in the application installation and configuration guide. Alternatively, you can archive the project from an older version and restore the archive in the latest version. See the application help for instructions on creating and restoring archives. <p>Note: You can only delete projects and clip libraries with the application version that created them.</p>
Archives	Are read-only. See Archive Compatibility .
Users	Are incompatible. Create a user in the latest version. See the application help for instructions.
Settings	Are compatible (including most Sparks® setups).

Archive Compatibility

Archives created using any 2011 Extension 1 Autodesk Visual Effects and Finishing application are fully compatible with all other 2011 Extension 1 applications.

Version 2011 Extension 1 archives cannot be restored to earlier versions of Visual Effects and Finishing applications.

Archives created using earlier versions of Visual Effects and Finishing applications are read-only when restored to version 2011 Extension 1. That is, you can restore an older archive to a 2011 Extension 1 application, but you cannot append material to the archive (you must create a new archive).

There are some differences in how 2011 Extension 1 Visual Effects and Finishing applications restore archives. The following table summarizes these differences.

Archive Type	Behaviour when restoring to Inferno, Flame and Flint	Behaviour when restoring to Smoke and Backdraft Conform
Selection (Part of a project)	Archives can be restored to the Desktop or to the clip library.	Archives can only be restored to the clip library.
Whole Project	The Desktop is restored as a reel in a new library.	The EditDesk is restored as a reel in a new library.

Compatibility with Other Visual Effects and Finishing Products

If your workstation or network of workstations are running the same version of Autodesk Visual Effects and Finishing products, media and resource compatibility is almost complete.

You can view and render clips created in any current Autodesk Visual Effects and Finishing product. However, if a clip was created using features exclusive to a particular product, you can only edit those features in the product in which it was created.

Similarly, if you load setups that contain settings that are not available in your product, the values appear, but they are not editable.

Autodesk Flare Compatibility

Note that, when using Autodesk Flare in a remote workflow, the Autodesk Flame or Autodesk Inferno application to which the Autodesk Flare workstation connects must be the same version as the Flare software.

See the Autodesk Flare Installation and Configuration Guide for information on upgrading Autodesk Flare software to the latest version.

Wiretap Client Compatibility

Note that Autodesk Wiretap Server and Autodesk Wiretap Gateway now use 24-Bit MSB padding, rather than 24-Bit LSB padding for audio. Third-party Wiretap Client applications that assume LSB padding for 24-bit audio will therefore not be able to read clips with 24-bit audio from version 2011 of Visual Effects and Finishing applications.

Until your third-party Wiretap client application is updated to use the new method, you can work around this issue by performing a mix-down in the Visual Effects and Finishing application.

Autodesk FBX Compatibility

Version 2011 of Autodesk Visual Effects and Finishing applications is compatible with the Autodesk® FBX® SDK 2010.2 format. Version 2011 is not compatible with the FBX SDK 2011 format.

You can export your FBX files in 2010.2 format from Autodesk® 3DS Max® or Autodesk® Maya® for compatibility with Autodesk Visual Effects and Finishing applications.

StoneFS not Supported in Red Hat Enterprise Linux 5

Note that the StoneFS filesystem is not supported in Red Hat Enterprise Linux 5.

If you plan to upgrade to the new HP Z800 workstation running Red Hat Enterprise Linux Desktop 5.3, you can only use a standard filesystem (on a Stone Direct array or SAN device) for media storage. Autodesk recommends the XFS filesystem. See the Autodesk Visual Effects and Finishing Installation and Configuration Guide for information on setting up a standard filesystem as media storage for your application.

Limitations

Avid MXF Limitations

Keep in mind the following limitations when working with Avid MXF files.

- Support for Avid MXF files is currently limited to DNxHD encoded files. IMX, DV and uncompressed formats are not supported at this time.
- Conforming of Avid AAF -> Avid MXF files is limited to material generated from an Avid system that does not reference P2 Spanned clips.
- Conforming of Avid audio MXF files imported from stereo source material and split into single channel MXF files will only relink to one channel.
- Problems may occur when MXF files greater than 2GB are accessed through NFS, due to a limitation of the NFS protocol. This may cause the application to crash.

CPU Burn Limitations

Keep in mind the following limitations when working with non-GPU Burn render nodes.

- Action setups cannot be rendered if the output format is set to 16-bit fp.
- Action setups cannot be rendered if one or more layers are 16-bit fp.
- Action setups cannot be rendered if Clamp Colours is disabled.
- EWA filters in Action cannot be applied.
- Anisotropic filters in Action cannot be applied.
- Hardware Anti-aliasing is not supported.
- 3D Blur cannot be rendered.
- Substance cannot be rendered.

The following Batch nodes cannot be rendered in 16-bit fp:

- Burn-in
- Distort
- Text
- Glow (if the type is set to Directional mode)
- RGB Blur (if blur mode is set to radial or directional)
- Motif
- Symmetry
- Exposure
- AutoStabilize

Wiretap Gateway Limitations

Keep in mind the following limitations when importing media through the Autodesk Wiretap Gateway.

- Importing DPX proxies is not supported.
- Certain import options, such as naming or TC options, are not available for P2 and XDCAM files.
- Entering keycode manually is not supported.

- Importing Apple® ProRes® media is only possible through a Wiretap Gateway installed on a Mac OS X system.
- Naming options cannot be changed in Import History.
- LUT options are not supported.
- Unsupported files appear as black clips.
- Exporting through Wiretap Gateway is not supported. All Gateways are always read-only.
- Loading a directory structure to the Desktop does not create a reel hierarchy.
- Files that are longer than 65535 frames and are located on StoneFS partitions cannot be seen through Wiretap Gateway.
- Some H.264 files exported by WiretapCentral cannot be imported.
- You may experience playback performance issues with some H.264 Quicktime files.
- Changes made to source files are not updated in Wiretap Gateway after being cached. Restarting the gateway may be necessary to get updated metadata information.
- You cannot consolidate sources when relinking through Wiretap Gateway.
- VTR Recapture from a Wiretap Gateway XML conform with Link to files is not possible.
- EDL import via drag & drop is not supported.
- A Wiretap Gateway scan cannot be stopped in recapture mode.
- The older recapture workflow cannot be used with timelines imported through Wiretap Gateway.
- Consolidating sources is only possible when Use Timecode is selected.
- If you have multiple creative applications on a Mac equipped with a RED ROCKET™ card, only one application will be able to use the card at a time.
- You cannot decode R3D media using WiretapCentral on a system equipped with a RED ROCKET card. You will need to use a WiretapCentral installed on another system, or use your Visual Effects and Finishing application.
- Wiretap Gateway Slaves are locked to the first process that uses them.

Other Limitations

This section lists other known limitations in this version of Autodesk Visual Effects and Finishing applications.

- Anaglyph playback of 1080@59i and 720@59p formats drops frames on workstations equipped with the NVIDIA QuadroFX 5500 and 4500 graphics card, such as the HP xw9400 and the HP xw8400 workstations. This occurs because these workstation models and graphics cards do not offer the level of hardware performance necessary to play back those formats in anaglyph mode.
- 10-bit stereo clips are only output in 8-bit through the NVIDIA SDI card. You can output stereo clips in 10-bit through the AJA OEM-2K card.
- The AJA card stereo output to HDCAM SR may experience performance limitations with 10-bit stereo clips of certain formats, such as 1080@59i.
- Interlace broadcast monitoring of Stereo is only supported on the NVIDIA SDI card.
- Dual-link broadcast monitoring of Stereo is only supported on the NVIDIA SDI card.
- NVIDIA FX4500 and FX5500 graphics cards do not support Hardware Anti-aliasing when using a 16-bit graphics card frame buffer.
- Timeline Soft Effects tools have a hard-coded setting of 4X when Hardware Anti-aliasing is available.

- Avid®DNxSD® codec is not supported
- mp3 files are not supported when importing XML files from Apple® Final Cut Pro® . Export your audio as aiff or wav files for compatibility with Autodesk Visual Effects and Finishing applications.
- Wiretap clients older than version 2009 cannot connect to Wiretap 2011.1, as they do not use the authentication method that was introduced in recent versions of Wiretap.
- User rights are not respected when a Wiretap client running on a Microsoft Windows system connects to Wiretap Gateway, if no user name mapping has been defined.

ARRIRAW Limitations

- Before archiving Arriraw material, make sure to make a local copy of your material.

Important Notes

RED SDK 3.1 Support

The RED SDK has been updated to version 3.1, giving you access to the new sRGB colour space. RMD files are not currently supported.

The Wiretap Gateway running on Mac OS X now uses the 64-bit version of the RED SDK; you can now run the 64-bit version of Mac OS X and use the Red Rocket card to read R3D files.

ARRIRAW Footage Playback Performance

The processing overhead required to provide high quality results with ARRI footage will result in less than real-time playback of the footage, even on the most recent hardware configurations. Using a Draft debayering setting or storing a local copy of the footage should result in smooth playback.

ARRIRAW and RGB Gain Values Resulting in Missing Media

When setting the white balance of ARRIRAW footage using the RGB controls, it is possible to set values that will provide invalid color results for the footage. In these situations, the application will present the ARRIRAW media as missing footage. In order to avoid this result, adjust the controls to a valid combination for the footage.

Do Not Set Up Redundant License Servers with the License Wizard

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:

http://download.autodesk.com/us/systemdocs/pdf/creativefinishing2011ext1linux_install_config_guide.pdf

Gateway Import: Relinking Media to AAF/XML with Different Frame Rates

You can relink an AAF/XML sequence to source media even if it has a frame rate different from the timeline.

The Use Frame Rate button in the Search Options section of the Media Options menu determines if the frame rate is used to match and relink media.

- Enable Use Frame Rate to use the frame rate specified in the sequence as a match criteria. Even if the media that is found differs only in frame rate from the one specified in the sequence, it is not relinked to the event.
- Disable Use Frame Rate to relink to source media even if its frame rate differs from the sequence. Once the material is relinked, slip the clip with a different frame rate to the correct starting frame, and timewarp the clip to correct the frame rate.