

Fixed and Known Bugs



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Introduction

About This Document

This document lists the fixed and known bugs for Autodesk® Lustre® 2008. They apply to Windows® OS and all platforms, unless otherwise indicated.

The main level bookmarks in this PDF display the fixed and known bugs. 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 2008

Feature Area	ID	Fixed Bug Description
background render	sys00200452	Background rendering works with Interlaced grades.
background render	sys00212972	The slave renderer renders files in both Progressive and Interlaced mode.
background render	sys00096975	When background rendering (aka Lustre Burn), the resize aspect value is now applied to the rendered file and therefore the file is rendered properly with the correct aspect ratio.
channels	sys00195198	How keyframes are added, depends upon the option selected in the Animation menu. Select Linear, Bezier, or Const (constant) before adding a keyframe. If nothing is selected before adding the keyframe, it will default to Bezier mode.
colour correction	sys00081869	Lustre does not crash, or the image does not corrupt if using a SW LUT (e.g., 1.5d or 3d), and in the Colour>Curves menu selecting Output and clicking the Bypass button.
configuration	sys00167605	You can use the Custom Change Cut option with keyword token MatchCustom EDLReelName and the "type" specifier. For more information, please refer to the revised section in the User's Guide.

Feature Area	ID	Fixed Bug Description
configuration	sys00086255	The play button on the user interface is now enabled when you use either the control surface panel or the spacebar to play a shot.
configuration	sys00112899	For the hot key, SHIFT+spacebar (switch to Render View mode, switch off the user interface, and start play), the UI switch off is disabled in the Editing menu.
configuration	sys00212977	Lustre now recognizes DLEDL clips from Wiretap with clip names that include a forward slash (/) or a space followed by a number and therefore no longer displays those shots as a red 'X'.
configuration	sys00202916	The Autosave 5 keyword token is now functional.
configuration	sys00209735	Low/Mid/High gamma balance panel now resets correctly.
configuration	sys00216007	When using the numeric keypad on the navigation panel, there is no longer a delay between pressing the keypad and displaying what was entered.
configuration	sys00214279	When you are using the control surface panel, the '>' character on the control panel display shows whether the Inside or Outside geometry has been selected.

Feature Area	ID	Fixed Bug Description
configuration	sys00129376	When working with the text plate, make sure the MaxColor token is spelled as "MaxColor" in the configuration file.
editing	sys00067221	Lustre no longer sets the resolution for all assembled EDL black events to 720x576.
editing	sys00210826	The grade data is also brought back when you click Undo after deleting a graded shot.
editing	sys00172135	When cutting a clip that begins with a dissolve, another dissolve is no longer reapplied to the cut.
editing	sys00132550	Lustre no longer creates a gap when parsing an EDL event that has a space in the clip name.
image io	sys00059784	Lustre now supports the DPX 8-bit RGB file format when rendering.
image io	sys00210287	Browsing AVI files in Lustre does not make the application crash.

Feature Area	ID	Fixed Bug Description
image io	sys00163041	Lustre can load Northlight DPX scans that contain IR information in their header.
image processing	sys00141898	The effects plugin, Noiseplugin31, can now be used with mask on a Secondary.
image processing	sys00146266	Tracker now scales proportionally to the zoom factor. If you zoom in the tracker box becomes larger and if you zoom out the tracker box becomes smaller.
image processing	sys00219166	In CDL, if the RGB Power is set to 1, the levels of the image is no longer clipped.
image processing	sys00166021	The left and right crop settings are now cropping correctly when resize is applied.
image processing	sys00178485	The effects plugins, silver and printbleach, no longer crash when applied on secondary using 720x576 or 720x486 resolution.
video io	sys00221932	Images do not flip vertically when viewed in Deliverables (D) mode on the Lustre Station (Assistant) with the MustReparse keyword token or when holding the Shift key when accessing the Deliverables view.

Feature Area	ID	Fixed Bug Description
video io	sys00212430	You can now use the Lustre Emulator to capture from another Autodesk Editing/Effects product (e.g., Autodesk Smoke).
video io	sys00217140	The DPX timecode is now accurately represented in the file information when capturing 720p.
video io	sys00224130	The workstation no longer reboots when you are enabling/disabling the DVS raster in VTR control mode.
video io	sys00211214	All images are now properly displayed out of the DVS card when using 720p 5994 & 720p 60fps rasters.
viewing	sys00153939	The thumbnails are correctly updated when the scan type option is set to Interlaced.
viewing	sys00195432	Enabling the GFX SDI raster no longer forces the playback framerate to remain at 24 fps.
viewing	sys00210665	Images are no longer corrupt when the F5 hot key (switch on/off split view) is used while GPU is enabled.

Feature Area	ID	Fixed Bug Description
viewing	sys00060278	The Print LUTs are now applied properly if the frames are cached by the frame buffer in HW mode.

Known Bugs 2008

Feature Area	ID	Known Bug Description
background render	sys00226555	<p>Proxy generation for 4K media does not work with Burn.</p> <p>Workaround: You need to generate the proxy locally.</p>
configuration	sys00226681	<p>Lustre crashes if you render a timeline coming from Wiretap that contains Fade In or Fade Out (Source Grade only).</p> <p>Workaround: You either need to use Normal mode, or remove the Fade In/Fade Out and redo the transition using a black clip.</p>
configuration	sys00218524	<p>When you are using the control panel and you create a geometry and select bezier, the cursor button is activated.</p> <p>Workaround: You need to click on the cursor button to deactivate it.</p>
configuration	sys00220833	<p>On the Control Surface Panel, using the blur and cleanup knobs, a geometry can be given a negative value.</p>
configuration	sys00218396	<p>If Lustre is referencing a Wiretap DLEDL as the last saved grade and this timeline has been deleted in Smoke/Flame, Lustre will hang the next time it is launched because the referenced media is not available.</p> <p>Workaround: Before you delete clips in Smoke, make sure to remove the cut in Lustre using the same clip.</p>
editing	sys00212851	<p>While you are in confidence check and you try to go to a different Editing submenu (e.g., Assemble), the menu does not fully update and still displays the confidence check viewer. You need to click on the Browse submenu to correct the display.</p>

Feature Area	ID	Known Bug Description
editing	sys00221937	In the multi-layered timeline, a gap is assigned a shot number when it should not.
editing	sys00212655	<p>The EDL assembled sequence is not immediately displayed in the Timeline view if the EDL Rec TC is not 00:00:00:00.</p> <p>Workaround: You have to click on the Home button (H) for the assembled cut to update in Timeline view.</p>
editing	sys00207605	<p>On the HP 8400, if you use the F5 hot key on a timeline that has a gap, the gap corrupts the image on the other playhead.</p> <p>Workaround: If you toggle playheads/shots, the corruption will disappear.</p>
editing	sys00216256	If you have a timeline that has a dissolve from a gap, the dissolve does not get exported to the EDL.
editing	sys00219165	<p>Lustre does not support EDL reverse M2 (reverse motion) events that are not -100% speed in the Assemble menu.</p> <p>Workaround: You need to manually set the Retime value to the right speed in the Edit menu.</p>
image io	sys00060202	<p>Lustre does not support tiled TIFF files, only scanlines. TIFF files generated by Apple Shake, Autodesk Toxik/Combustion/Maya have to be converted to TIFF (scanlines).</p> <p>Workaround: You need to convert the TIFF files with an external application, like Xnview, before importing it into Lustre.</p>
image processing	sys00209346	If you start print view playback in the Image>Dust menu, the playback stutters.

Feature Area	ID	Known Bug Description
image processing	sys00218452	<p>The GFX DVI and SDI outputs are not properly refreshed if you are performing a shape tracker analyse and the F7 view is enabled.</p> <p>Workaround: You need to exit the F7 view before performing a shape tracker analysis.</p>
image processing	sys00223795	<p>The point tracker box is not rescaled accordingly when you switch between full and half resolution. The box looks bigger in the half resolution.</p>
viewing	sys00227226	<p>The Geom Blur field is greyed out (though it should be available) when the GPU processing is enabled and the GpuNoAutoSwitch keyword token is activated.</p>
viewing	sys00227330	<p>When the GpuNoAutoSwitch keyword is uncommented and you are at the bottom of the available plugins list, enabling the GPU button hides all of the plugins except for printbleach.</p> <p>Workaround: You need to click on the up arrow to reveal the rest of the GPU plugins that are hidden.</p>
viewing	sys00218459	<p>GPU plugins are being applied over the shot name text (the w hot key), if the text is enabled.</p>