

Fixed Bugs



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Introduction

About This Document

This document lists the new fixed bugs for Autodesk® Lustre® 2008 Service Pack 2. They apply to Windows® OS and all platforms, unless otherwise indicated.

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Fixed Bugs

Feature Area	ID	Fixed Bug Description
Audio	sys00262454	When you are loading audio files, it no longer creates a memory leak.
configuration	sys00245526	When Autosave is enabled, it no longer overwrites the original grade if you perform a change cut. Also, if you save an autosaved grade, it is saved to a new grade file and does not save over your loaded grade file.
video io	sys00059939	When you abort a capture and then restart it with the same in and/or out points, the following error no longer occurs: "Cannot release fifo Error: SV_ERROR_BUFFER_NULL a buffer not pointing to anything."
VIO - playout	sys00251349	Lustre now has the ability to insert a single shot on tape (Shift+Insert) at 23.98 fps or 24 fps.