

AUTODESK®
EFFECTS AND EDITING
2008

Fixed and Known Bugs

Autodesk®

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Introduction

About This Document

This document lists the fixed and known bugs for Autodesk® Inferno® 2008, Autodesk Flame® 2008, Autodesk Flint® 2008, Autodesk Smoke® 2008, Autodesk Backdraft Conform® 2008, and Autodesk Burn® 2008, as well as any fixed bugs for subsequent service packs. They apply to all applications, OS and platforms, unless otherwise indicated.

Download the latest version of this document for a specific release to see the cumulative list of all fixed and known bugs.

The most recent bug fixes are listed at the end of this document. Any necessary workarounds, installation considerations, or other issues of note can be found in the most recent release notes, available from www.autodesk.com/me-documentation.

NOTE: There are no release notes for version 2008 SP6. Refer to the 2008 SP5 release notes for the latest system information.

The main level bookmarks in this PDF display the versions of this release. You can then use the nested bookmarks to find specific feature areas. You can also use the Search tool to search for specific words.

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Fixed Bugs for version 2008

Feature Area	ID	Fixed Bug Description
action	sys00167290	<p>Framerate mismatch may occur when using FBX models. FBX assumes a framerate of 30fps even though the 3D scene may be laid out at 24fps.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
action	sys00167607	<p>On a layer containing a matte source, the Invert Matte feature may not work.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00181319	<p>FBX objects generated in Autodesk Maya are not loaded properly in Action/DVE.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
action	sys00182964	<p>While in Action, if you go in and out of the indirect Colour Corrector with Front Lock selected, the front clip unlocks.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00203105	<p>In Action, blend matte renders are incorrect when using source nodes.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00205036	<p>When using multitrack audio in DVE, overwriting setups can cause a crash.</p> <p>Affected software: Fire, Smoke</p>
action	sys00212414	<p>When using the Refine option of the auto 3D Tracker, the resulting trackers may appear unstable.</p> <p>Affected software: Flame, Inferno</p>

Feature Area	ID	Fixed Bug Description
archive	sys00049167	<p>VTR archiving on a drop-frame-timecode tape is not supported. Use a non-drop-frame-timecode tape for VTR archiving.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
archive	sys00058447	<p>When the media of a soft-imported clip is not available, the clip in the library still shows the cached media.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p> <p>Affected OS: IRIX 6.5.28f, Linux</p>
archive	sys00060975	<p>When archiving soft-imported clips, the clips are stonified even when the source media is missing.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
archive	sys00068490	<p>After starting an archiving process, double-clicking anywhere in the UI brings up a Confirm button that you can click to abort the process. If you minimize and then maximize the application prior to double-clicking, the Confirm button does not appear.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
archive	sys00108733	<p>The UI is not refreshed correctly after creating or closing an archive header in a 12-bit graphics project.</p> <p>Affected software: Flame</p> <p>Affected platforms: 6217 dual core</p> <p>Affected OS: Linux</p>
archive	sys00108890	<p>If a file archive contains a clip made of virtual black frames (colour source) with audio, the file archive will crash on opening.</p> <p>Affected software: Flame</p> <p>Affected platforms: 6217 dual core</p> <p>Affected OS: Linux</p>
archive	sys00165196	<p>The system may become unstable when restoring a selection from a project archive that contains proxies into a project without proxies.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
archive	sys00205080	<p>Archives containing soft imported matte container clips may not restore properly.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>

Feature Area	ID	Fixed Bug Description
archive	sys00205084	<p>Soft-imported clips with matte containers do not restore correctly from an archive.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
archive	sys00207674	<p>The "Save" and "Save From Library" buttons are missing from the Archive menu.</p> <p>Affected software: Flame, Flint, Inferno</p>
audio	sys00109053	<p>On Linux 64-bit systems, performing a playback, stopping and restarting it may result in A/V desynchronization.</p> <p>Affected software: Fire, Smoke Affected platforms: 6217 dual core Affected OS: Linux RHEW 30 64b</p>
audio	sys00109054	<p>You can only adjust EQ settings for pairs of tracks above track 12.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
audio	sys00205450	<p>After setting audio preferences to XLR and restarting the application, they revert to Embedded.</p> <p>Affected software: Flame, Flint, Inferno Affected platforms: HP8400, HP9400 Affected OS: Linux RHEW 40 64b</p>
audio	sys00209679	<p>The Audio Player Delay preferences are not saved.</p> <p>Affected software: Flame, Flint, Inferno Affected OS: Linux</p>
batch	sys00007210	<p>Setups load slower in Inferno 5.0, Flame 8.0, and Flint 8.0 (and later versions) when loading clips from remote libraries.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch	sys00109371	<p>In Batch, if you select the nodes using Ctrl+Drag and attempt to save the Batch setup, the save will fail. Although the save appears to work, the setup is not saved and is not available when reloaded.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch	sys00130922	<p>Layers are dropped as the system runs out of frame buffer.</p> <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Fixed Bug Description
batch	sys00167759	<p>In Batch, selecting a Gmask node before a Spark node in a setup may cause the application to crash.</p> <p>Affected software: Flame, Flint, Inferno Affected OS: Linux</p>
batch	sys00177762	<p>In Batch, changes made with the Colour Corrector on the Keyer node are only applied to the portion of the image corresponding to the current resolution of the project instead of the resolution of the affected clip.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch	sys00177829	<p>In the Keyer node in Batch, while adjusting blending parameters, the image shifts to the left.</p> <p>Workaround: Use the Keyer in an action node if you need it within Batch, or use it on the desktop.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch	sys00205153	<p>Guides display does not work correctly when playing a clip from a Batch reel node on the desktop when Batch is in proxy mode.</p> <p>Affected software: Flame, Flint, Inferno</p>
burn_components	sys00106958	<p>When you send a job to Burn from an IFFFS workstation, and a client (Backburner monitor or another IFFFS workstation) is already connected to the Backburner manager you're using, you receive an error message about port 30000 already in use and port 29999 being used instead.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
channel editor	sys00040188	<p>You cannot transform curves driven by an expression or an extrapolation of a curve into keyframed curves applying the Bake function to the curve.</p> <p>Affected software: Flame Affected platforms: Not specific Affected OS: IRIX 6.5.16f</p>
channel editor	sys00148654	<p>In the Channel Editor, when using the arrow keys to increment the value of a channel through some functions, the values are incremented incorrectly.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Fixed Bug Description
clip history	sys00205419	<p>Replacing generated noise with another type of generated content (such as a colour bar) while in Clip History can cause the application to crash.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
clip history	sys00216267	<p>When working with clips on multiple layers in DVE, modifying a clip through its clip history will cause problems; for example, multiple-frame clips may get rendered as one frame.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
colour corrector	sys00002864	<p>You cannot navigate between soft effects in the Soft Effects module using hot keys.</p> <p>Affected software: Fire, Smoke Affected platforms: Not specific</p>
desktop	sys00211200	<p>When restarting the application after a "Framestore full" message, all clips on the Desktop or EditDesk may be deleted.</p> <p>Affected software: Flame, Smoke</p>
dve	sys00110258	<p>You may lose the DVE CCF settings as you work across multiple layers.</p> <p>Affected software: Fire, Smoke</p>
editdesk	sys00179588	<p>Changes in the Timeline are not instantly visible in the proxy record viewer when working with List View.</p> <p>Affected software: Fire, Smoke</p>
editing	sys00109570	<p>Performing a match on the Timeline when the positioner is placed on a cut between two segments results in a crash.</p> <p>Affected software: Fire, Smoke</p>
editing	sys00182285	<p>Inverting a timeline selection causes a crash.</p> <p>Affected software: Fire, Smoke</p>

Feature Area	ID	Fixed Bug Description
edl	sys00099859	<p>Exporting an EDL of a clip that contains segment with Soft Effects won't change anymore the Frame Code Mode of the source clips.</p> <p>Affected software: Fire, Smoke</p>
edl	sys00103878	<p>Assembling an EDL that contains a reverse timewarp effect with unlinked media may crash the application.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
edl	sys00110131	<p>Capture EDL handles value is reduced to 99.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
edl	sys00133808	<p>Avid® Log Exchange (ALE) files without keycode data cannot be loaded.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
edl	sys00167837	<p>You cannot load an EDL if there is a tab, or two consecutive spaces, on a comment line.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
emulator	sys00110351	<p>Emulator crashes if you unlock record during a capture.</p> <p>Affected software: Backdraft Conform, Smoke</p> <p>Affected platforms: 6217 dual core</p> <p>Affected OS: Linux</p>
garbage mask	sys00095508	<p>New functionality is required in order to better control gradient softness between the inner and outer edges of a garbage mask.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
garbage mask	sys00101661	<p>While drawing a mask, if you click on one of the clip transport controls and then return to add additional points to the mask, the application crashes.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
garbage mask	sys00154126	<p>The grid/guide center marker is about 1/2 pixel off</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Fixed Bug Description
garbage mask	sys00185093	<p>Closing a Gmask with the M hot key turns off the global ROI setting (if this is on) but shows the button as active.</p> <p>Affected software: Flame, Flint, Inferno</p>
gvo	sys00180688	<p>DVI ramp does not recognize sync when starting the software for the first time, even though the sync is correct.</p> <p>Affected software: Flame, Inferno, Smoke Affected platforms: HP8400, HP9400 Affected OS: Linux RHEW 40 64b</p>
gvo	sys00187946	<p>Unpredictable behaviour can result if you confirm an incorrect sync message at application startup without actually fixing the sync.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
import / export image	sys00038832	<p>The software crashes when you attempt to soft-import a 4-bit TIF file.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
import / export image	sys00087193	<p>Aspect ratio information is not read and used when importing DPX files.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
import / export image	sys00177930	<p>In the Import Image menu, settings such as clip metadata, Resize, and LUT are not being retained between import sessions.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
import / export image	sys00185189	<p>QuickTime 2vuy-codec movies are not imported correctly.</p> <p>Affected software: Flame, Smoke Affected platforms: HP9400 Affected OS: Linux RHEW 40 64b</p>
import / export image	sys00202325	<p>Single-channel PICT files (which are unsupported), cause the application to crash when imported.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
import / export movie	sys00202871	<p>Importing some QuickTime files with more than two audio tracks in the background may result in some or all of the audio being dropped.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>

Feature Area	ID	Fixed Bug Description
import / export movie	sys00204538	<p>Some QuickTime files using the Apple Lossless audio codec may have an extra frame of black or a repeated frame at the end of the clip on import.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
import / export omf	sys00016468	<p>You cannot export 24-bit audio files with the Export OMF option.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
import / export omf	sys00158691	<p>When generating an OMF file, you may lose the reel name/timecode on the A2 channel if there is no audio on the A1 channel.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
library	sys00215808	<p>When using Wire to load multiple unlinked clips, a confirm message appears for each clip. There is no Confirm All option.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
modular keyer	sys00007632	<p>When reloading a Modular Keyer setup, a keyframe is set at the current frame in the Result curve if no keyframe exists for it.</p> <p>Affected software: Flame, Flint, Inferno Affected platforms: Not specific</p>
player	sys00106104	<p>Using the Up and Down arrow keys while playing a clip in reverse will cause the clip to play forward, instead of increasing or decreasing the rate of reverse play.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
player	sys00108150	<p>Realtime playback is lost if you use the Play Audio Only mode with a 12-bit clip.</p> <p>Affected software: Flame Affected platforms: 6217 dual core Affected OS: Linux</p>
player	sys00220569	<p>After playing clips on a reel using the Ctrl+Esc hot key combination, the clips assume each other's names.</p> <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Fixed Bug Description
preferences	sys00047862	<p>The Wacom tablet preference reduces by 5 percent each time you install Smoke or Flint.</p> <p>Affected software: Flint, Smoke Affected platforms: 6224 Affected OS: Linux</p>
preferences	sys00182492	<p>Capacity calculations are based on an inode value of 1024, however this value can vary. For example, if the inode value is 2048, the calculated capacity will only be half of its real value.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
publish	sys00050601	<p>When performing Lustre publish with an EDL, file names that include indices are truncated if the file name is longer than 55 characters.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
publish	sys00219256	<p>When publishing a 12-bit unpacked clip, only the DPX format option is available. Other 16-bit formats such as SGI, MAYA, TIFF and Wavefront should also be available.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
regrain	sys00111028	<p>Loading a Regrain setup on the desktop that was saved in Batch crashes the software</p> <p>Affected software: Flame, Flint, Inferno</p>
software configuration	sys00101419	<p>On IRIX systems, after you install your application, the following message may appear when starting it for the first time: "Error. Press (ESC)."</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke Affected OS: IRIX</p>
sparks	sys00164951	<p>When entering and exiting the source node, some Sparks setups may not get reloaded from history. This can cause inaccurate or corrupted images when re-processed.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
switchable storage	sys00173283	<p>Some drives might be missing after a storage switch using ATTO FC adapters.</p> <p>Affected software: Stone and Wire Affected platforms: HP8400, HP9400 Affected OS: Linux</p>

Feature Area	ID	Fixed Bug Description
text	sys00078057	<p>(Linux only) The current spell checker does not support multiple languages.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
text	sys00111374	<p>Font name is missing in the "Replace missing font with..." message.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
timewarp	sys00173107	<p>Timewarp is set to 0% if preferences are set to Curves Linear/Constant Interpolation.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
unlink / relink	sys00029353	<p>Recapture module now allows to set handle value before recapturing media.</p> <p>Affected software: Backdraft Conform, Fire, Smoke Affected OS: IRIX</p>
utilities	sys00181514	<p>The dlconfigcheck script on HP systems fails.</p> <p>Affected software: Flame, Flint, Inferno, Smoke Affected platforms: HP8400, HP9400 Affected OS: Linux</p>
vtr input	sys00020739	<p>When you use the Frame Grab button in the Input Clip module, the Proxy Only option does not work.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
vtr input	sys00108773	<p>In the Input Clip module on a Linux 64-bit system, you cannot capture video if you use the input player prior to capturing.</p> <p>Affected software: Flame Affected platforms: 6217 dual core Affected OS: Linux</p>
web	sys00192157	<p>Wiretap2007_Web_Installation_And_User_Guide.pdf refers to an INSTALL script that doesn't exist.</p> <p>Affected software: Wiretap Affected platforms: HP8400 Affected OS: Linux RHEW 40 64b</p>
wiretap	sys00183199	<p>Wiretap API does not support binary setup files; only ASCII files are supported.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>

Known Bugs in version 2008

The following bugs are known in the 2008 release of Effects and Editing applications. They apply to all applications, all platforms, and all OS unless otherwise specified.

Feature Area	ID	Known Bug Description
	sys00250512	<p>A Windows Backburner server may crash when receiving a cleaner job from Smoke through a Linux Backburner manager.</p> <p>Workaround: Connect your Backburner server to a Windows Backburner Manager and send a Cleaner job to it. Then revert to the original setup. The problem should no longer occur.</p> <p>Affected software: Backburner, Cleaner XL Affected OS: Windows XP</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, Fire, Flame, Flint, Inferno, Smoke</p>
aaf	sys00256705	<p>The audio from imported AAF does not have the "fade out" duration, and audio dissolves are applied as "cross fade" and not as "fade from cut".</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
action	sys00000814	<p>Cylindrical texture mapping does not work properly with a Deformation node.</p> <p>Affected software: Flame, Flint, Inferno Affected OS: IRIX</p>
action	sys00001744	<p>When texture is off, only the last projector projects onto surfaces. The image that is not affected by the projector is blacked out.</p> <p>Affected software: Flame, Flint, Inferno Affected OS: IRIX</p>

Feature Area	ID	Known Bug Description
action	sys00001881	<p>In Action, a thin black line appears around an image if the image contains movement along the X axis and if multisampling is on.</p> <p>Workaround: Use 4 samples of anti-aliasing instead - this should give the same effect as using multisample but with no artefact.</p> <p>Affected software: Flame, Flint, Inferno Affected OS: IRIX</p>
action	sys00005004	<p>Camera FOV values are not respected once imported into 3ds max.</p> <p>Affected software: Flame, Flint, Inferno Affected platforms: Not specific Affected OS: IRIX</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	sys00111130	<p>When processing layer matte output in Action accessed from the Desktop, the process uses the clip resolution instead of the Action setup resolution. This problem does not affect Batch Action.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00149237	<p>When clicking on a numeric field while editing a layer in Action, the calculator does not pop up as specified in Preferences.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00149666	<p>While in Action, some artifacts appear in the image when previewing a multiplied surface.</p> <p>Workaround: Crop will get rid of the artifacts, but if you set softness to the crop the artifacts will be displayed again.</p> <p>Affected software: Flame, Flint, Inferno</p>

Feature Area	ID	Known Bug Description
action	sys00161463	<p>In Action, the "active" checkmark for colour correcting on a layer is left ON when you cancel out of the Colour Corrector module for a layer.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00165618	<p>In IFF on Linux, the rendered results of Action scenes containing 3D objects may flicker when played back in Player.</p> <p>Affected software: Flame, Flint, Inferno Affected platforms: 6217 dual core Affected OS: Linux RHEW 30 32b, Linux RHEW 30 64b</p>
action	sys00167702	<p>In Action, mixing scan mode types on a layer produces field dominance issues.</p> <p>Affected software: Flame, Flint, Inferno</p>
action	sys00170456	<p>When using indirect CC in Action/DVE, the range gets reset when toggling from full resolution to proxy mode.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
action	sys00202635	<p>When entering the Stabilizer from Action/DVE with a front clip but no back clip, the front stabilizer view shows black. Instead, the application should select the Context view for you by default.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
action	sys00208712	<p>When using the large channel editor in Action/DVE to do colour correcting, the display on the broadcast monitor may be erratic.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
action	sys00213791	<p>In Action, 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>

Feature Area	ID	Known Bug Description
action	sys00220374	<p>In Action/DVE, 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 right aspect ratio for the resolution you are in and click Apply.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
action	sys00220400	<p>In Action/DVE, after saving and reloading a setup that has been scaled and has 3D text, the 3D text doesn't reload with the proper saved scale.</p> <p>Workaround: Manually scale the 3D Text to what it was.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
action	sys00220531	<p>In the schematics view of Action/DVE, nodes appended to an existing setup are positioned far from the existing nodes.</p> <p>Workaround: Reposition them manually.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
action	sys00221108	<p>In Action/DVE, if shading is on and you turn Texture on, luminance values are shifted.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
action	sys00221488	<p>In DVE, if you render a matte clip from history, the result in history shows the matte only. The correct result will still appear on the desktop, however.</p> <p>Workaround: Turn off matte output in history and apply your changes to the matte separately.</p> <p>Affected software: Fire, Smoke</p>

Feature Area	ID	Known Bug Description
action	sys00242883	<p>In Action, if you access the Modular Keyer and then return to Action, slipping an image will no longer work.</p> <p>Affected software: Flame, Inferno</p>
action	sys00255093	<p>Affected software: Flame, 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, Fire, Flame, Flint, Inferno, Smoke</p>
all modules	sys00000906	<p>No error message appears when trying to save setup files to a system disk that is full. This results in incomplete and corrupted setups.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke Affected OS: IRIX</p>
all modules	sys00222423	<p>When switching projects during a work session, setups in memory may not get flushed.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
all modules	sys00253059	<p>There is a performance hit when running Inferno 2008 on Onyx350 and Onyx3200 when compared to Inferno 6.5 on the same hardware and OS combination. This impacts every module and function.</p> <p>Affected software: Inferno Affected platforms: onyx 350 IR4, onyx3 IR4 Affected OS: IRIX 6.5.28f</p>
archive	sys00006737	<p>Archiving to an NFS 2 filesystem is limited to a file size of 2 GB. The NFS 3 filesystem does not have this limitation.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke Affected OS: IRIX</p>

Feature Area	ID	Known Bug Description
archive	sys00010768	<p>Restoring an old F2 dominant archive may crash the application.</p> <p>Workaround: Set the DL_RESTORE_OLD_ARCH_F2 environment variable before starting the application.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke Affected OS: IRIX</p>
archive	sys00020353	<p>Opening a file archive on a read-only filesystem is not supported.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke Affected platforms: Not specific</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, Fire, Flame, Flint, Inferno, Smoke</p>
archive	sys00183543	<p>The clip history of DVE elements that have different resolutions and were originally soft-imported will not restore when using the "Linked" archive option on a VTR.</p> <p>Workaround: Archive to file or tape.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
audio	sys00002714	<p>With Discreet Native Audio, scrubbing edited clips is slow, depending on the zoom factor.</p> <p>Affected software: Fire, Smoke Affected OS: IRIX</p>
audio	sys00017752	<p>You cannot import MP3 files with a sampling rate of 22 kHz or lower.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke Affected OS: IRIX</p>

Feature Area	ID	Known Bug Description
audio	sys00018657	<p>On a Panasonic HD-3700 D5, you cannot output audio only on tracks 5 to 8.</p> <p>Workaround: On the HD-3700 D5, select Home>Setup>F10 (Interface)>Use cursor, and then select Audio-1 at CH7 and Audio-2 at CH8. Press enter to validate the setting. Now selecting A1A2 should enable A7A8 on the VCR.</p> <p>Note: An audio signal must be present on input A7A8. See page 117 in the Panasonic HD-3700 D5 Manual.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
audio	sys00021739	<p>When inputting audio during a capture session, the trim level of the audio input is not applied.</p> <p>Affected software: Smoke Affected OS: Linux</p>
audio	sys00030605	<p>The audio animation channel Undo operation, accessible in the AudioDesk Player, does not work on the first try.</p> <p>Workaround: Click Undo again.</p> <p>Affected software: Smoke Affected OS: IRIX 6.5.28f, Linux RHEW 40 32b, Linux RHEW 40 64b</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 unaccessible at application startup.</p> <p>Workaround: Power cycle the ADA88192 (the front display will now show the meters view) and restart the application. Make sure that you do not leave the ADA88192 front panel display in the System/RS-232 menu before starting the application.</p> <p>Affected software: Flame, Smoke</p>
audio	sys00130528	<p>On Linux systems with DVS, when an input signal does not match the project sync, Playback is affected. Either frames will drop or the clip will not play at all.</p> <p>Workaround: Connect the correct video master or make sure that no video is connected (the cable is left hanging in the patch bay).</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>

Feature Area	ID	Known Bug Description
audio	sys00162665	<p>On Linux systems, while inputting a clip, switching from embedded 48k to AES 0khz, then back again to embedded 48k will cause a loss of audio monitoring for the clip. Processing the input will restore audio monitoring only for the process period.</p> <p>Workaround: Close the input clip, then re-open.</p> <p>Affected software: Fire, Smoke Affected platforms: 6217 single core Affected OS: Linux RHEW 40 64b</p>
audio	sys00172694	<p>Occasionally when starting the application, the following warning messages may appear. These messages can be ignored.</p> <p>Error: artsmesssage Sound Server Fatal error: CPU overolad, aborting</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Lustre, Smoke Affected platforms: HP8400, HP9400 Affected OS: Linux RHEW 40 64b</p>
audio	sys00175525	<p>In readback mode with the HP AJA OEM-LH, the broadcast monitor may be four frames off or more.</p> <p>Workaround: The audio broadcast delay value should be set to 4.00 to get correct audio and broadcast synchronization with the AJA OEM-LH.</p> <p>Affected software: Flame, Smoke Affected platforms: HP8400 Affected OS: Linux RHEW 40 64b</p>
audio	sys00205728	<p>Scrubbing audio within modules can be imprecise.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
backburner monitor	sys00074129	<p>Restoring an archive using the Backburner Monitor returns the job to the render queue but also deletes the archive.</p> <p>Workaround: Make sure you re-archive a restored job in the Backburner Monitor after it is completed.</p> <p>Affected software: Backburner Affected platforms: Not specific Affected OS: Windows 2k, Windows XP</p>

Feature Area	ID	Known Bug Description
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	sys00007851	<p>In Batch/Regrain, the Matte view does not display correctly.</p> <p>Workaround: Set a parameter for the matte and then display the Matte view.</p> <p>Affected software: Flame, Flint, Inferno Affected OS: IRIX</p>
batch	sys00010153	<p>In Batch, the Undo list is lost when you switch to proxy or full-resolution, or when you enter or exit the Modular Keyer.</p> <p>Affected software: Flame, Flint, Inferno Affected platforms: Not specific Affected OS: IRIX</p>
batch	sys00157379	<p>In Batch, if you set resize keyframes on an Import node using "Fit Source", the Left/Right/Top/Bottom offsets aren't set or updated properly on the output node.</p> <p>Workaround: Go into the Animation Channel Editor, and reset the channels for "offsets" so they all have a value of 0.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch	sys00217469	<p>In Action with cache enabled, when rendering a node that is set to No Matte, cache is created for the matte, even though no matte is created.</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	sys00253151	<p>Using Batch setups from Flame 9.5 will cause Flame 2008 to crash when exiting Batch.</p> <p>Affected software: Flame, Flint, Inferno</p>
batch paint	sys00220971	<p>When you flip the pen over to use the Eraser brush, you cannot adjust brush size with the S+drag hot key combination.</p> <p>Workaround: Resize with S+drag before flipping the pen over to erase.</p> <p>Affected software: Flame, Flint, Inferno</p>
burn_components	sys00009421	<p>No error message appears when a font required by a setup is not installed on the Burn servers.</p> <p>Workaround: Install the fonts in question on all burn servers.</p> <p>Affected software: Burn Affected OS: IRIX</p>
burn_components	sys00098782	<p>The log for a Burn render node may show application timeout errors similar to the following after the completion of a rendering job: [error] 16387 common_services.cpp:37 06/03/05:16:01:32.264 Application unload timeout (1 minutes). This error is followed by subsequent messages indicating that the Burn process was killed by the operating system.</p> <p>Workaround: Disregard this error (and its subsequent messages) as they only indicate a communications lag between the Burn render node and the application that submitted the job. This error has no impact on a Burn render node, which remains online and is ready to accept new rendering jobs from the application.</p> <p>Affected software: Burn</p>
channel editor	sys00012034	<p>In Channel editor, the user definitions and filter settings are not kept for soft effects.</p> <p>Workaround: Save the setup.</p> <p>Affected software: Fire, Smoke</p>

Feature Area	ID	Known Bug Description
channel editor	sys00110775	<p>When using the "Random" function on channels, you may experience different results between the current release and previous release.</p> <p>Affected software: Flame, Flint, Inferno</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 bottom left corner of the channel editor.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
clip history	sys00018863	<p>In Batch, if Fill Cache is enabled and you Expand History for a matte clip, the node's result cache will not be correct.</p> <p>Workaround: Disable and re-enable the cache for this node.</p> <p>Affected software: Flame, Flint, Inferno</p>
clip history	sys00048750	<p>In the Text module, when you add a new logo to a layer, process it, and exit, if you re-enter the Text module from History view, the logo is gone.</p> <p>Workaround: Cancel the process and exit, or click the Undo button.</p> <p>Affected software: Fire, 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: Fire, Smoke</p>

Feature Area	ID	Known Bug Description
colour corrector	sys00164874	<p>On IRIX systems only, when using Color Corrector, if you click on the timebar to change positions the screen will not refresh properly.</p> <p>Workaround: Use the Split Bar (CTRL+B).</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke Affected OS: IRIX</p>
colour warper	sys00089793	<p>On Linux systems only, when you enable Crop, in either Colour Warper or Colour Corrector, with the Navigator enabled, the Back view is displayed instead of the Result.</p> <p>Affected software: Fire, Smoke Affected OS: Linux</p>
dve	sys00001442	<p>Layer priority changes made by doing a Re-entry on a layer are not brought back to the original state after selecting Reset All.</p> <p>Affected software: Fire, Smoke</p>
dve	sys00001935	<p>When previewing in DVE with grid enabled, the grid remains in the previewed image.</p> <p>Affected software: Fire, Smoke</p>
dve	sys00002862	<p>Shininess makes a re-entered layer disappear.</p> <p>Affected software: Fire, Smoke</p>
dve	sys00002998	<p>When you save a DVE setup containing lights and then load it for Action, the way the light is reflected in Fire and Smoke is different from the way it is reflected in Inferno, Flame, and Flint. The processed result is different.</p> <p>Affected software: Fire, Smoke</p>

Feature Area	ID	Known Bug Description
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: Fire, Flame, Flint, Inferno, Smoke</p>
dve	sys00004221	<p>DVE front-only setups will not load correctly in the Action module.</p> <p>Affected software: Fire, Smoke</p>
dve	sys00005249	<p>Modifying the Blur value too quickly may crash the application.</p> <p>Affected software: Fire, Smoke</p>
dve	sys00111147	<p>Dragging the layer transparency to 100 may cause the application to experience a slowdown.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
dve	sys00172602	<p>In Action and DVE, it is not possible to name a layer using a number for the first character in the name. If you try to name a layer using a number as the first character, the number will be replaced by an underscore.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
dve	sys00238947	<p>The default DVE indirect keyer should be the Luminance Keyer rather than the Master Keyer.</p> <p>Affected software: Fire, Smoke</p>
dve/action	sys00242638	<p>In Animation, with Auto Select enabled and key frames created, the timeline does not update when you toggle between the axis, front, and matte.</p> <p>Workaround: Select the corresponding channel manually.</p> <p>Affected software: Fire, Smoke</p>

Feature Area	ID	Known Bug Description
edl	sys00052798	<p>When exporting EDL, comments pertaining to Drop Frame sources may confuse the NDF Output re-assembly. This can result in sources not being found.</p> <p>Workaround: Clear all comments.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
edl	sys00161101	<p>Clicking Confirm when ejecting a tape during a multitape EDL capture does not work.</p> <p>Workaround: Press Enter instead of clicking Confirm.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
emulator	sys00133654	<p>In VTR emulation, the Retry mechanism may not work properly.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
emulator	sys00161116	<p>Audio may be out of sync when capturing if the pre-roll timecode passes 00:00:00:00 during the capture.</p> <p>Workaround: Make sure that the cue point for pre-roll stays under TC 00:00:00:00, or capture extra and sync the audio later.</p> <p>Affected software: Backdraft Conform, Smoke</p> <p>Affected OS: Linux</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: Fire, Flame, Flint, Inferno, 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>

Feature Area	ID	Known Bug Description
general	sys00015263	<p>On Tezro systems, sometimes the cursor may be missing coloured pixels.</p> <p>Affected software: Flame, Smoke Affected platforms: tezro 2P V12, tezro 4P V12 Affected OS: All</p>
general	sys00050874	<p>When you click the PDF Documentation button without making a selection, an empty xpdf window opens.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
general	sys00204878	<p>14:9 guides do not match EBU standards.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
import / export image	sys00001689	<p>Using the Clip Import or Export menus will not allow you to load an unsupported clip, but using background import and export will. The resulting clip is corrupted.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke Affected OS: IRIX</p>
import / export image	sys00002253	<p>When generating Wavefront RLA files for film, the gamma is incorrectly set. In the RLA image header, the gamma is unconditionally set to 2.2, which is correct for video data.</p> <p>Workaround: Use setenv WF_GAMMA <value> to set a different gamma value.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
import / export image	sys00002844	<p>In the Export Image menu, the values for QuickTime files are cleared from session to session.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
import / export image	sys00074636	<p>When you attempt to mount the CDROM from the application, after having entered the Import Audio File module a second time in the same session, the application may, on occasion, experience a crash.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
import / export image	sys00136198	<p>The SGI codec does not allow the import of Quicktime 7.1 generated movie files.</p> <p>Workaround: Downgrade to Quicktime 7.0.X.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke Affected platforms: IRIX</p>
import / export image	sys00165573	<p>59,94 fps clips exported as QuickTime may not have the right image rate.</p> <p>Affected software: Fire, Smoke Affected OS: IRIX 6.5.28f</p>
import / export image	sys00165741	<p>Background export does not work in a Traditional Chinese environment.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
import / export image	sys00215602	<p>When importing an RGBA sequence to the desktop using the container option, no matte container is created.</p> <p>Workaround: Import the Image to the library.</p> <p>Affected software: Flame, Flint, Inferno</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, Fire, Flame, Flint, Inferno, Smoke</p>
import / export movie	sys00154707	<p>QuickTime files with an Animation codec created in AfterFX or Combustion cannot be imported if the file size is greater than 2 GB. The Apple Animation codec works fine.</p> <p>Workaround: Use files smaller than 2GB or use another.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Inferno, Smoke Affected platforms: IRIX</p>

Feature Area	ID	Known Bug Description
import / export movie	sys00183265	<p>QuickTime files using the RGB/A Uncompressed codec display 'libquicktime' as the codec (as opposed to 'None') in the Get Movie Info panel from the QuickTime Player. The file is the same as those generated by QuickTime using the 'None' option for video compression (fourCC 'raw').</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
import / export movie	sys00210835	<p>When importing a Quicktime 2vuy file, black frames are introduced at the end of the clip, and extra audio tracks are created.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
import / export movie	sys00219764	<p>Audio is not mixed down during movie export.</p> <p>Workaround: Mix down audio prior to exporting your movie.</p> <p>Affected software: Flame, Smoke</p>
import / export omf	sys00004344	<p>23.976 and 24 fps OMF files are not supported.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
import / export omf	sys00006910	<p>An OMF file that contains segments with matte key effects with a dissolve gives an incorrect result. To avoid this, do not include dissolves with matte key effects.</p> <p>Affected software: Fire, Smoke</p>
import / export omf	sys00131239	<p>When loading an OMF file, segments using the Audio EQ effect do not get transferred when loaded into Smoke/Fire/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, Fire, Smoke</p>

Feature Area	ID	Known Bug Description
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, Fire, Smoke</p>
keyer	sys00072160	<p>When slipping front or back clips via Setup/Range in the Keyer in Batch, the slip is not reflected in the Result view. However, if you then save the Keyer setup and reload it on the Desktop, the slips you applied are there.</p> <p>Workaround: Apply the slip in Batch's Basic menu for the clip.</p> <p>Affected software: Flame, Flint, Inferno Affected OS: IRIX, Linux</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: Fire, Flame, Flint, Inferno, Smoke</p>
library	sys00126629	<p>When a library has very large clip histories, switching to List View can cause the application to stop responding.</p> <p>Workaround: Use proxy view.</p> <p>Affected software: Flame, Flint, Inferno</p>
library	sys00210555	<p>When double-clicking on a clip in the library to show the clip sources and intermediates, the sources display as black.</p> <p>Workaround: Use the expand sources arrow on the clip to see its sources and intermediates.</p> <p>Affected software: Flame, Flint, Inferno</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, Fire, Smoke</p>

Feature Area	ID	Known Bug Description
library	sys00260067	<p>On the desktop, if you rename a clip and then save its reel under a new name, everything appears as expected. But if you open the library and look at the new reel, you will find see that its clip has kept its old name.</p> <p>Workaround: Copy the clip to a new reel, then save the reel.</p> <p>Affected software: Flame, Flint, Inferno</p>
lut	sys00029331	<p>Zooming in on proxies in the Player or image window with a 3D LUT applied, considerably affects performance.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Inferno, Smoke</p> <p>Affected OS: IRIX</p>
Manager	sys00248542	<p>Upon sending a second job to a Windows-based Backburner Manager, the manager crashes.</p> <p>Workaround: Use a Linux Backburner Manager.</p> <p>Affected software: Backburner</p> <p>Affected OS: Windows XP</p>
modular keyer	sys00252963	<p>In the Master Keyer, relinking a matte input of a result node to any type of round node crashes the application.</p> <p>Workaround: Do not connect the matte input to the name of the round node. Connect instead to a tab of the node.</p> <p>Affected software: Flame, Inferno</p>
other	sys00142478	<p>On IBM APro 6224 workstations, the QLA 2344 4-port fibre-channel adapter only has 3 ports available for use.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p> <p>Affected platforms: 6224</p> <p>Affected OS: Linux RHEW 40 64b</p>
paint	sys00000327	<p>In Paint, no circle appears around the cursor indicating the brush size in the Colour mixing area of the palette.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p> <p>Affected OS: IRIX</p>

Feature Area	ID	Known Bug Description
paint	sys00000379	<p>With the Graphics/Fill tool, the processed result of a filled polygonal area is inconsistent with the Preview.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke Affected OS: IRIX</p>
paint	sys00006337	<p>In Paint, illegal frames are processed when the framestore is full.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke Affected OS: IRIX</p>
paint	sys00010855	<p>There is random or intermittent corruption in the reference buffer when you access the Colour Corrector from Paint.</p> <p>Workaround: Disable the reference buffer, exit CC, and then come back in. There will be no corruption.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke Affected OS: IRIX, Linux</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: Fire, Flame, Flint, Inferno, Smoke</p>
paint	sys00125739	<p>When using tools in Paint - Geometry, the aspect ratio of the clip is not respected.</p> <p>Workaround: Use Graphics instead of Geometry to Paint.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
paint	sys00146818	<p>In Paint, performance may be slow when using Shade.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
paint	sys00166220	<p>In Paint, when drawing a triangle shape with equal sides, some artifacts may appear in the result.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
paint	sys00170936	<p>Darkening can occur in 10 and 12 bit images when using Recursive Clone or Reveal in Paint.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
paint	sys00174785	<p>On rare occasions, while trying to access Paint, the application hangs with the following error: ERROR: UNIX: No such file or directory. /usr/discreet/user/effects/userName/paint/brush/brushName.dve.brush</p> <p>Workaround: Create a new user.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
paint	sys00179444	<p>In Paint, when working in SD resolution, the cursor shape of the brushes and the Geometry circle is not a perfect circle.</p> <p>Workaround: Use the Graphics Geometry circle.</p> <p>Affected software: Fire, 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	sys00188071	<p>In Paint, when changing the angle using Geometry > Line, a luminance shift occurs. The same thing happens with Geometry > Rectangle, as well as Geometry > Triangle when the triangle has equal sides.</p> <p>Workaround: This does not occur in tile mode.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke Affected platforms: 6217 dual core, HP8400</p>
paint	sys00188078	<p>Performance in Paint is slower than expected when Matte is enabled.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
paint	sys00214631	<p>In Paint, the Saved option for brush stroke size does not work.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
paint	sys00248549	<p>A clip may get corrupted with its matte image after applying changes in the Paint module.</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: Fire, Smoke</p>
player	sys00002448	<p>Using Preview FX on a matte container slows down the workflow in the timeline.</p> <p>Affected software: Fire, Smoke</p>
player	sys00009932	<p>During playback, a random bad frame may appear when switching quickly between Play Forward and Play Reverse.</p> <p>Affected software: Smoke Affected OS: IRIX</p>

Feature Area	ID	Known Bug Description
player	sys00011609	<p>The big Player always reverts to "Interlaced" mode even if the selected clip is in progressive format. The Player should adapt to the clip's format selection.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
player	sys00015633	<p>In the Player, full-resolution and proxy-resolution field dominance may appear reversed.</p> <p>Workaround: Play the clip in the standard Player. You can toggle between Default Player Dominance and Reversed Player Dominance by Ctrl+clicking the (greyed out) Full Res button in the Player. This will not work when you are not playing a clip.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
player	sys00147937	<p>On IRIX systems, when looping a clip with audio included in the Player, you may notice that the clip stops briefly at the end before continuing looping.</p> <p>Workaround: Use the Repeat tool, or remove the audio tracks from the clip.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke Affected OS: IRIX 6.5.28f</p>
player	sys00159293	<p>On Linux systems, Audio goes to the VTR via an output clip, but no audio is heard if the clip is played in player when enabling the wrong audio keyword, such as DVS_CENTAURUS, DEFAULT, SerialDUAL.</p> <p>Workaround: Set the keyword to DVS_CENTAURUS, Serial1.</p> <p>Affected software: Flint Affected platforms: 6217 single core Affected OS: Linux RHEW 30 64b</p>
player	sys00184577	<p>When using the Colour Corrector or Colour Warper, the interactive vectorscope displays unpredictably.</p> <p>Affected software: Fire, Smoke</p>

Feature Area	ID	Known Bug Description
Player	sys00214228	<p>When 2:3 insertion is enabled in Preferences and you play 24fps material in a timeline that includes gaps, frames may be dropped.</p> <p>Workaround: You can disable 2:3 insertion, but this may not look good on the output monitor.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
preferences	sys00107629	<p>Using the Tablet Margin numeric fields in Proportional mode may sometimes result in erroneous values.</p> <p>Workaround: Use the numeric keypad to set your values.</p> <p>Affected software: Flame, Inferno, Smoke Affected platforms: 6217 dual core Affected OS: Linux64</p>
preferences	sys00235262	<p>In the Preferences menu, changes made to Soft FX blur settings are not saved.</p> <p>Affected software: Fire, Smoke</p>
project management	sys00007134	<p>User and Project entries are not completely deleted from the project management scheme if you exit from the project management area immediately after having deleted the entries.</p> <p>Workaround: Restart the software and delete the remaining entries.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
publish	sys00162647	<p>When publishing an EDL it is possible to inadvertently enter spaces in the EDL filename, making it difficult to select the file in UNIX. For example, a clip named "s p a c e" will be published as "s p a c e_published.edl".</p> <p>Workaround: Use an asterisk (*), or underscore (_), or any other valid character in place of the extra space.</p> <p>Affected software: Backdraft Conform, Fire, Lustre, Smoke</p>

Feature Area	ID	Known Bug Description
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, Fire, Smoke</p>
regrain	sys00165102	<p>Using Regrain on longer clips may result in some bad random frames with vertical lines appearing in the rendered result.</p> <p>Workaround: Try using Regrain on shorter segments.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
server	sys00226012	<p>Wiretap 2007 may crash when accessing a complex timeline that includes timewarps.</p> <p>Workaround: Render all timewarps before accessing the timeline with Wiretap.</p> <p>Affected software: Wiretap</p>
soft effects	sys00013117	<p>When applying a Colour Warper soft effect on multiple-selected segments of a timeline, the effect is only applied to the last segment that had focus.</p> <p>Workaround: Apply the Colour Warper soft effect on one segment, then press Ctrl+4 to drop the effect onto other segments.</p> <p>Affected software: Fire, Smoke Affected OS: IRIX</p>
software configuration	sys00022089	<p>On Tezro 4P V12 systems, after installation, the graphics board for the workstation may not be initialized properly and an error message may appear.</p> <p>Workaround: Reboot the workstation to reinitialize the graphics board.</p> <p>Affected software: Flame, Smoke Affected platforms: tezro 4P V12 Affected OS: IRIX 6.5.23f, IRIX 6.5.28f</p>
sparks	sys00003046	<p>Turning on Preview and Preview FX (in this order) with the 5D-Bubbles soft Sparks plug-in causes the application to crash.</p> <p>Affected software: Fire, Smoke Affected platforms: Not specific Affected OS: IRIX</p>

Feature Area	ID	Known Bug Description
sparks	sys00003151	<p>You cannot navigate using the numeric keypad in the Sparks timeline when Timecode is selected.</p> <p>Affected software: Fire, Smoke Affected OS: IRIX</p>
sparks	sys00003241	<p>Values are reset when you go from an Autodesk-provided Sparks plugin to a third-party Sparks plugin.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke Affected OS: IRIX</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>
sparks	sys00185154	<p>In Sparks, adjusting numeric fields using the arrows does not update the content of the field as expected.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
sparks	sys00221240	<p>When a Sparks soft-effect has been applied to a clip, it is not possible to delete the last keyframe of the clip in the animation channel.</p> <p>Workaround: Select the keyframe and press the Delete key.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
stabilizer	sys00154711	<p>In Stabilizer, the preferences for Channel Editor do not update when using Filter.</p> <p>Workaround: Click on Channel after clicking Load Prefs or Pan in the Animation window to refresh.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
stabilizer	sys00221580	<p>In the Stabilizer, 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 Y numeric box. <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
system configuration	sys00001420	<p>Using the JL Cooper MIDI device will cause dropped frames while performing audio animation on the fly with the AudioDesk.</p> <p>Affected software: Fire, Smoke Affected OS: IRIX</p>
system configuration	sys00021664	<p>On Linux systems, the following application hot keys are unavailable: ALT+F1, ALT+F3, ALT+F9, and ALT+F12. Note that pressing ALT+F9 also minimizes the KDE shortcuts panel.</p> <p>Affected software: Flame, Flint, Smoke Affected OS: Linux</p>
system configuration	sys00024827	<p>Linux systems with a 4-port Qlogic card (QLA 2344) may take a long time to start if fibre channel ports are not connected or terminated. This is because Linux can wait up to 2 minutes for each unconnected port to time-out before continuing to boot.</p> <p>Workaround: Place optical terminators on unconnected fibre channel ports.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected platforms: 6217 dual core, 6217 single core, 6221, 6224 Affected OS: Linux</p>

Feature Area	ID	Known Bug Description
system configuration	sys00162729	<p>On Linux systems, when setting your broadcast monitor preferences to Always ON, a still frame is displayed when not in the Player or image viewer.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
system configuration	sys00168641	<p>On Tezro systems using the V12 Graphics card and running IRIX 6.5.28, the system may experience noticeable performance degradation when using Shadows in Action.</p> <p>Workaround: Instead of using the built-in Shadow feature in Action do the following:</p> <ol style="list-style-type: none"> 1) Add another layer using a solid color and the matte corresponding to the layer that requires a shadow; 2) In FLAME, add an image corresponding to this layer, then parent the main image to the shadow image; 3) In SMOKE, link the Layer and its Shadow using a Global. <p>Affected software: Flame, Smoke Affected platforms: tezro 2P V12, tezro 4P V12 Affected OS: IRIX 6.5.28f</p>
text	sys00000519	<p>The width of the underline does not render at an even rate.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke Affected OS: IRIX</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, Fire, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>

Feature Area	ID	Known Bug Description
text	sys00164921	<p>The Input Method does not work with a soft Text effect.</p> <p>Workaround: Use the Soft Text editor.</p> <p>Affected software: Fire, Smoke</p>
text	sys00170487	<p>In the Text module, when you load a logo into a new layer, then you render Both or Matte, the matte clip may have incorrect mattes for the logo elements. The result is the same as for the front.</p> <p>Affected software: Fire, 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, Fire, Flame, Flint, Inferno, Smoke</p>
text	sys00242023	<p>Font does not load when Text Setup reloads. The path to the font file contains spaces.</p> <p>Workaround: Correct the path to remove spaces. Make sure to only use "Unix legal" characters in paths.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
timewarp	sys00007129	<p>In the Batch timeline, preferences for interpolation and extrapolation are not applied to the timewarp curves.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
unlink / relink	sys00157643	<p>Recapturing an unlinked clip manually does not bring back the expected media.</p> <p>Workaround: Use Strict mode when relinking with the Relink tool.</p> <p>Other workaround: In the Recapture dialog use "Relink" to get the correct media on the edited clip.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
unlink / relink	sys00179872	<p>If a whole timeline is selected for processing and it includes an unlinked segment, processing may not complete as expected.</p> <p>Workaround: Move all the unlinked segments to a layer above all the linked material that needs processing, or select only the unrendered segments and then process.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
video certification	sys00119903	<p>On Linux systems, Outputting video only to a Betacam SP will not work if the PC running the application does not receive a valid audio AES signal back from the DVS.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Smoke Affected OS: Linux</p>
video certification	sys00130371	<p>On Linux systems, you may lose audio monitoring when inputting clips from a VTR if you change the scan mode. The input result is not impacted.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
video certification	sys00161725	<p>The VTR I/O status bar may wrongly display and maintain a "Framestore is too slow" message when a drop occurs, even though the drop has been re-cued and addressed.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
video_io	sys00006558	<p>You cannot format an archive if the VITC timecode is not present or is incorrect. There is no way to force LTC only instead of VITC or VITC/LTC.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
video_io	sys00009728	<p>Aborting a VTR output may cause extra freeze frames to be left on the tape.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke Affected OS: IRIX</p>

Feature Area	ID	Known Bug Description
video_io	sys00020113	<p>When feeding an SD composite reference and an HD tri-level reference to the AJ-HD2700 in 720p_60P, the deck loses the sync every 10 seconds in Record mode.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
video_io	sys00025895	<p>When inputting a clip, the broadcast monitor stutters if audio cables have been attached after DVS initialisation.</p> <p>Workaround: Exit the application and restart.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
viewing	sys00093307	<p>A sequence exported or published from IFFFS containing both scanned frames and exported/published frames, will cause a split frame to occur when imported into Lustre. Lustre reads the first frame and then assumes that all following frames share identical header information (aside from the TC). When a different header type is present in the sequence, Lustre does not rescan the frame.</p> <p>Workaround: Soft-import all shot frames and then use the Lustre Publish function to ensure that no mixed headers are present in the sequence.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
vtr i/o engineering	sys00069646	<p>On Linux workstations, when working in an HD project you cannot use an NTSC or a PAL SD sync signal.</p> <p>Workaround: Use a Tri-level sync signal and device. The application's syncing default is Tri-level.</p> <p>Affected software: Flint, Smoke Affected platforms: 6224 Affected OS: Linux</p>
vtr i/o engineering	sys00258126	<p>Using HDCAMSR 1080i with a PGLD of 14 can result in inaccurate frames on clip input/output.</p> <p>Workaround: Increase the PGLD value (for example, to 19) until you get accurate frames. Do this in the init.cfg file for the VTR keyword HDCAMSR 1080i.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
vtr input	sys00007744	<p>When inputting a clip, if the workstation from which you are capturing is accessed via the network it will drop the capture and start to retry. It will retry until it reaches its maximum retry count then show "Capture completed", even though the capture was never done.</p> <p>Affected software: Backdraft Conform, Fire, 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: Fire, Flame, Flint, Inferno, Smoke</p>
vtr input	sys00047861	<p>On Linux workstations, if you unplug and replug your SDI VTR output to DVS cable, you will encounter interactivity problems. Either the playback will not be in real-time or it will freeze completely.</p> <p>Workaround: Exit the Input/Output Clip module and re-enter it.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected platforms: 6217 dual core, 6217 single core, 6221, 6224 Affected OS: Linux</p>
vtr input	sys00095678	<p>You cannot archive if a VTR emulator is enabled.</p> <p>Affected software: Backdraft Conform, Fire, 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, Fire, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
vtr input	sys00162709	<p>On Linux systems, the frame code mode of the first HSDL capture may be incorrect.</p> <p>Workaround: After the first capture, exit and re-enter the Input Clip menu. Your timecode and In and Out points are now correct.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux</p>
vtr input	sys00162710	<p>On Linux systems, you may encounter some instability, such as dropped frames or failed captures, when capturing from an HSDL device.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke Affected OS: Linux</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, Fire, Flame, Flint, Inferno, Smoke</p>
vtr input	sys00185660	<p>If you do an EDL capture from a Varicam at a certain frame rate, 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, Fire, Flame, Flint, Inferno, Smoke</p>
vtr input	sys00245509	<p>When inputting a clip with no SDI-in signal, the graphics monitor goes out.</p> <p>Workaround: Make sure that the VTR head is winded on and not in standby mode.</p> <p>Affected software: Backdraft Conform, Fire, Inferno Affected platforms: onyx3 IR4 Affected OS: IRIX 6.5.28f</p>
vtr output	sys00072003	<p>Any Out point computed over 00:00:00:00 will cause the output to tape to fail.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Known Bug Description
vtr output	sys00074599	<p>When you select a VTR emulator in the Clip Output menu and enable Playback, the process is successful, but you do not get a preview of the clip being output.</p> <p>Affected software: Backdraft Conform, Fire, Smoke</p>
vtr output	sys00163664	<p>When outputting to VTR, the Tape EE button may become disabled, so you won't be able to monitor your output.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
vtr output	sys00165112	<p>On Onyx 350 workstations running a 1280x720@59.94p project, you may have audio/video sync issues on output.</p> <p>Affected software: Fire, Inferno Affected platforms: onyx 350 IR4, onyx3 IR3 Affected OS: IRIX 6.5.28f</p>
wiretap	sys00253911	<p>The Wiretap daemon (wiretapd) dies suddenly, for no apparent reason.</p> <p>Workaround: Restart the daemon and submit the job again, if necessary.</p>

Fixed Bugs for version 2008 SP1

Feature Area	ID	Fixed Bug Description
action	sys00218092	<p>PSD files have incorrect aspect ratios after being imported.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
action	sys00219402	<p>When loading a saved setup in Action/DVE, the timecode of the most recently loaded clip is used, instead of the timecode of the background saved with the setup.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
action	sys00220321	<p>When working with the Use Proxies option on in Action/DVE, crop values relative to the frame resolution are limited to the proxy scale factor. In other words, if proxies are set to be 50% of the full resolution, you cannot create a crop that is larger than 50% of the image. For example, if you are working in NTSC 720x486, a vertical crop cannot be larger than 243.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
action	sys00220600	<p>In Action/DVE, copying and pasting a crop value from one layer to another does not work.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
action	sys00224448	<p>After importing FBX files, objects tagged as hidden in the FBX are visible.</p>
archive	sys00221808	<p>Restoring a soft-imported media archive may result in the following error: "writing frame in ArchivingDevice::writeVideoFrame()...No such file or directory."</p>
archive	sys00224087	<p>There is an issue with restored clips that were only partially rendered before being archived. Once restored, if you render such clips, the portions that were previously unrendered become black.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Fixed Bug Description
batch paint	sys00224623	<p>In Batch Paint, painting is slower on IRIX than on Linux.</p> <p>Affected OS: IRIX</p>
channel editor	sys00216476	<p>In the channel editor, if there is one channel out of sight at the bottom of the list, you cannot scroll down to it.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>
channel editor	sys00224663	<p>On Linux, the following hot keys can cause the application to crash:</p> <ul style="list-style-type: none"> , (comma) . (dot) / (Backslash) <p>Affected OS: Linux</p>
client	sys00240657	<p>Upgrading to Wiretap 2008 yields an invalid default path to the path translation database.</p>
colour corrector	sys00225500	<p>When using the Colour Corrector overlay in DVE, transparency behaviour is erratic.</p> <p>Affected software: Smoke</p>
colour warper	sys00212425	<p>The Colour Warper's plot line disappears or moves in the wrong direction in the histogram.</p> <p>Affected software: Flame, Flint, Inferno</p>
dve/action	sys00235744	<p>"userfun.expressions" such as frametoslip and pingpong are not working.</p> <p>Affected software: Fire, Smoke</p>
editdesk	sys00234137	<p>When working in the Timeline with Sparks soft effects, crashes can occur.</p> <p>Affected software: Fire, Flame, Flint, Inferno, Smoke</p>

Feature Area	ID	Fixed Bug Description
edl	sys00216764	<p>Saving a large library of soft-imported media can take several minutes. This mainly applies when doing an EDL assemble.</p> <p>Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke</p>
garbage mask	sys00224192	<p>When copying a segment effect containing a gmask and pasting it to another segment, the gmask is not scaled correctly.</p> <p>Affected software: Flame, Flint, Inferno</p>
import / export image	sys00200031	<p>Exporting DPX files in the background does not write the clip's tape name to the DPX header.</p>
import / export image	sys00221749	<p>After importing XML files, free memory is not completely released.</p>
import / export image	sys00224374	<p>When trying to import or export in the background, progress is not displayed in the interface.</p>
library	sys00222135	<p>Opening a large archived library on Standard FS is much slower than when doing the same thing on Stone.</p>
library	sys00222500	<p>There are long delays when attempting to delete soft-imported media that contain many frames.</p>
lut	sys00215508	<p>In the LUT Editor, the Histogram appears as vertically stretched.</p> <p>Affected software: Flame</p>
lut	sys00220681	<p>In the LUT Editor, changing the LUT type does not update the LUT values displayed.</p>

Feature Area	ID	Fixed Bug Description
modular keyer	sys00233628	Entering the Modular Keyer after creating a new user can cause a crash.
paint	sys00192090	On IRIX, in Paint, enabling Matte and using "Custom Smear" results in undesired artifacts (large squares). Affected OS: IRIX
sparks	sys00223511	When using Furnace sparks, the text at the top of the screen appears as little squares.
stabilizer	sys00224327	When using the channel editor in Stabilizer, if you attempt to move the point, it may end up outside the view.
video certification	sys00227783	On ADIC SANs, the free inode count for a filesystem is not returned properly by the driver and the VIO module gives a message that there is not enough space.
vtr i/o engineering	sys00185788	You may notice a video degradation over several I/O passes of the same clip when using the AJA video board. Affected platforms: HP8400 4CPU, HP9400

Fixed Bugs for version 2008 SP2

Feature Area	ID	Fixed Bug Description
colour corrector	sys00226052	In Colour Corrector, the result sample box does not update when you modify the gain and offset while under Shadow/Midtones/Highlights. Affected software: Fire, Flame, Flint, Inferno, Smoke
keyer	sys00235213	GMask setups do not load properly on clips with a resolution different from the project. This setup problem prevents the creation of mixed resolution projects. Affected software: Flame, Flint, Inferno
batch	sys00242860	In Batch when using Sparks, the bit depth is not updated correctly. Affected software: Flame, Flint, Inferno
garbage mask	sys00244069	In Batch, reloading a setup with GMask/GMask proxies causes the GMask to be incorrectly scaled and positionned. Affected software: Flame, Flint, Inferno
garbage mask	sys00244376	When re-entering Batch, the GMask shape created in Modular Keyer or a GMask node gets resized. This happens only if the resolution of the setup does not match the default resolution of the project. In addition, resize setup in the Preferences has no affect on this behaviour. Affected software: Flame, Flint, Inferno

Fixed Bugs for version 2008 SP3

Feature Area	ID	Fixed Bug Description
garbage mask	sys00244069	In Batch, reloading a setup with GMask or GMask proxies causes the GMask to be incorrectly scaled and positioned. Affected software: Flame, Flint, Inferno
import / export image	sys00241498	The application may crash when importing certain EXR images that use openEXR Display Windows and Data Windows. Affected software: Backdraft Conform, Fire, Flame, Flint, Inferno, Smoke
import / export image	sys00252703	When exporting an image, if you try to include a pound (#) character as part of the name, it is replaced by an underscore (_).
library	sys00246828	Deleting the source of a background wire clip could result in illegal frames.
library	sys00247732	Suspending a background Wire job may result in clip that is unusable or black.
library	sys00241169	Following a Wire transfer, frames of a clip could eventually end up missing.
software configuration	sys00245880	When installing a licence server on a machine that has its primary system drive set up with HW-RAID or SW-RAID protection, the DLHOSTID command does not work.

Feature Area	ID	Fixed Bug Description
vtr output	sys00216081	Enabling letterbox in the Player causes the output clip menu to always display the letterbox, even if the letterbox option is later disabled in the Player.
wiretap	sys00251639	When using Tether to write clips in a library, some clips may end up with a ref count of 0.

Fixed Bugs for version 2008 SP4

Feature Area	ID	Fixed Bug Description
import / export image	sys00252703	When exporting an image, if you try to include a pound (#) character as part of the name, it is replaced by an underscore (_).
modular keyer	sys00264090	Changing the preferences for the animation interpolation changes the blend curves. Affected software: Flame, Inferno
paint	sys00248549	In the Paint module, a clip and its matte may get corrupted after applying changes to it. Affected software: Flame, Flint, Inferno, Smoke
paint	sys00260988	In some circumstances, Paint clip results are not saved to the work area after exiting the Paint module.
paint	sys00266859	With NTSC or 2K clips that are either 10-bit or 12-bit, enabling a filter in Paint crashes the application. Affected platforms: onyx2 IR4, onyx350 Affected OS: IRIX 6.5.28f
player	sys00260100	In the Player, the Ration slider is missing from the Letterbox custom option. Affected software: Backdraft Conform, Smoke Affected OS: IRIX 6.5.28f
preferences	sys00254320	After having selected in General Preferences either Frame, Keycode/Frame, Frame+res, or Keycode/Frame+res, clicking TC in/out or TC duration from the Player crashes the application.

Feature Area	ID	Fixed Bug Description
server	sys00261386	<p>Lustre cannot connect to Linux over SDP on Infiniband as the server opens an IPv6 socket, not an IPv4 one; the SilverStorm InfiniBand driver doesn't support IPv6 sockets.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Lustre, Smoke Affected OS: Linux</p>
timewarp	sys00247821	<p>Importing an EDL with a timewarp, and then removing that timewarp, causes the in-point of the timewarp to be lost and reset to the first frame of the source.</p>
xml	sys00247873	<p>Varicam projects exported via XML from FinalCut Pro cannot be recaptured.</p>

Fixed Bugs for version 2008 SP5

Feature Area	ID	Fixed Bug Description
action	sys00244161	Copy the branches from an animated layer, and then Paste and Link the copied layer to the original one. If you repeat this operation multiple times, the original layer stops working.
action	sys00271340	Action setup created in the 2008 version of the application results in UI glitches.
archive	sys00274217	With data tape archives of over 700 GB multiple appends to the archive will eventually render the archive un-openable. This was reported by MPC on a HP9400 with an LTO4 device. This has also been reported on HDCAM SR using 94min tapes.
edl	sys00126533	OMF exports from the timeline are not compatible with ProTools 6.5 or higher. Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke
edl	sys00240767	When importing an EDL generated from a Final Cut Pro application, any transition setting automatically shifts and cuts the transition. Affected software: Backdraft Conform, Smoke
import / export image	sys00252703	When exporting an image, if you try to include a pound (#) character as part of the name, it is replaced by an underscore (_).
import / export omf	sys00251003	On a Tezro, exporting OMF with embedded audio does not work. No errors are reported, but the files are too small. Affected platforms: tezro 2P V12, tezro 4P V12 Affected OS: IRIX 6.5.28f

Feature Area	ID	Fixed Bug Description
import / export omf	sys00251003	On a Tezro, exporting OMF with embedded audio does not work. No errors are reported, but the files are too small. Affected platforms: tezro 2P V12, tezro 4P V12 Affected OS: IRIX 6.5.28f
paint	sys00273900	Paint: All strokes drawn before committing should be undoable

Fixed Bugs for version 2008 SP6

Feature Area	ID	Fixed Bug Description
backburner monitor	sys00278885	<p>If BBwebmonitor is open and artist is in the application sending a job to Burn then accesses F11 for background processes. Another artist on another machine will loose queue control on their end because the application took administrative control and will not relinquish it.</p> <p>Workaround: A workaround for 2008 is to use the WebMonitor to delete jobs. Or from a Windows Backburner queue monitor relinquish control or restart the server (not a good workaround)</p>
edl	sys00240767	<p>When importing an EDL generated from a Final Cut Pro application, any transition setting automatically shifts and cuts the transition.</p> <p>Workaround: assemble the EDL in V2007 SP5 and then save and open in V2008</p> <p>Affected software: Backdraft Conform, Smoke</p>
library	sys00281915	<p>Red frames on wire transfer - Using the Input Clip button to capture a clip in the library then exiting from the input clip module. When the application returns to the library, most of the clips are RED.</p>
server	sys00283788	<p>Server crash when loading a timeline with a Timewarp on a layer.</p> <p>Workaround: In the application, use Flatten publish to get rid of the multi layers and the Timewarp effects.</p>
system configuration	sys00266349	<p>Miranda DVI Ramp2 produces tearing of picture on broadcast output.</p> <p>Workaround: go to Preferences and change the preview from PAL to something else (e.g. 1920x1080@50i), then change it back to PAL.</p> <p>Affected software: Backdraft Conform, Flame, Flint, Inferno, Smoke</p>