

Autodesk®
Visual Effects and Finishing
2011 SP3 Edition

Release Notes for Linux Workstations

Autodesk® Visual Effects and Finishing 2011

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Introduction

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Topics in this chapter:

- [New in these Release Notes](#) on page 1
- [Do I Need to Upgrade to SP3?](#) on page 1
- [About these Release Notes](#) on page 2
- [Related Documentation](#) on page 2
- [Contacting Autodesk](#) on page 3

New in these Release Notes

The following sections are new or have been updated since the previous Release Notes:

- [Do I Need to Upgrade to SP3?](#) on page 1
- [Visual Effects and Finishing 2011 Publish Issues Affecting Lustre Interoperability](#) on page 11
- [Additional Software for this Release](#) on page 10
- [DKU Version 5.0.2 Required](#) on page 12
- [New Option for YUV to RGB Conversion for File-based Material](#) on page 12

Do I Need to Upgrade to SP3?

This service pack includes a new option for YUV to RGB conversion for file-based media and a number of fixed bugs.

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

http://download.autodesk.com/us/systemdocs/pdf/effectsfinishing2011_fixed_known_bugs.pdf

If you upgrade to this service pack, you must upgrade the DKU. See [DKU Version 5.0.2 Required](#) on page 12.

About these Release Notes

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

- Autodesk Inferno® 2011 SP3
- Autodesk Flame® 2011 SP3
- Autodesk Flint® 2011 SP3
- Autodesk Flare™ 2011 SP3
- Autodesk Smoke® 2011 SP3
- Autodesk Backdraft® Conform 2011 SP3
- Autodesk Burn® 2011 SP3

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 [Important Notes for Version 2011 SP3](#) on page 11.
- For a quick overview of the system requirements for version 2011SP3, including the DKU version and AJA OEM 2K firmware version, see [System Requirements](#) on page 5.
- For an overview of the steps required to upgrade your software to version 2011SP3, see [Quick Upgrade Workflow](#) on page 6 .

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+=**.

Access the latest documentation at :

- www.autodesk.com/inferno-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

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

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Topics in this chapter:

- [System Requirements](#) on page 5
- [Quick Upgrade Workflow](#) on page 6
- [Licensing Your Software](#) on page 8
- [Uninstalling Your Software](#) on page 9
- [Additional Software for this Release](#) on page 10

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 This chapter does not apply to Autodesk Flare. 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 Flare installation instructions see the latest *Autodesk Flare Installation and Configuration Guide* available at www.autodesk.com/flare-documentation.

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)	5.0.2
HP xw8600	1.35	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64-bit)	5.0.2

Workstation	BIOS version	AJA Firmware	Operating System	DKU
HP xw9400	3.05	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64-bit)	5.0.2
HP xw8400	2.26	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64-bit)	5.0.2

The following table lists the certified BIOS versions and operating system distributions for HP ProLiant Burn Render Nodes.

Render Node	BIOS version	Operating System	DKU
HP ProLiant DL160se G6	07/05/2009	Red Hat Enterprise Linux Desktop 5.3 with Workstation Option (64-bit)	5.0.2
HP ProLiant DL160 G5	04/09/2008	Red Hat Enterprise Linux WS4 Update 3 (64-bit)	5.0.2

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

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:

- 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 Autodesk Visual Effects and Finishing 2011 SP3.
- 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](#) on page 7.
- 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](#) on page 8.
- 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](#) on page 8.

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.

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 Autodesk. 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, 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 application, you need to obtain and install a license code for it.

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 installing your license code.

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*.

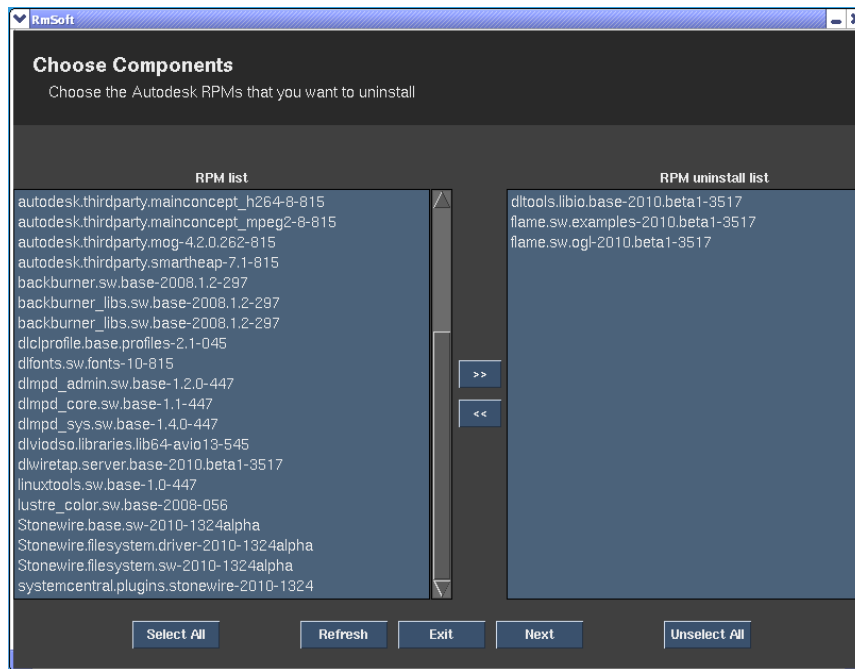
Uninstalling Your Software


The *Autodesk Software Remover (rmsoft)* 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.

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* directory.

Additional Software for this Release

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

Software	Version
Autodesk® Wiretap Gateway™	2011.0.5
Autodesk® WiretapCentral™	2011.0.5
Autodesk® Backburner™ Media I/O Adapter	2011.0.5
Autodesk® Backburner™	2011.0.1
Autodesk® SystemCentral™	2011
Autodesk® Wiretap®	2011
Autodesk® Lustre® Color Management	2008

Important Notes for Version 2011 SP3

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Topics in this chapter:

- [Visual Effects and Finishing 2011 Publish Issues Affecting Lustre Interoperability](#) on page 11
- [DKU Version 5.0.2 Required](#) on page 12
- [New Option for YUV to RGB Conversion for File-based Material](#) on page 12
- [Running Version 2011 and Previous Versions on the Same Workstation](#) on page 12
- [Graphics Card Support](#) on page 12
- [Backburner Services Turned On by Default](#) on page 12
- [RED SDK 3.0](#) on page 13
- [Errors in the Autodesk Smoke Hotkey Reference Guide](#) on page 13
- [Setting a Minimum Disk Space Threshold on the Metadata Disk](#) on page 14
- [Compatibility and Limitations](#) on page 14

Visual Effects and Finishing 2011 Publish Issues Affecting Lustre Interoperability

In all releases to date of the 2011 version of Visual Effects and Finishing products (Inferno, Flame, Flare, Smoke, and Flint), timelines containing media rendered on the Standard Filesystem that are published to a shared location (SAN/NAS) are referencing the original source media location. As a result, timelines imported in Lustre using Wiretap Server incorrectly read published media through the network instead of a shared storage location. Playback performance degradation may be experienced in Lustre.

For future reference, this issue is documented in the SP3 Known Bugs List as:

sys00337319 Publish: Wiretap Server does not show right media path location for Standard FS

DKU Version 5.0.2 Required

Autodesk Visual Effects and Finishing 2011 SP3 running on Linux systems requires DKU **5.0.2**.

Upgrade the DKU before upgrading your software to this version. See your installation and configuration guide for installation instructions:

http://download.autodesk.com/us/systemdocs/pdf/effectsfinishing2011linux_install_config_guide.pdf

For a complete list of system requirements for this version, see [System Requirements](#) on page 5.

New Option for YUV to RGB Conversion for File-based Material

In Visual Effects and Finishing 2011, there were no colour space conversion options for YUV file-based material. This meant that all 10-Bit YUV Quicktime files were converted to RGB with headroom.

2011 Service Pack 3 introduces the ability to optionally specify whether or not to include headroom. This option is included in the format import settings in the Clip Library, for both QuickTime and MP4.

Note: If a clip imported using this option is wired to a system running pre-SP3 software, the option will be disregarded and always be displayed with headroom. To avoid this, ensure that all systems are upgraded to SP3.

Running Version 2011 and Previous Versions on the Same Workstation

You can install version 2011 of Autodesk Visual Effects and Finishing applications on a system where version 2010 SP4 or newer is installed, and run both versions normally.

Note that Visual Effects and Finishing applications prior to version 2010 SP4 do not work on workstations where version 2010 Extension 1 or version 2011 applications are installed.

Graphics Card Support

The NVIDIA® Quadro® FX 5800 graphics card is now supported on the following platforms:

- HP xw8600
- HP xw9400

Backburner Services Turned On by Default

Starting with version 2011 of Visual Effects and Finishing applications, the software installer no longer asks you if you want to run Backburner Server and Backburner Manager on the local workstation.

Backburner Server and Manager are now automatically turned on by the installer, and the Manager for the local Server is set to *localhost*.

If you want to change these default settings, perform one of the following actions:

- To disable the local Backburner Manager, open a terminal, log in as root, and type:
`chkconfig backburner_manager off`
- To disable the local Backburner Server, open a terminal, log in as root, and type:

```
chkconfig backburner_server off
```

NOTE Disabling the local Backburner Server is NOT recommended. The local Server is used for a number of important background processes, such as background Wire, background proxy generation, and importing R3D or OpenEXR media.

- To change the Backburner Manager that manages the local Backburner Server, open the `/usr/discreet/backburner/cfg/manager.host` file in a text editor, and replace `localhost` with the host name or IP address of the remote Backburner Manager system that will manage the local Server.

After modifying any of these settings, restart Backburner services by opening a terminal as root and typing:

```
/etc/init.d/backburner restart
```

NOTE If you reinstall or upgrade your Visual Effects and Finishing application, all these settings will be reset to default, and you will need to repeat the tasks in this section.

RED SDK 3.0

The updated WiretapCentral, Wiretap Gateway and Backburner Media I/O Adapter that are automatically installed with version 2011 SP3 make use of the new RED® SDK version 3.0.

This version of the RED SDK provides full backwards compatibility with footage shot with RED camera firmware older than build 30. However, footage shot with the new camera firmware build 30 is not backwards compatible with older versions of Wiretap Gateway. Attempting to import footage shot with the new camera firmware through an older version of Wiretap Gateway will result in the images not being displayed.

If you are running older versions of WiretapCentral, Wiretap Gateway or the Media I/O Adapter on other systems in your network, it is highly recommended to update all systems to the latest version of these components. Consult the latest *Autodesk WiretapCentral and Wiretap Gateway Installation and Configuration Guide* for installation instructions.

Note that importing footage shot with camera firmware older than build 30 through the latest version of Wiretap Gateway will produce slightly different colours than when importing the same footage through an older version of Wiretap Gateway. When importing older footage, you can choose if you would like to use the new color science settings in the 3.0 RED SDK, or use the pre-3.0 SDK color science settings.

NOTE The camera firmware version of a R3D file is displayed in the previewer when selecting the R3D file through a Wiretap Gateway library.

Errors in the Autodesk Smoke Hotkey Reference Guide

Note that the following hotkeys are incorrect in the Autodesk Smoke Hotkey Reference Guide.

- On page 53, the hotkey for “Trim head to positioner” is incorrectly documented as **spacebar+N**. The correct hotkey combination for this action is **N+spacebar**.
- On page 53, the hotkey for “Trim tail to positioner” is incorrectly documented as **spacebar+B**. The correct hotkey combination for this action is **B+spacebar**.

Setting a Minimum Disk Space Threshold on the Metadata Disk

The Stone and Wire database may experience corruption if there is not enough disk available space on the drive where frame metadata is stored (by default, this is the system drive).

To avoid this problem, you can set the Stone and Wire database to automatically shut off when free space falls below a certain threshold.

To configure the Stone and Wire database to automatically shut off when there is too little free space:

- 1 As root, open the `/usr/discreet/sw/cfg/sw_dbd.cfg` file in a text editor.
- 2 Scroll to the [Disk Check] section.
- 3 Uncomment the `Enabled` and `Minimum` keywords.
- 4 Set the value of the `Minimum` keyword to the minimum allowed amount of free space on the disk (in MB).
If the amount of free space on the disk falls below this threshold, the Stone and Wire database daemon automatically shuts off to avoid database corruption.
- 5 Optional: Uncomment the `Timeout` keyword, and set how often the Stone and Wire daemon should probe the available disk space. The default value is 30 seconds.
- 6 Save and close the configuration file.
- 7 Restart Stone and Wire. Type:

```
/etc/init.d/stone+wire restart
```

Compatibility and Limitations

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:	In version 2011:
Projects and Clip Libraries	Are read-only. Framestores from pre-2011 are identified as incompatible in the network library. <ul style="list-style-type: none">■ If the original project is on the same system, create a project in 2011 and then copy the clip libraries from the old project to the new project.

Pre-2011:	In version 2011:
	<ul style="list-style-type: none"> ■ If you have many projects to upgrade, use the project upgrade script. See the Post Installation Tasks 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 system. See the Post Installation Tasks 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 on page 15.
Users	Are incompatible. Create a user in the latest version. See the application help for instructions.
Setups	Are compatible (including most Sparks® setups).

Archive Compatibility

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

Version 2011 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. That is, you can restore an older archive to a 2011 application, but you cannot append material to the archive (you must create a new archive).

There are some differences in how 2011 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.

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 Adobe® Photoshop® files is not supported.
- Importing DPX proxies is not supported.
- Certain import options, such as naming or TC options, are not available for P2 and XDCAM files.
- AAC audio is not supported when importing H.264 media.
- 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.
- Resize 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.
- Change in files are not updated in Wiretap Gateway browsing 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 debayer R3D media using WiretapCentral on a system equipped with a RED ROCKET card. Use a copy of 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.
- Autodesk Visual Effects and Finishing applications for Linux workstations support version 2.01 of the Avid® DNxHD® codec. Newer versions of the codec are not supported. Therefore, Avid users who want to interoperate with Autodesk Visual Effects and Finishing applications should use the older 2.01 version of the DNxHD codec version, which generates pre-VC3 compliant bit streams.

- *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.
- Relinking requires timecode and fcm to match.
- Wiretap clients older than version 2009 cannot connect to Wiretap 2011, 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.

Application Feature Changes

4

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Introduction

This chapter describes changes to the application that were not documented in the user guide or new features guide.

HDCAM SR Support for Stereo Clips

Using an HDCAM SR, you can capture stereoscopic material from specially formatted tapes. The following replaces the information contained in the user guide regarding the capture of stereoscopic material using an HDCAM SR VTR.

This feature does have the following limitations:

- To use this feature, you must use specially formatted tapes. If you insert a regular tape in the HDCAM SR and try to capture it as double-speed or stereoscopic material, the capture fails.

- Audio monitoring is not available during capture.
- When capturing stereo tapes, only audio channels 1 to 8 are available.

To capture material recorded on stereoscopic tapes:

- 1 Ensure that the HDCAM SR is connected to the AJA card using a dual-link.
- 2 Set the HDCAM SR VTR to the stereoscopic setting.
- 3 In the application, in the Input Clip menu, select the HDCAM SR VTR from the Device Name box.
- 4 From the Tape Type box, select 2x-STEREO.



- 5 Capture the clip.

The stereoscopic material is captured as a single, regular stereoscopic clip, with two layers, one for each eye. See the Stereoscopy chapter in the user guide for details on stereoscopic clips.

To output stereoscopic material to stereoscopic tape:

- 1 Ensure that the HDCAM SR is connected to the output card using a dual-link.

IMPORTANT If you use the NVIDIA graphics card to output the stereoscopic material, the NVIDIA card downconverts the material to 8-bit.

- 2 Set the HDCAM SR VTR to the stereoscopic setting and insert a stereoscopic tape.
- 3 In the application, enter the Output Clip menu with a stereoscopic clip. The presence of an **S** in the bottom right corner of a proxy indicates a stereoscopic clip.

NOTE You can output only clips at 23, 24, 50 or 59 fps, with a 1080i or 1080PsF resolution.

- 4 Output the clip.

The Player in the Output Clip menu displays only the left-eye layer, but outputs both right- and left-eye layers, in a 4:2:2 colour space.

Publishing Audio Clips

When using Publish to export audio clips, set the bit depth option to **Native** to preserve the original sample rate. Otherwise, the audio clip is published using the application's sampling rate.

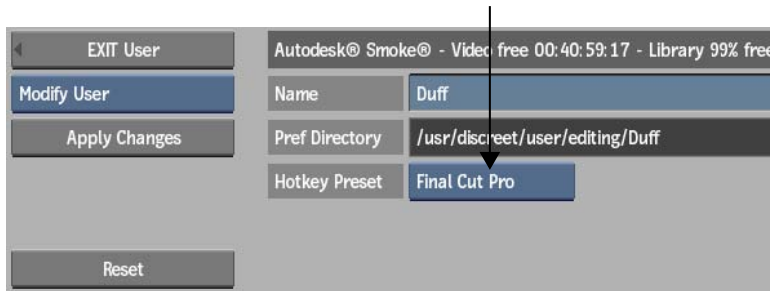
New Desktop Shortcut

Press **D** to delete everything but locked clips from Desktop.

Press **Alt+O** to delete everything from the Desktop, including locked clips.

Using FCP Hotkeys in Smoke

To provide better interoperability for Apple® Final Cut Pro® and Smoke users, you can load a subset of FCP hotkeys (or keyboard shortcuts) to use in Smoke. These hotkeys are associated with the User settings, and can be set at startup or on-the-fly while working in Smoke, from the Project Management section of the Preferences menu.

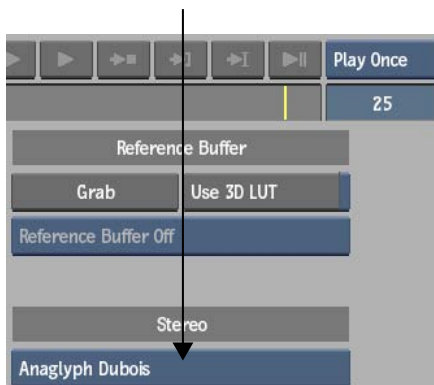


Here are a few things to consider when using the FCP hotkeys in Smoke:

- Most of the FCP hotkeys are related to navigation on the timeline and to editing functionalities, although some are global hotkeys that work from anywhere in Smoke. You can see a hotkey for a particular button by viewing its tooltip, or opening the Hotkey Editor (by pressing **Ctrl+Alt+F8**).
- Hotkeys for the **Command**, **Alt**, and **Ctrl** keys are mapped twice in the Hotkey Editor for the left and right versions of any shortcuts that use these keys. Therefore, if you modify any of these hotkeys and want both the left and right versions to perform the same shortcut, make sure that you change both the left and right versions.
- In the Hotkey Editor, you can also choose which type of keyboard you are using, so that you have the proper layout in the Hotkey Editor for keys such as **Command** when using a Mac keyboard, for example.

Displaying Stereo Modes in the Player

In the Player View menu and toolbar, you can apply a stereo mode to an entire clip or specifically to its left or right eye output. This behaviour is consistent with stereo modes with multiple viewports in Batch and Action.

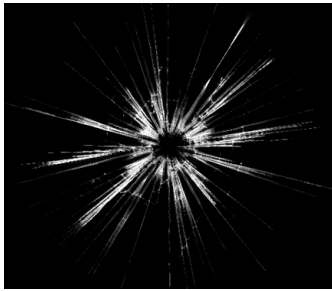


Using Hotkeys in the Player

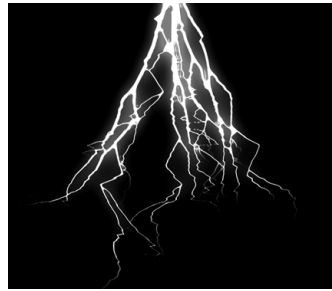
In the Player, the **Shift+R**, **Shift+G**, and **Shift+B** hotkeys exclusively display the red, green or blue colour channel, respectively. Displaying a single colour channel and disabling the remaining channels is now consistent with Batch and Action.

Two New Substance Noise Presets

Two new presets have been added to the Substance Noise node in Batch allowing you to create animated customizable patterns.



Broken Glass



Electric Bolts

New Behavior for the F4 Hotkey

The action associated to the **F4** hotkey has been changed in version 2011 of Autodesk Visual Effects and Finishing applications.

Previously, the **F4** hotkey was used to toggle between outputs. In version 2011, the **F4** hotkey is used to toggle between types of output in Action (such as Comp, Matte, Normal, Z-Depth and Emissive where available), while **CTRL+up** and **CTRL+down** are used to toggle between outputs.

If you want to use the **F4** key to toggle between outputs, like in previous releases, perform the following procedure when starting your Visual Effects and Finishing application.

To revert **F4** hotkey behavior:

- 1 Open a terminal and type the following command to set the `DL_OLD_STYLE_F4` environment variable:
`setenv DL_OLD_STYLE_F4 1`
- 2 Go to the application *bin* directory. For example:
`cd /usr/discreet/smoke_2011/bin`
or
`cd /usr/discreet/flame_2011/bin`
- 3 Type the following command to start the application:
`./startApplication`

TIP To have the `DL_OLD_STYLE_F4` environment variable automatically set, open the `~/.cshrc` file in a text editor and add the following line:

```
setenv DL_OLD_STYLE_F4 1
```

Having this setting in the `~/.cshrc` file enables the old **F4** behavior even when starting the application from the desktop icon, or from the KDE menu.
